

B.Sc. (Animation & Multimedia)

Syllabus (Third Semester)

BAM 301 : ADVANCED ANIMATION PRINCIPLES

Timing for inanimate objects, Rotating objects, Spacing of drawings.(General Remarks)
Spacing of drawings, Timing a slow action, Timing a fast action, Getting into and out of holds, Single frames or double frames, Timing an oscillating moment, Bird flight, Other types of animation cycles, Special effects, Flames, Smoke, Water, Rain, Snow, Explosions, Repeat movements of inanimate objects, Accentuating a movement, Strobing, Basic expressions, Lip movement, Key animation, Clean up, Character design, Shapes to define characteristics and attitudes, Different characters –e.g. hero, villain, secondary and incidental characters, Characterization(acting), Change of expression, Look for the contrast, An acting point, Symmetry “OR” Twinning, dialogues in animation-as a part of acting, SUBPOINTS, Phrasing, Picture and sound sync, Accents, Attitude, The secret, Animation with soundtrack, The sound track, Dialogue and voice over.

BAM 302 : DIGITAL TELEVISION PRODUCTION

Basic art of filmmaking, using currently available digital software/hardware tools. Overview of preproduction planning- program ideas, production models, Preproduction & Post-Production activities –Writing the program proposal, preparing a budget, presenting the proposal, Writing the script, Director’s roles & procedures, Visualization & sequencing, Shooting, Aesthetics of Editing, Role of audio & effects, Mix and composite, source material into a finished fine edit product.

BAM 303 : COMPUTER LAB ON 2D INK PAINT COMPOSITING TECHNIQUES

Introduction to advanced 2D animation compositing and Ink paint techniques. Creating color models as per the model sheets. Creating color pallets as required paint and ink fields. Understand the dope sheets / X- sheets in production level. Arranging and adjusting the layers as per X- sheet. Advanced panning of camera and background, multiple cameras for showing depth in-between background, over lay and character layers. Introduction to compositing special effects into a scene using 3d graphics and 3d special effects in 2d layers.

BAM 304 : COMPUTER LAB ON 3D MODELING

Introduction to various 3D modeling Techniques :- Organic Modeling, Mechanical & Technical Modelling. Using Templates for Modeling. Polygon, Patch Modeling & NURBS modelling. Concept of edit mesh and edit poly. Low poly modeling. Modifiers and compound objects. How to manage vertex, faces and polygon selections. Introduction to Basic Rigging. Meshsmooth and its options. concepts of Mirroring, Cloning, Merging and exporting the models from scene to scene for facilitating faster production flow.

BAM 305:COMPUTER LAB ON WEB DESIGNING & DEVELOPMENT

Developing a website for portfolio, Flash action scripting . embedding animation in web page, Using HTML Integrating front page,

Introduction to Internet Technology.

- Introduction to Various Protocols.
- Introduction to Various Types of Web Sites(.com,.edu,.net etc).

Introduction to Web Design.

- Uses of Web Site.
- Intro to Tools used for Web Designing.
- Into to Complete process from Web Designing to Web Publishing and Updating.

Html

- Detailed knowledge of HTML Tags.

CSS Essentials.

Fundamentals of JavaScript

Fundamentals of Flash Scripting.

Web Design through Front Page.

Create Basic Website Layout

BAM 306 : DIPLOMA SHOW CASE PROJECT – I

Students produce short projects as experiments in concepts, style or technology and are encouraged to take risks, break rules and explore their own unique creative potential. Students may either work in 2D or 3D, according to their inclination prerequisites, or, with consent of the Faculty, they may work in any medium appropriate to their experience and resources. While producing their own work, students also serve as production planning team and production crew for all other projects.