

SACRED HEART COLLEGE (AUTONOMOUS)

SH School of Communication

BA ANIMATION & GRAPHIC DESIGN

Course plan

Academic Year 2014 - 15

Semester 2

COURSE STRUCTURE

Course Code	Title Of The Course	No. Hrs./Week	Credits	Total Hrs./Sem
U2PRAGD03	REPRODUCTION TECHNIQUES	5	3	72
U2CRAGD04	HISTORY OF ANIMATION 2	5	4	72
U2PRAGD04	RASTER GRAPHICS FOR DESIGNERS	5	5	72
U2PRAGD05	VECTOR GRAPHICS FOR DESIGNERS	5	5	72
U2PRAGD06	ANIMATION STUDIO 1	5	4	72

COURSE PLAN
HISTORY OF ANIMATION II

PROGRAMME	BA ANIMATION AND GRAPHIC DESIGN	SEMESTER	1
COURSE CODE AND TITLE	U2CRAGD04 - HISTORY OF ANIMATION II	CREDIT	4
HOURS/WEEK	4	HOURS/SEM	72

COURSE OBJECTIVES
Explain and demonstrate the history and aesthetics of animation, with references to related arts such as live-action cinema, puppetry and comics.
Show the range of commercial and experimental works produced throughout the world.
Analyze issues and situations of different Animation studios in Europe
Demonstrate different styles of Japanese animation
Analyze the history and growth of Indian animation

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
MODULE I				
1	Introductory Session	PPT	video	
2	European Animation	PPT/Lecture	Movie Screening	
3	European Animation	PPT/Lecture	Movie Screening	
4	European Animation	PPT/Lecture	Movie Screening	
5	European Animation	PPT/Lecture	Movie Screening	
6	European Animation	PPT/Lecture	Movie Screening	
7	European Animation	Lecture	Movie Screening	
MODULE 2				
8	Canadian animation - NFBC	Lecture	Movie Screening	
9	Canadian animation - NFBC	Lecture	Movie Screening	
10	Canadian animation - NFBC	Lecture	Movie Screening	
11	Canadian animation - NFBC	PPT/Lecture	Movie Screening	

12	Canadian animation - NFBC	PPT/Lecture		
13	Canadian animation - NFBC	PPT/Lecture		
14	Canadian animation - NFBC			
15	MODULE 3			
16	Japanese animation	PPT/Lecture		
17	Japanese animation	Lecture		
18	Japanese animation	Lecture		
19	Japanese animation	Lecture		
19	CIA 1			
20	Anime Style	PPT/Lecture	Video & Movie screening	
21	Anime Style	PPT/Lecture	Video & Movie screening	
22	Manga Style	PPT/Lecture		
23	Manga Style	PPT/Lecture	Video & Movie screening	
24	Miyazaki Films	Lecture		
25	Miyazaki Films	Lecture	Video & Movie screening	
26	MODULE 4			
27	Growth Of Computer Animation	Lecture	Video & Movie screening	
28	Growth Of Computer Animation	Lecture		
29	Growth Of Computer Animation	PPT/Lecture	Video & Movie screening	
30	Growth Of Computer Animation	PPT/Lecture		
31	Growth Of Computer Animation	PPT/Lecture	Video & Movie screening	
32	Growth Of Computer Animation		Video & Movie screening	
33	Pixar Movies	PPT/Lecture	Video & Movie screening	
34	Pixar Movies	PPT/Lecture	Video & Movie screening	
35	Pixar Movies	PPT/Lecture	Video & Movie screening	
36	Pixar Movies	Lecture	Video & Movie screening	
37	Pixar Movies	Lecture	Video & Movie screening	
38	3Dfeature films	PPT/Lecture	Video & Movie screening	
39	3Dfeature films	PPT/Lecture	Video & Movie screening	
40	3Dfeature films	PPT/Lecture	Video & Movie screening	
41	3Dfeature films	PPT/Lecture	Video & Movie screening	
42	3Dfeature films	Lecture	Video & Movie screening	

43	3Dfeature films	PPT/Lecture	Video & Movie screening	
44	3Dfeature films	PPT/Lecture	Video & Movie screening	
45	3Dfeature films	PPT/Lecture	Video & Movie screening	
46	3Dfeature films	PPT/Lecture	Video & Movie screening	
47	3Dfeature films	PPT/Lecture	Video & Movie screening	
48	3Dfeature films	PPT/Lecture	Video & Movie screening	
49	3Dfeature films	PPT/Lecture	Video & Movie screening	
50	3Dfeature films	PPT/Lecture	Video & Movie screening	
51	3Dfeature films	PPT/Lecture	Video & Movie screening	
52	3Dfeature films	PPT/Lecture	Video & Movie screening	
53	3Dfeature films	PPT/Lecture	Video & Movie screening	
54	3Dfeature films	PPT/Lecture	Video & Movie screening	
55	3Dfeature films		Video & Movie screening	
56	CIA II			
57	3Dfeature films	<i>PPT/Lecture</i>	Video & Movie screening	
58	3Dfeature films	PPT/Lecture	Video & Movie screening	
59	3Dfeature films	PPT/Lecture	Video & Movie screening	
60	3Dfeature films	PPT/Lecture	Video & Movie screening	
61	3Dfeature films	PPT/Lecture	Video & Movie screening	
62	3Dfeature films	PPT/Lecture	Video & Movie screening	
MODULE 5				
63	Animation in India.	Lecture	Video & Movie screening	
64	Animation in India.	Lecture	Video & Movie screening	
65	Animation in India.	Lecture	Group discussion	
66	Animation in India.	Lecture	Group discussion	
67	Animation in India.	PPT/Lecture	Group discussion	
68	Animation in India.	PPT/Lecture	Group discussion	

69	Animation in India.	PPT/Lecture	Group discussion	
70	Revision		Group discussion	
71	Revision			
72	Revision			

References

1. The Anime Encyclopedia:
A Guide to Japanese Animation since 1917: Jonathan Clements, Helen McCarthy
2. The History of Animation: Charles Solomon

COURSE PLAN

RASTER GRAPHICS

PROGRAM ME	BA ANIMATION & GRAPHIC DESIGN	SEMESTER - 2
COURSE CODE AND TITLE	U2PRAGD2 / RASTER GRAPHICS	CREDIT
HOURS/WE EK	5	5

COURSE OBJECTIVES

Construct the specialization of digital Matte Painting foundation where they can perform their best.
Develop precision, control and fluency within compositing work environments.
Develop a vocabulary and visual language for CGI
Build an understanding of graphic design principles in applied practice.
Classify Industry standard graphic- visual effects toolsets and plug-ins

MODULE I

Sl.No	Session	Topic	Method of Teaching	Value Additions	Remarks
1	1	INTRODUCTION TO DESIGNING	Lecture	Video Presentation	
2	1	INTRODUCTION TO VISUAL FX	Lecture	Video Presentation	
3	1	ADOBE PHOTOSHOP IN GENERAL	Lecture/Practical	Reading Materials	
4	2	INTERPHASE OF ADOBE PHOTOSHOP	Lecture/Practical	Reading Materials	
5	2	BASIC TRANSFORM TOOLS	Lecture/Practical	Reading Materials	
6	2	FILM FORMATS, FRAME RATE	Lecture/Practical	Reading Materials	
7	2	RASTER, VECTOR AND IMAGE RESOLUTION	Lecture/Practical	Reading Materials	
8	1	IMAGES IMPORT	Lecture/Practical	Reading Materials	
9	1	TEXT PRESETS	Lecture/Practical	Reading Materials	
10	3	TOOLBOX INTRODUCTION	Lecture/Practical	Video Presentation	

11	3	MENU BAR AND INTERPHASE SHORTCUTS	Lecture/Practical	Video Presentation	
12	1	TEXT TAB (CHARACTER TAB)	Lecture/Practical	Video Presentation	
13	1	TEXT FORMATS	Lecture/Practical	Video Presentation	
14	1	TITLE DESIGNING	Lecture/Practical	Video Presentation	
15	1	COLOR FILL	Lecture/Practical	Video Presentation	
16	2	GRADIENTS	Lecture/Practical	Video Presentation	
MODULE II					
17	1	PAINT FX - BRUSHES & CLONE	Lecture/Practical	Video Presentation	
18	1	PAINT FX - CALLIGRAPHIC	Lecture/Practical	Video Presentation	
19	1	PAINT FX – FX PRESETS	Lecture/Practical	Video Presentation	
20	1	PAINT FX - CLONE, ART HISTORY	Lecture/Practical	Video Presentation	
21	1	PAINT FX - SPOT & PATCH TOOLS	Lecture/Practical	Video Presentation	
22	1	ASSIGNMENT/ WORKSHOP [PRE-PRODUCTION]	Practical	Video Presentation	
23	1	INTRODUCTION TO SELECTION PROCESS	Lecture/Practical	Video Presentation	
24	1	LASSO / POLYGONAL / MAGNETIC SELECTIONS	Lecture/Practical	Video Presentation	
25	1	MAGIC WAND / QUICK SELECTION	Lecture/Practical	Video Presentation	
26	1	SELECTION MODIFIERS	Lecture/Practical		
27	1	PEN TOOL INTRODUCTION	Lecture/Practical		
28	1	PEN TOOL SELECTION FOR ROTOSCOPE	Lecture/Practical	Reading Materials	
29	2	ADVANCED FEATURES OF PEN TOOL	Lecture/Practical	Video Presentation	
30	1	CIA I			
MODULE III					
31	2	LAYER STYLES	Lecture/Practical	Video Presentation	
32	1	TITLE DESGNING WITH LAYER STYLES	Lecture/Practical		
33	1	LAYERS IN PHOTOSHOP	Lecture/Practical	Video Presentation	
34	1	LAYER PROPERTIES	Lecture/Practical		

35	1	MANAGING MULTIPLE LAYERS	Lecture/Practical	Reading Materials	
36	1	MATTE / ALPHA LAYERS	Lecture/Practical		
37	1	KEYING	Lecture/Practical		
38	2	MASK CHANNELS	Lecture/Practical	Video Presentation	
39	1	CHANNELS - ADVANCED	Lecture/Practical	Reading Materials	
40	1	COLOR RANGE	Lecture/Practical		
41	1	MATCH COLOR	Lecture/Practical		
42	1	EDGE TREATMENT IN SELECTION	Lecture/Practical		
43	1	SKY REPLACEMENT	Lecture/Practical		
44	1	DIGITAL SET EXTENSION	Lecture/Practical		
45	1	DIGITAL MATTE PAINTING - INTRODUCTION	Lecture/Practical	Video Presentation	
46	1	DIGITAL MATTE PAINTING - THE WORKFLOW	Lecture/Practical	Video Presentation	
47	1	DIGITAL MATTE PAINTING - ADVANCED STUDIES	Lecture/Practical	Reading Materials	
48	1	COLOR CORRECTION	Lecture/Practical		
49	1	ADVANCED COLOR CORRECTION 01	Lecture/Practical	Video Presentation	
50	1	ADVANCED COLOR CORRECTION 02	Lecture/Practical		
MODULE IV					
51	1	PS FILTERS : LIQUIFY	Lecture/Practical	Video Presentation	
52	1	PS FILTERS : FILTER GALLERY	Lecture/Practical	Video Presentation	
53	1	PS FILTERS : VANISHING POINT	Lecture/Practical	Video Presentation	
54	1	PS FILTERS : LENSFLARE	Lecture/Practical	Video Presentation	
55	1	PS FILTERS : LIGHTING EFFECTS	Lecture/Practical	Video Presentation	
56	1	PS FILTERS : BLUR, SHARPEN & STYLIZE	Lecture/Practical	Video Presentation	
57		ASSIGNMENT REVIEW	Review		
58	1	ADVANCED SELECTION OPTIONS	Lecture/Practical		
59	1	LAYER MASK & VECTOR MASK	Lecture/Practical		
60	1	MERGING LAYERS & BIN ARRANGEMENT	Lecture/Practical		

61	1	COLOR GRADING 01 / LIGHTROOM	Lecture/Practical	WORKSHOP	
62	1	COLOR GRADING 02 / LIGHTROOM	Lecture/Practical	WORKSHOP	
63	1	IMPORT & EXPORT FORMATS	Lecture/Practical	Video Presentation	
64	1	MAGAZINE PROJECT DISCUSSION DAY 1	Lecture/Practical	Video Presentation	
65	1	MAGAZINE PROJECT DISCUSSION DAY 2	Lecture/Practical	Video Presentation	
66		CIA II			
MODULE V					
67		REVISION	Practical		
68		DELIVERABLES	Practical		
69		COVERSIONS AND PROJECTIONS	Practical		
70		PORTFOLIO DEVELOPEMENT	Practical		
71		PORTFOLIO DEVELOPEMENT	Practical		
72		PORTFOLIO REVIEW	Review		

REFERENCES	
1	Adobe Photoshop Lightroom CC/6, Victoria Bampton
2	The Photoshop toolbox by Glyn Dewis
3	Digital Painting in Adobe Photoshop, Victoria Pavlov
4	Art as Experience, John Dewey
5	Adobe photoshop for photographers by Martin Evening

COURSE PLAN
VECTOR GRAPHICS FOR DESIGNERS

PROGRAMME	BA ANIMATION & GRAPHIC DESIGN	SEMESTER	2
COURSE CODE AND TITLE	U2PRAGD5 - VECTOR GRAPHICS FOR DESIGNERS	CREDIT	4
HOURS/WEEK	5	HOURS/SEM	72

COURSE OBJECTIVES
Apply theories and principles of design and communication to the development of effective illustrations.
Create designs using drawing as a means of visual exploration, idea analysis, problem solving and expression of thought.
Make use of software to create, capture and manipulate illustration elements in producing a final product.
Apply a range of Illustrator effects and prepare the document for deployment.
Apply appropriate and effective business practices for creating a good design

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
MODULE I				
6 hrs	Introduction to Vector Graphic Programs - Adobe Illustrator, Indesign	lecture/practical	ppt	
6 hrs	Technical difference of Vector & Raster	lecture/practical	ppt	
6 hrs	File size ,Page orientation, Units, Bleed, Colour mode, Raster effects resolution	lecture/practical		
MODULE II				
6 hrs	Stroke & Fills ,Basic Shape tools, Pen tool, Transformation, Rotation, Perspective, Grid & Guides	lecture/practical		
6 hrs	Character & Paragraph, Type Controls ,Path and Area typing, Paragraph Styles & Glyphs	lecture/practical		
MODULE III				
	Vector Drawing techniques			

6 hrs	- Different Styles of Vector Illustration -Tracing from Raster Images -Nod editing	lecture/practical		
6 hrs	Workspace,Align & pathfinder, Artboards,Brushes,Colour Guide,Gradient,Layers,Links,Stroke Options,Symbols ,Transparency	lecture/practical		
MODULE IV				
6 hrs	Using Different Colour palette	lecture/practical		
6 hrs	Warp,ClippingMask	lecture/practical		
6 hrs	Proof setup Export - (A.I,EPS,PDF,TIFFJPEG,PNG,SVG,S VGZ	lecture/practical		
MODULE V				
12 hrs	Design Exercises:Logo & Corporate Identity Design			

References

1. Adobe Creative Team. *Adobe Illustrator CS4 Classroom in a Book*. Adobe, 1st edition, 27 May 2012
2. Jenkins, Sue. *How to Do Everything: Adobe Illustrator CS4* . McGraw-Hill Osborne, 1st edition, 1 April 2009
3. Botello, Chris. *Adobe. Illustrator CS4 Revealed* . Course Technology, 1st edition , May 21, 2009

COURSE PLAN

ANIMATION STUDIO I

PROGRAM ME	BA ANIMATION AND GRAPHICS DESIGN	SEMESTER	2
COURSE CODE &TITLE :	U2PRAGD06 : ANIMATION STUDIO I		

COURSE OBJECTIVES
Draw animation sketches quickly
Classify basics of animation principles
Create gesture in character animation
Build weight, mass and momentum in animation
Analyse two-legged & four-legged animation

Topics	Teaching Method	Value Additions	Remarks
Introduction	Lecture		
Sketching and Loosening exercises	Lecture	Live Session	
Drawing from :	Lecture		
Still-life Drawing	Lecture	Live Session	
Sketching Poses	Lecture	Live Session	
Life Sketching	Lecture	Live Session	
Line of Action	Lecture	Live Session	
Planning an Animation	Lecture	Live Session	
	Lecture	Live Session	
Bouncing Ball	Lecture	Live Session	
Grass Animation	Lecture	Live Session	
Pendulum With Thread	Lecture	Live Session	
Man on the Boat	Lecture	Live Session	
Gestures - Hand, Head with Body	Lecture	Live Session	
Gesture - Shoulder with Body	Lecture	Live Session	
Surprise Reaction-Take	Lecture	Live Session	

Surprise Reaction- Double Take	Lecture	Live Session	
Weight, Mass and movement	Lecture	Live Session	
Study of Skelton Pivot Points Figure : weight, balance and momentum.	Lecture	Live Session	
Human Gesture with Weight- Study from 2D Film	Lecture	Live Session	
	Lecture	Live Session	
Weight Lifting	Lecture	Live Session	
	Lecture	Live Session	
2ND CIA TEST	EXAM INTERNA L		
Analysis of Two Legged Walk	Lecture	Live Session	
Analysis of Two Legged Run	Lecture	Live Session	
Study of Animal Gestures from 2D Film	Screening	Live Session	
Animal Skelton Pivot Study	Lecture	Live Session	
Analysis of Four Legged Walk	Lecture	Live Session	
Analysis of Four Legged Run	Lecture	Live Session	
Topic			
Still Life Sketching			

Sketching Poses			
Basics of Animation			
Gestures : Head, Hand			
Surprice Action			
Weight Lifting			
Two Legged : Walk			
Two Legged : Run			
Four Legged : Walk			
Four Legged : Run			
Eadweard Muybridge , The Human Figure in Motion, Dover Publications (June 1, 1955)			
Eadweard Muybridge,Animals in Motion, Dover Publications; 1st edition (June 1, 1957)			
Osamu Tezuka ,Tezuka School of Animation, Watson-Guptill; First Edition edition (September 1, 2003)			
Osamu Tezuka ,Tezuka School of Animation, Watson-Guptill; First Edition edition (September 1, 2003)			
Tony White, How to Make Animated Films: Tony White's Complete Masterclass on the Traditional Principals of Animation, Focal Press; 1 edition (May 12, 2009)			