

Course Title

CERTIFICATE COURSE IN 2D ANIMATION

REGULATIONS AND SYLLABUS

REGULATIONS

1. Description of course/objective of the course

This course is designed to prepare technicians with specialized skills, knowledge and attitude to work in Animation field.

The program will be conducted at any Centre recognized by Sri Ram Vidyapeeth under the Collaborative Program.

2. Eligibility

A pass in 10+2 Examination/PUC/Equivalent to H.S.C

3. Duration of the Course

The Course shall extend over a period of 6 months.

4. Courses and scheme of examination

Course No.	Course Title	University Examination	
		Internal	External
Theory	Human Anatomy	30	70
Theory	Cell Animation	30	70
Practical	Developing Body & Face Skills	30	70
Practical	2D Character Animation	30	70

5. Practical Training

Being a practical oriented program, the focus will be more on practical training. The candidate shall undergo practical training of the computer laboratory of that Center or other computer laboratories of Sri Ram Vidyapeeth affiliated institutions.

6. Requirement to appear for examination

Candidate should put in a minimum of 75% attendance to appear for the examinations

7. Passing minimum

A candidate shall secure a minimum of 50% in the Vidyapeeth examination for practical and theory and overall 50% in each of the paper (Internal + External) to pass the examination. A candidate failing in any one of the components has to reappear for that particular component in the supplementary examinations.

8. Classification of successful candidate

- A candidate who obtains 75% and above, aggregate in theory and practical examinations, in the first attempt shall be deemed to have passed the examination with distinction.
- A candidate who obtains from 60% to 74% of the aggregate in theory and practical examinations, in the first attempt shall be deemed to have passed the examination in the first class.
- Other Successful candidates shall be declared to have passed the examination in the Second class.

9. Conferment of degree

A candidate who has passed all the examination as prescribed shall be eligible to receive the "CERTIFICATE COURSE IN 2D ANIMATION" from Sri Ram Vidyapeeth.

10. Revision of Regulation and syllabus

The syllabus and regulations of the courses are subject to modification by the Vidyapeeth whenever necessary.

SYLLABUS

Course 1 : Human Anatomy (Theory)

UNIT - 1

Head - Frontal Bone - Temporal Bone - Orbit Bone - MALAR Bone - Mandible Bone - Maxilla Bone - Lower Jaw Bone - Mastoid Bone

UNIT - 2

Hand - Humorous Bone - Ulna Bone - Radius Bone - Carpals Bone - Meta Carpals Bone - Trachea Bone - Inner Cornville Bone - Outer Cornville Bone - Sternum Bone

UNIT - 3

Leg - Great Trochanter - Small Trochanter - Pub avis Bone - Isocheim Bone - Serum Bone - Trivia Bone - Tarsal Bone - Meta Tarsal Bone - Phalanges Bone - Oscalcus Bone

UNIT - 4

Abdomen - Clavicle Bone - Scapula Bone - Serum - Thorax Bone - Twelfth rib Bone - Crest of Ilium - Exilic - Sacrum - Lumbar Vertebrae

UNIT - 5

Neck - Atlas - Axis - Epiglottis - Vocal Ligament - Hypoid Bone - Cervical Bone - Vertebrae Bone

SUGGESTED READINGS

1. Vikas Gupta & Kogent Solutions Inc. : Multimedia and Web Design. A Revolutionary 3-Stage Sub learning System Published by dream tech.
2. Paul Marino : 3D Animation and Film making Using Game engines. The art of Machinima Published by Dreamtech edition - 2005.

Course 2: Cell Animation (Theory)

UNIT – 1

Digital 2D Animation orientation – Basic factors affecting the illusion of motion – Impact of digital techniques on the craft of film and video animation – Professional animation practice and job description – Prevailing file format standards and other compatibility issues – History and future trends of computer animation application in the visual arts.

UNIT – 2

2D animation application software interface – Default setting and user preferences – Document setup, Import and export formats – Document and timeline window feature – Tools and commands palettes – Media-selection tools and techniques Asset-management features.

UNIT – 3

2D graphics-creation features – Underlying data type: raster – vector – Raster painting and/or import features – Vector shapes – Vector free-form and control-point placement tools – Features specific to the program in use.

UNIT – 4

2D graphics editing features – Basic geometric transformation – Boolean operations on shapes – Object stroke attributes – Object fill attributes – Shading techniques (blends – gradients) – Packaged effects (extensions – Plug-ins) – Features specific to the program in use.

UNIT – 5

2D animation frame-sequencing features – Straight-ahead animation – Key frames animation – Motion paths – Applying geometric transformations over time – Intertwining options – Looping and palindrome motion – Features specific to the program in use.

Suggested Readings

1. Danish Derakhshavi : Introducing Maya 8 3D for Beginners 2006 Wiley Publishing Inc.
2. Antony Bolante : Adobe After effects 5 for windows After Indian edition 2002 Published by G.C. Jain for Techmedia.

Course 3: Development Body and Face Skills (Practical)

UNIT - 1

Eyes – Female Eyes and Male Eyes – How to begin – Lina Inverse's Eye – Drawing Guidelines – Defining Upper Half and Lower Half – Iris and Pupil – Light Glares

UNIT - 2

Mouth and Noses – Three Basic Shapes – Drawing Guidelines – Curve and curvature – Upper and Lower Lips – Different Styles of Mouths and Noses

UNIT - 3

Heads – Begin by a Large Circle – Drawing Guidelines chin Mark – Cheek Bones and Characters – 3/4th View – Three Dimensional Sphere and Angle of Drawing – Heads at Various Angles – Male, Female, and Children Faces

UNIT - 4

Facial Expressions – Emotions and Parts of the Face – Sad Face and Sad Face Depressed – Anger, Confused, and Ticked off – Happiness and the Extents, and Surprise of Shock

UNIT - 5

Body – Shape and the Placement – Making a Subject Looks Natural – Drawing Guidelines – Drawing with the 45 Degree Placement Rule – Pose and Placements – Musculature Structure – Various Shoulder Positions – Upper Arm, Forearm and the Hand – Refining Poses – Legs and Calves

Suggested Readings

1. Asoke K. Ghosh : Game Design Process – NIIT Published by Practice – Hall of India Private Ltd.
2. Antony Bolante : Adobe After effects 5 for windows After Indian edition 2002 Published by G.C. Jain for Techmedia

Course 4: 2D Character Animation (Practical)

UNIT-1

Beginner level – Introductory concepts to basic techniques in Animation, Principles of Animation Production. The Class is geared towards the beginner to intermediate student, and is centered on 2D character animation.

UNIT – 2

Intermediate level – Introductory concepts to basic techniques in Animation, Principles of Animation Production. The Class is geared towards the beginner to intermediate student, and is centered on 2D character animation.

UNIT – 3

Layout & Background Painting – Basic and Advanced techniques layout & Basic and Advanced techniques in BG Painting. The Student will learn everything from introductory concepts of perspective, color keys to advanced techniques in layout and Background painting. The class is geared up towards the beginner to intermediate student, and is centered on layout for animation.

UNIT – 4

Cleanup and In-between – Introductory concepts to basic techniques in Animation, Principles of animation Production of Cleanup and in-betweens. The class is geared up towards the beginner to intermediate student and is centered on Cleanup and in-betweens for 2D character animation.

UNIT - 5

Digital Animation Course – Introductory concepts of Animation, Animation Production, High-end Digital Production Software- **US ANIMATION (V5.2)**. The class is geared up towards the beginner to intermediate student, and is centered on Digital Production. Throughout each of the 3 weeks, the student will learn everything from introductory concepts to advanced techniques in Digital Animation.

SUGGESTED READINGS

1. Paul Marino : 3D Animation and Film making Using Game engines. The art of Machinima Published by Dreamtech edition – 2005.
2. Antony Bolante : Adobe After effects 5 for windows After Indian edition 2002 Published by G.C. Jain for Techmedia
3. Asoke K.Ghosh : Game Design Process – NIIT Published by Practice – Hall of India Private Ltd.