

B.Sc. (Animation & Multimedia)

Syllabus (Sixth Semester)

BAM 601 : COMPUTER LABORATORY ON ADVANCE ANIMATION TOOLS

Animation Technique for Cloth, Hair, Fur & Fluids, Dynamics of rigid body & Soft Body, springs, Sprite Direction, Sprite Sequences, Depth of Field, Combining Sequences, Crowd Effects. Understanding Dynamic Attributes, Fluid Emitters Fluid Container Attributes.

BAM 602 : COMPUTER LABORATORY ON EMERGING ANIMATION TECHNOLOGIES

Introduction to popular plugins. Extension technologies. Plugins for detailed modelling, hyper real muscle systems. Hyper real facial animation. Extensions for dirt, rust and other realistic effects. The importance and requirement of plugins and extensions with respect to the concerned project, its deadline and economy.

Overview of existing extensions and their compatibility.

BAM 603 : COMPUTER LABORATORY ON GAME DEVELOPMENT

Working with interactive elements, movers and triggers. Advance techniques emitters. sprites. Import of animatable models inside game engine. Design considerations. Debugging, error hunting and diagnosis. Advance scripting – creating scripted sequences, using an action list and logical conditions.

BAM 604 : COMPUTER LABORATORY ON 3D ADVANCED MODELLING, CHARACTER RIGGING, RENDERING

Modelling a high poly model. Technical issues related to managing a high poly model. Managing the display of huge sets and models in the view port – camera clipping , proxy display. Concept of polygon loops.

Introduction to automated rigging systems and methods. Embedding small scripts in the hierarchy control system to save time and facilitate handling.

Advanced rigging. Vertex weighting techniques.

Animating and rendering layered scenes. Using advanced rigs to achieve natural articulation of characters.

BAM 605: COMPUTER LABORATORY ON 3D CHARACTER DESIGN.

Introduction to typical characters- heroes, villains, comedian, heroine.

Proportion, age, weight and costume. Thinking about the culture and society of the character.

Modeling the character. Using templates and view port references. Optimizing the final model. Rectifying the mesh. Basic posture. Testing the model.

Appeal and suitability for animation. Inventing new characters- fantasy characters ,historical characters and futuristic characters. Difference between hi-poly and low-poly character.

BAM 606 : DEGREE 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, 3D or Gaming, 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.