

# **B.Sc. (Animation & Multimedia)**

## **Syllabus (Fourth Semester)**

### **BAM 401 : PRODUCTION FOR ANIMATION**

Directing and Analyzing a film, Animation film techniques, Film language in action, Adaptation of film language into animation, Student project- Character Designs, Overview, Working with a script/ screenplay, Camera angles, Movements of the camera- Pans, Tilts Truck in and Truck outs, Shots and Scenes, Dramatic effects, Visual language and readability, Visual continuity, Timing the storyboard, Analyze storyboard of a film, Student project- story boarding, Layout and design, Focus on the design of the film, background design and composition as well as camera aspects and film language, Working with storyboard, Field size, Design and rendering the scenes layout and composition, Pans, Trucks and Multiple Pans, Scene planning, Realistic touches; character interaction with the scene and the backgrounds, Analyze film layouts, Design and layouts, clean of up of BGs and BG painting, Sound concepts and effects for the film, The sound track, Sound equipment and theory, Dialogue and Voice-over, Exposure-sheet doping, Break down, reading the sound track. editing- Image and voice, sound FX and Music.

### **BAM 407 COMPUTER LAB ON 3D CHARACTER DESIGN**

Developing a character and personality in terms of the story, Distinction between heavy and light characters, body types, Alien musculature – use of reptiles, mammals and amphibians. Fat Distribution, costume study , Character designing on paper using pencil with proper anatomy. Conceptual art to draw side and front views of the character in T pose. Detailed modeling of the character body parts such as hands, legs, ears etc. Ideas to generate new innovative characters and discuss their body language as per the rigging needs.

How to create your own character design on paper using pencil with proper anatomy. Conceptual art to draw side and front views of the character in T pose. Importing the front and side views of the character in 3D. To create the character the character with proper mesh flow. Detailed modeling of the character body parts such as hands, legs, ears etc. Ideas to generate new innovative characters and discuss their body language as per the rigging needs.

## **BAM 403 : COMPUTER LABORATORY ON COMPOSITING -I**

Concepts for Broadcast animation for logos, channel IDs and montages. Multi-Layer Compositing, Special Effects, Superimposition and Titling.

Exporting various file format outputs as per the end user requirements.

Introduction to the batch render and work groups. Adding cameras and lights to a simple scene to make a complex compositing. Adding 2D background and elements into a 3D character layers. Creating object, material ID's for further adding special effects. Effects for Digital Video 2D layers and 3D layers for more effective outputs adding particle effects into a scene. Introduction to the color character and keying. Editing the real time video with the CG based scene and merging both of them to create a final output. Exporting various file format outputs as per the end user requirements. Introduction to the batch render and work groups. Introduction to the concepts of editing in terms of compositing, adding special effects in built in compositing software. To make a simple CG shot into a perfect output.

Chroma Keying, Luma Key, Blue screen, Key frame Text & Layer animation & 2D particles, Effects etc. Color correction, Introduction to the 3D compositing concepts i.e. Layers and masking. Rotoscoping, Rig removal, morphing.

## **BAM 404 : COMPUTER LAB ON MAYA FUNDAMENTALS**

Introduction to the interface of Maya. Menu bar, Tool bar, Hot box. Using the shelf.

Hotkeys. Using the spacebar. Manipulating a view. Creating objects. Simple primitives. Lights, cameras, selecting objects, types of selection- single selection, adding and subtracting selection, edit menu selection options. Marquee selection, Lasso selection, selection mask.

Using hyper shade, relationship editor, hyper graph and outliner. The channel box.

Duplicating objects, pivot points, introduction to snapping-2D snapping and 3D snapping.

Using layers. Introduction to particles and materials. Rendering a still, Rendering an AVI, Rendering an image sequence. Introduction to bones.

## **BAM 405 : COMPUTER LAB ON 3D CHARACTER ANIMATION**

Applying classical 2D animation techniques i.e. Stretch and squash for 3D characters. Walk cycles and Run cycles, creating the illusion of weight.

Introduction to scene animation and key framing. Animation modifiers, track views, constrains and controllers. Creating and working with biped characters, bone system, rigging the characters and rigging solutions to Anatomical Problems.

## **BAM 406 : DIPLOMA SHOW CASE PROJECT - II**

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.