

**SACRED HEART COLLEGE(AUTONOMOUS)**

**SCHOOL OF COMMUNICATION**

**BA ANIMATION AND GRAPHIC DESIGN**

**COURSE PLAN**

**ACADEMIC YEAR: 2016 - 17**

**SEMESTER - 5**

### Course Structure (SEMESTER 5)

<b>Course Code</b>	<b>Title of The Course</b>	<b>No. Hrs./ Week</b>	<b>Credits</b>	<b>Total Hrs./Sem</b>
U5PRAGD9	Animation Studio III	5	4	72
U5PCPNT5	Information Design	5	4	72
U5PCNMD6	Animation For Web	5	4	72
U5PCNMD7	Motion Graphics	5	4	72
U5OCAGD1	Editing Principle	5	4	72

## COURSE 1: ANIMATION STUDIO III

PROGRAMME	<b>BA ANIMATION AND GRAPHICS DESIGN</b>	SEMESTER	<b>5</b>
COURSE CODE	<b>U5PRAGD9</b>	CREDIT	<b>4</b>
COURSE TITLE	<b>ANIMATION STUDIO III</b>	HOURS/ SEM	<b>72 HRS</b>

<b><u>COURSE OBJECTIVES</u></b>
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Build Concepts and develop story
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Create Script and Screenplay
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Create Script and Storyboard
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Develop Story Characters
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Pre-Compositing and Final Compositing Video with Audio
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Sessions (Hours)	Topics	Teaching Method	Value Addition/Remarks	Remarks
<b>UNIT I</b>				
1	Introduction Animation Production	Project	Live Session	
2	Straight Ahead Action & Pose-to-Pose Action	Project	Live Session	
3	Exaggeration, Secondary Action	Project	Live Session	
4	Creating a short animation <b>-concept development</b>	Project	Live Session	
5	Creating a short animation <b>-concept development</b>	Project	Live Session	
<b>UNIT II</b>				
6	Planning an animation	Project	Live Session	
7	Using exposure sheets	Project	Live Session	
8	Timing and spacing	Project	Live Session	
9	Creating a short animation <b>-Story development</b>	Project	Live Session	
10	Creating a short animation <b>-Story development</b>	Project	Live Session	
<b>UNIT III</b>				
11	Creating a short animation <b>-script development</b>	Project	Live Session	
12	Creating a short animation <b>-script development</b>	Project	Live Session	
13	Creating a short animation <b>-script development</b>	Project	Live Session	
14	Creating a short animation <b>-script development</b>	Project	Live Session	
15	Creating a short animation <b>-script development</b>	Project	Live Session	
16	Creating a short animation <b>-storyboard development</b>	Project	Live Session	
17	Creating a short animation <b>-storyboard development</b>	Project	Live Session	

18	Creating a short animation <b>-storyboard development</b>	Project	Live Session	
19	Creating a short animation <b>-storyboard development</b>	Project	Live Session	
20	Creating a short animation <b>-storyboard development</b>	Project	Live Session	
21	Creating a short animation <b>-Characters development.</b>	Project	Live Session	
22	Creating a short animation <b>-Characters development.</b>	Project	Live Session	
23	Creating a short animation <b>-Characters development.</b>	Project	Live Session	
24	Creating a short animation <b>-Characters development.</b>	Project	Live Session	
25	Creating a short animation <b>-Characters development.</b>	Project	Live Session	
<b>UNIT IV</b>				
26	Creating a short animation <b>- Background</b>	Project	Live Session	
27	Creating a short animation <b>- Background</b>	Project	Live Session	
28	Creating a short animation- <b>Background</b>	Project	Live Session	
29	Creating a short animation <b>- Background</b>	Project	Live Session	
30	Creating a short animation <b>- Background</b>	Project	Live Session	
31	Animating the storyboard -final output.	Project	Live Session	
32	Animating the storyboard -final output.	Project	Live Session	
33	Animating the storyboard -final output.	Project	Live Session	
34	Animating the storyboard -final output.	Project	Live Session	
35	Animating the storyboard -final output.	Project	Live Session	
36	Animating the storyboard -final output.	Project	Live Session	
37	Animating the storyboard -final output.	Project	Live Session	
38	<b>CIA - 1 Creating the Animatics with sound (Only Submission)</b>	Project	Submission	
39	Creating the BG layouts	Project	Live Session	
40	Creating the BG layouts	Project	Live Session	
<b>UNIT V</b>				
31	Creating the Character layouts	Project	Live Session	
32	Creating the Character layouts	Project	Live Session	
33	Creating the Camera layouts	Project	Live Session	
34	Creating the Camera layouts	Project	Live Session	
35	Creating the Camera layouts	Project	Live Session	
36	Planning the Animation	Project	Live Session	
37	Planning the Animation	Project	Live Session	
38	Planning the Animation	Project	Live Session	
39	Timing and Spacing, Using Exposure Sheet	Project	Live Session	
40	Timing and Spacing, Using Exposure Sheet	Project	Live Session	

41	Planning the Animation - Key Poses w Ladder	Project	Live Session	
42	Planning the Animation - Key Poses w Ladder	Project	Live Session	
43	Planning the Animation - Key Poses w Ladder	Project	Live Session	
44	Planning the Animation - Key Poses w Ladder	Project	Live Session	
45	Planning the Animation - Key Poses w Ladder	Project	Live Session	
46	Planning the Animation - Key Poses w Ladder	Project	Live Session	
47	Planning the Animation - Key Poses w Ladder	Project	Live Session	
48	Planning the Animation - Key Poses w Ladder	Project	Live Session	
49	Planning the Animation - Key Poses w Ladder	Project	Live Session	
50	Planning the Animation - Key Poses w Ladder	Project	Live Session	
51	Clean-up Keys	Project	Live Session	
52	Clean-up Keys	Project	Live Session	
53	Clean-up Keys	Project	Live Session	
54	Clean-up Keys	Project	Live Session	
55	Clean-up Keys	Project	Live Session	
56	Adding In-Betweens	Project	Live Session	
57	Adding In-Betweens	Project	Live Session	
58	Adding In-Betweens	Project	Live Session	
59	Adding In-Betweens	Project	Live Session	
60	Adding In-Betweens	Project	Live Session	
61	Adding In-Betweens	Project	Live Session	
62	Adding In-Betweens	Project	Live Session	
63	Adding In-Betweens	Project	Live Session	
64	Adding In-Betweens	Project	Live Session	
65	Adding In-Betweens	Project	Live Session	
66	Clean-up In-Betweens	Project	Live Session	
67	Clean-up In-Betweens	Project	Live Session	
68	Clean-up In-Betweens	Project	Live Session	
69	Clean-up In-Betweens	Project	Live Session	
70	<b>CIA -2</b>	Project	Submission	
71	Composite Layers to Capture	Project	Live Session	
72	Composite Layers to Capture	Project	Live Session	
73	Composite Layers to Capture	Project	Live Session	
74	Composite Layers to Capture	Project	Live Session	
75	Composite Layers to Capture	Project	Live Session	
76	Composite Video with Audio	Project	Live Session	
77	Composite Video with Audio	Project	Live Session	
78	Composite Video with Audio	Project	Live Session	
79	Composite Video with Audio	Project	Live Session	
80	Composite Video with Audio	Project	Live Session	
81	Composite Video with Audio	Project	Live Session	
82	<b>Submission of Short Animation</b>	Project	Live Session	

	<b>Date of completion</b>	<b>Topic of Assignment &amp; Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)</b>
1	11.06.2016	Concept Development
2	18.06.2016	Story Development
3	25.06.2016	Script Development
4	02.07.2016	Storyboard Creation
5	09.07.2016	Animatics Creation
6	16.07.2016	Character design and Layouts
7	27.08.2016	Key Animation and Clean-up
8	24.09.2016	IB Animation and Clean-up
9	15.10.2016	Compositing Layers & Capturing
10	22.10.2016	Final Compositing Video w Audio

## **REFERENCES**

- 1 Preston Blair, Cartoon Animation (Collector's Series) Walter Foster Publishing (1 January 1994)
- 2 Disney Animation - The Illusion of Life: Frank Thomas and Ollie Johnston
- 3 Barry Kelly, Tim Jones, David Wolfe, Allan Rosson, Foundation Flash Cartoon Animation, Apress;
- 4 Chris Jackson, Flash Cinematic Techniques: Enhancing Animated Shorts and Interactive Storytelling, Focal Press;
- 5 Richard Williams, Animator's Survival kit, Faber; Main - Revised Edition (5 November 2009)
- 6 The Art of Composition: Michael Jacobs

## COURSE 2: INFORMATION DESIGN

PROGRAMME	<b>BA ANIMATION AND GRAPHICS DESIGN</b>	SEMESTER	<b>5</b>
COURSE CODE	<b>U5PCPNT5</b>	CREDIT	<b>4</b>
COURSE TITLE	<b>INFORMATION DESIGN</b>	HOURS/ SEM	<b>72 HRS</b>

<b>COURSE OBJECTIVES</b>
Examine the elements in communication design with reference to universal contexts.
Analyze complex information design projects.
Design user friendly designs for use in environmental systems, sites and standalone multimedia applications.
Compile massive, complex information to simple, understandable and interesting communication designs.
Create various styles of illustration for different categories of users for books, web and other interactive media.

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
	<b>MODULE I</b>			
1	Introduction to Information Design	PPT	Video	
2	Information Design in Media – Need & Function	PPT/Lecture		
3	Relevance of Information graphics in society	PPT/Lecture	Video	
4	Data Visualisation and its importance	PPT/Lecture	Video	
5	Data Visualisation Methods	PPT/Lecture		
6	History of Maps & Cartography	PPT/Lecture	Video	
7	Symbols in Design	PPT/Lecture		
8	Symbols - meaning in Different Industries	PPT/Lecture		
9	Symbol Vs Icon	PPT/Lecture	Video	
10	Icon set Stylistation	PPT/Lecture		
11	Icon Set design for industry 1	Discussion	Practical	

12	Icon Set design for industry 2	Discussion	Practical	
13	Icon Set design for industry Practical Review 1	Discussion	Practical	
14	Icon Set design for industry Practical Review 2	Discussion	Practical	
<b>MODULE II</b>				
15	Elements of Information Graphics	PPT/Lecture		
16	Data, Information, Knowledge	PPT/Lecture		
17	Information- analysing, classifying and organizing	PPT/Lecture		
18	Quantitative & Qualitative information	PPT/Lecture		
19	Data Visualisation through Charts	PPT/Lecture	Video	
20	Bar chart, line chart, point chart	PPT/Lecture		
21	Pie chart, organizational chart, flow chart	PPT/Lecture		
22	Timeline chart	PPT/Lecture		
23	Design of data using charts 2	Discussion	Practical	
24	Design of data using charts 3	Discussion	Practical	
25	Design of data using charts 4	Discussion	Practical	
26	<b>CIA 1</b>			
27	Design of Comparison Charts	PPT/Lecture	Designs	
28	Theme chart creation	PPT/Lecture	Designs	
29	Data Visualisation 1	Designs	Practical	
30	Data Visualisation 2	Designs	Practical	
31	Data Visualisation 3	Design	Practical	
32	Analyses of Design	Presentation	Seminar	
<b>MODULE III</b>				
33	Map Designs – 3D representation in 2D	PPT/Lecture		
34	Data Through Maps	PPT/Lecture		
35	Types & Parts of Map	PPT/Lecture		
36	Symbols, Colour & Typography	PPT/Lecture		
37	Route Map	PPT/Lecture		



38	Geographical Maps	PPT/Lecture		
39	Organisational Maps	PPT/Lecture		
40	Minimalistic Maps	PPT/Lecture		
41	Information Graphics in Signage Systems	Designs	Video	
42	Signage Design Creation	Designs	Video	
<b>MODULE IV</b>				
43	Data Visualisation through Diagrams	PPT/Lecture		
44	Diagrams and data interpretation	PPT/Lecture		
45	Refine & Condense information using diagrams	Design	Practical	
46	Diagrams for explaining procedures	PPT/Lecture		
47	Diagrams explaining process: life cycles	PPT/Lecture		
48	Life Cycles	Designs	Practical	
49	Product Cycles	Designs	Practical	
50	Illustrations for making/depicting various stages of an accident	PPT/Lecture	Seminar	
51	Illustrations for making/depicting various stages of an event	Designs	Practical	
52	Representation of complex objects – Analyses 1	PPT/Lecture	Practical	
53	Representation of complex objects – Analyses 2	Designs	Analyses	
54	Representation of complex objects - Analyses	Designs	Practical	
55	Reconstructing events in space & time 1	Designs	Practical	
56	<b>Reconstructing events in space &amp; time 2</b>	Designs	Practical	
57	<b>CIA 2</b>			
<b>MODULE V</b>				
58	Visualization of Dynamic Information 1	Discussion	Group discussion	
59	Visualization of Dynamic Information 2	Discussion	Group discussion	
60	Applications and case studies 1	Discussion	Group discussion	

61	Applications and case studies 3	Discussion	Group discussion	
62	Applications and case studies 4	Discussion	Group discussion	
63	Applications and case studies 5	Discussion	Group discussion	
64	Record Preparation 1	Designs	Practical	
65	Record Preparation 2	Designs	Practical	
66	Seminar & Discussion	Discussion	Group discussion	
67	Seminar & Discussion	Discussion	Group discussion	
68	Seminar & Discussion	Discussion	Group discussion	
69	Seminar & Discussion	Discussion	Group discussion	
70	Revision			
71	Revision	PPT/Lecture		
72	Revision			

#### **INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines**

	<b>Date of completion</b>	<b>Topic of Assignment &amp; Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)</b>
1	22/06/2016	Observe, analyse infographics in newspapers/surroundings
2	8/07/2016	Presentation & discussion on process of preparing infographics
3	15/07/2016	Analyze the elements used to communicate quantitative information.
4	3/08/2016	Create each one of quantitative and qualitative info charts for awareness/ education
5	10/08/2016	Design a map for a place or event
6	18/08/2016	Design a timeline chart showing stages
7	8/07/2016	Analyze and study graphics in a specific environmental design
8	3/08/2016	Design Life cycle of a living being/ product
9	15/07/2016	Create illustration for a recipe/ craft for an educational poster

10	10/06/2016	Design an event and sequence in 4 – 6 frames
11	15/07/2016	Design an infographic using photography
12	10/08/2016	Create symbols for a set of instructional graphics
13	15/07/2016	Create icons set for an app
14	18/08/2016	Design resume with infographic elements
15	15/08/2016	Design a motion graphic video for a cause/fundraiser or awareness campaign.

## REFERENCES

- Beginners Guide to Digital Painting: Richard Tilbury
- Digital Painting Techniques: Practical techniques of digital art masters
- The complete guide to Digital Illustration: Steve Caplin, Adam Banks, Nigel Holmes
- Infographics Designers' Sketchbooks: Rick Landers and Steven Heller
- Visual Explanations: Edward Tufte 6. Envisioning Information: Edward Tufte
- Information Graphics: Robert L. Harris
- Visual Function: An Introduction to Information Design: Paul Mijksenaar
- The Functional Art: An Introduction to Information Graphics and Visualization: Alberto Cairo

### COURSE 3: ANIMATION FOR WEB

PROGRAMME	<b>BA ANIMATION AND GRAPHICS DESIGN</b>	SEMESTER	<b>5</b>
COURSE CODE	<b>U5PCNMD6</b>	CREDIT	<b>4</b>
COURSE TITLE	<b>ANIMATION FOR WEB</b>	HOURS/ SEM	<b>72 HRS</b>

<b>COURSE OBJECTIVES</b>
Explain the basic concepts of web animation
Utilize several Flash tools and tactics learned throughout the course to produce interactive Flash based applications.
Demonstrate the ability to effectively utilize the timeline and motion tween effects to produce animation
Design, create, and edit a flash-based navigation menus and interactive websites
Discuss and define the terms and principles of game design and development.

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
	<b>MODULE I</b>			
1	Introduction to web animation.	Lecture, Group Discussion		
2	Introducing various flash animations	Class Lecture, PPT		
3	Introducing various flash applications	Class Lecture, PPT		
4	Gif animation- how to create	Class Lecture, PPT		
5	Introduction to Flash	Class Lecture, PPT		
6	Flash Work Areas (Stage, Toolbar)	Class Lecture, PPT		
7	Flash Work Areas (Timeline, Panels)	Class Lecture, PPT, Lab work		

8	Exploring various Flash Drawing Tools	Class Lecture, PPT, Lab work		
9	Exploring various Flash Drawing Tools	Class Lecture, PPT, Lab work		
10	Exploring various Flash Drawing Tools	Class Lecture, PPT, Lab work	Assignment	
11	Drawing Simple Basic shapes using flash tools	Class Lecture, PPT, Lab work		
12	Drawing Simple Basic shapes using flash tools	Class Lecture, PPT, Lab work		
13	Drawing Simple Basic shapes using flash tools	Class Lecture, PPT, Lab work	Assignments and Assessments	
14	Vector graphics in Flash.	Class Lecture, Discussion		
<b>MODULE II</b>				
15	Drawing in Flash–shapes–fill and stroke–using colours	Class Lecture, PPT, Lab work		
16	Drawing in Flash–shapes–fill and stroke–using colors	Class Lecture, PPT, Lab work		
17	Drawing in Flash–shapes–fill and stroke–using colours	Class Lecture, PPT, Lab work	Assignments and Assessments	
18	Tools: Flash Painting Tools & Text Tool.	Lab Work		
19	Time Line, Frames & Layers, Panels	Lab Work		
20	Time Line, Frames & Layers, Panels	Lab Work		
21	Time Line, Frames & Layers, Panels	Lab Work	Assignments	
22	Using type in Flash.			
<b>MODULE III</b>				
23	Creating Symbols (Graphic, Movie Clip, Button)	Lab Work		
24	Graphic Symbol: How to creating Symbol shapes & calling shapes from Graphic	Class Lecture, PPT		
25	Graphic Symbol: How to creating Symbol shapes & calling shapes from Graphic	Lab Work	Assignments and Assessments	
26	Graphic Symbol: How to creating Symbol shapes & calling shapes from Graphic	Lab Work	Assignments and Assessments	

27	Classic tweening– using the timeline	Lab Work	Assignments and Assessments	
28	Classic tweening. – using the timeline	Lab Work	Assignments and Assessments	
29	Practicing various examples related to classic tweening	Class Lecture, PPT		
30	Practicing various examples related to classic tweening	Lab Work	Assignments and Assessments	
31	Practicing various examples related to classic tweening	Lab Work	Assignments and Assessments	
32	Creating and using movie clips	Class Lecture, PPT		
33	Creating and using movie clips	Lab Work		
34	Motion tweening – using the timeline	Lab Work		
35	Practicing various examples related to motion tweening	Class Lecture, PPT		
36	Practicing various examples related to motion tweening	Lab Work	Assignments and Assessments	
37	Practicing various examples related to motion tweening	Lab Work	Assignments and Assessments	
38-40	<b>CIA 1</b>			
41	Shape tweening	Class Lecture, PPT		
42	Shape tweening	Lab Work	Assignments and Assessments	
43	Shape tweening	Lab Work	Assignments and Assessments	
44	Practicing various examples related to shape tweening	Class Lecture, PPT		
45	Practicing various examples related to shape tweening	Lab Work	Assignments and Assessments	
46	Practicing various examples related to shape tweening	Lab Work	Assignments and Assessments	
47	Masking	Class Lecture, PPT		
48	Masking	Lab Work	Assignments and Assessments	

49	Masking	Lab Work	Assignments and Assessments	
50	Examples related to Masking	Lab Work	Assignments and Assessments	
51	Examples related to Masking	Lab Work	Assignments and Assessments	
52	Examples related to Masking	Lab Work	Assignments and Assessments	
<b>MODULE IV</b>				
53	Adding interactivity, basic interactivity in Flash.	Class Lecture, PPT		
54	Adding interactivity, basic interactivity in Flash.	Class Lecture, PPT		
55	Adding interactivity, basic interactivity in Flash.	Class Lecture, PPT		
56	Introduction to Action scripting	Class Lecture, PPT		
57	Explaining Basic Vocabulary of Action Script-properties, methods, events	Class Lecture, PPT		
58	Explaining Basic Vocabulary of Action Script-properties, methods, events	Class Lecture, PPT		
59	Explaining Basic Vocabulary of Action Script-properties, methods, events	Class Lecture, PPT		
60	Explaining Basic Vocabulary of Action Script-properties, methods, events	Class Lecture, PPT		
<b>CIA II</b>				
61	Examples related to methods and events	Lab Work	Assignments and Assessments	
62	Examples related to methods and events	Lab Work	Assignments and Assessments	
63	Examples related to methods and events	Lab Work	Assignments and Assessments	
<b>MODULE V</b>				
64	Using 3D elements in flash movies-discussion	Lab Work	Assignments and Assessments	

65	Using 3D elements in flash movies-discussion	Lab Work	Assignments and Assessments	
66	Using 3D elements in flash movies-discussion	Lab Work	Assignments and Assessments	
67	Introduction to game design	Lab Work		
68	Introduction to game design	Lab Work		
69	Introduction to game design	Lab Work		
70	Revision			
71	Revision			
72	Revision			

#### **INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines**

	<b>Date of submission/completion</b>	<b>Topic of Assignment &amp; Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)</b>
1	22/06/2016	Creating basic objects in flash (Individual)
2	8/07/2016	Creating a character in flash (Individual)
3	15/07/2016	Creating basic animations (Individual)
4	3/08/2016	Creating animations using motion tween
5	10/08/2016	Creating animations using shape tween
6	18/08/2016	Animations using path tween (Individual)
7	26/08/2016	Animations related to masking (Individual)
8	29/08/2016	Creating Movie Clips (Individual)
9	6/09/2016	Animations related to flash and Action Scripting. (Individual)
10	18/09/2016	Webpage in flash (Group)

#### **References**

- Flash Cartoon Animation: Learn from the Pros Book by Glenn Kirkpatrick and Kevin Peaty(June 30, 2003)
- Hollywood 2DDigital Animation: The New Flash Production Revolution: Sandro Corsaro, Clifford J. Premier Press edition (17 March 2004)



- The Art of Cartooning with Flash™: The Twinkle Guide to Flash Character Animation by John Kuramoto, Gary Leib and Daniel Gray (10 December 2001)

## COURSE 4: MOTION GRAPHICS

PROGRAMME	BA ANIMATION AND GRAPHICS DESIGN	SEMESTER	5
COURSE CODE	U5PCNMD7	CREDIT	4
COURSE TITLE	MOTION GRAPHICS	HOURS/ SEM	72 HRS

COURSE OBJECTIVES
Construct the area of specialization in post-production where they can perform their best.
Build precision, control and fluency within Visual Effects & Motion Graphics work environments.
Summarize vocabulary and visual language for motion graphic principles and ethics.
Develop an understanding of motion graphic design principles in applied practice.
Determine motion graphic project with requirement of 2D, 3D elements and real footages

MODULE 01				
Session	Topic	Method of Teaching	Value Additions	Remarks
1	INTRODUCTION TO MOTION GRAPHICS	Lecture	Video Presentation	
2	INTRODUCTION TO VISUAL FX	Lecture	Video Presentation	
3	ADOBE PHOTOSHOP IN MOTION GRAPHICS	Lecture/Practical	Reading Materials	
4	INTERPHASE OF AFTER EFFECTS	Lecture/Practical	Reading Materials	
5	BASIC TRANSFORM TOOLS	Lecture/Practical		
6	ANIMATING TEXT	Lecture/Practical		
7	ANIMATING SHAPES	Lecture/Practical		
8	ANIMATION BASICS	Lecture/Practical		
9	TEXT PRESETS	Lecture/Practical		
10	ADVANCED TEXT ANIMATION	Lecture/Practical	Video Presentation	
11	WORKING WITH MASKS	Lecture/Practical		
12	MOTION SKETCH	Lecture/Practical		
13	ROTSOPE: CONCEPT	Lecture/Practical	Video Presentation	
14	ROTSOPE: TOOLS	Lecture/Practical		
15	ROTSOSCOPING AN OBJECT & CHARACTER	Lecture/Practical		
16	ADVANCED ROTOSCOPING	Lecture/Practical	WORKSHOP	
MODULE 02				
17	PAINT FX - BRUSHES & CLONE	Lecture/Practical		
18	PAINT FX - ANIMATION	Lecture/Practical		
19	PAINT FX – FX PRESETS	Lecture/Practical		

20	PAINT FX - WIRE REMOVAL	Lecture/Practical		
21	PAINT FX - OBJECT REMOVAL	Lecture/Practical		
22	ASSIGNMENT/ WORKSHOP [PRE-PRODUCTION]	Practical		
23	TIME CONTROLS - SLOW & FAST MOTION	Lecture/Practical	Video Presentation	
24	TIME CONTROLS - TIME REMAPPING	Lecture/Practical	Video Presentation	
25	LAYER STYLES	Lecture/Practical	Video Presentation	
26	GRAPH EDITOR	Lecture/Practical		
27	NESTING & PRE-COMPOSE	Lecture/Practical		
28	PRIMARY COMPOSITING	Lecture/Practical	Reading Materials	
29	LAYER COMPOSITING	Lecture/Practical	Video Presentation	
30	CIA I			
<b>MODULE 03</b>				
31	STABILIZING	Lecture/Practical	Video Presentation	
32	2D TRACKING	Lecture/Practical		
33	4 POINT TRACKING	Lecture/Practical	Video Presentation	
34	PLANAR TRACKING	Lecture/Practical		
35	MATCHMOVING 01	Lecture/Practical	Reading Materials	
36	MATCHMOVING 02	Lecture/Practical		
37	LUMA KEYING	Lecture/Practical		
38	GREENSCREEN KEYING	Lecture/Practical	Video Presentation	
39	KEYLIGHT 01	Lecture/Practical	Reading Materials	
40	KEYLIGHT 02	Lecture/Practical		
41	KEYING SUITE - SPILL SUPPRESSION	Lecture/Practical		
42	KEYING SUITE - EDGEBLUR & LIGHTWRAP	Lecture/Practical		
43	SKY REPLACEMENT	Lecture/Practical		
44	DIGITAL SET EXTENSION	Lecture/Practical		
45	DIGITAL MATTE PAINTING - INTRODUCTION	Lecture/Practical	Video Presentation	
46	DIGITAL MATTE PAINTING - THE WORKFLOW	Lecture/Practical	Video Presentation	
47	DIGITAL MATTE PAINTING - ADVANCED STUDIES	Lecture/Practical	Reading Materials	
48	COLOR CORRECTION	Lecture/Practical		
49	ADVANCED COMPOSITING 01	Lecture/Practical	Video Presentation	
50	ADVANCED COMPOSITING 02	Lecture/Practical		
<b>MODULE 04</b>				
51	FX - GENARTS	Lecture/Practical	Video Presentation	
52	FX - TRAPCODE	Lecture/Practical	Video Presentation	
53	FX - SAPPHIRE	Lecture/Practical	Video Presentation	
54	FX - CYCORE	Lecture/Practical	Video Presentation	
55	FX - MB NEWTON	Lecture/Practical	Video Presentation	
56	FX - MISCELLANEOUS	Lecture/Practical	Video Presentation	
57	ASSIGNMENT REVIEW	Review		
58	3D SYSTEM	Lecture/Practical		
59	3D LIGHTS	Lecture/Practical		
60	CAMERA ANIMATION	Lecture/Practical		
61	COLOR GRADING 01	Lecture/Practical	Video Presentation	

62	COLOR GRADING 02	Lecture/Practical	Video Presentation	
63	FINISHING A COMPOSITE	Lecture/Practical	Video Presentation	
64	RENDER QUEUE	Lecture/Practical		
65	RENDERING METHODS	Lecture/Practical		
66	CIA II			
<b>MODULE 05</b>				
67	REVISION	Practical	Presentation	
68	DELIVERABLES	Practical	Presentation	
69	COVERSIONS AND PROJECTIONS	Practical	Presentation	
70	PORTFOLIO DEVELOPEMENT	Practical	Presentation	
71	PORTFOLIO DEVELOPEMENT	Practical	Presentation	
72	PORTFOLIO REVIEW	Review	Presentation	

<b>INDIVIDUAL ASSIGNMENTS/SEMINAR – Details &amp; Guidelines</b>			
<b>SI No</b>	<b>Date of Completion</b>	<b>Topic</b>	<b>Remarks</b>
1	23/06/2016	BASIC TRANSFORM / BASIC EDIT	
2	02/07/2016	TEXT FORMATTING / PRESET / 10 SEC TITLE	
3	10/07/2016	ROSCOPING AN OBJECT & CHARACTER	
4	20/07/2016	PAINT FX TECHNIQUES	
5	31/07/2016	PAINT OUT AN OBJECT & CHARACTER	
6	5/08/2016	STABILIZING A SHAKY FOOTAGE	
7	13/08/2016	TRACKING A MOVING OBJECT	
8	24/08/2016	4-POINT TRACKING(PERSPECTIVE TRACKING)	
9	04/09/2016	SKY REPLACEMENT OF LANDSCAPE	
10	11/09/2016	SET EXTENSION OF CITY SCAPE	
11	18/09/2016	KEYING A GREENSCREEN FROM FOREGROUND	
12	25/09/2016	COMPOSITE BG TO KEYED ELEMENTS	
13	13/09/2016	COLOR CORRECT A PRIMARY COMPOSITE	
14	20/09/2016	COLOR GRADE A VIDEO SEQUENCE	

## REFERENCES

- 1 Creating Motion Graphics with After Effects, Essential and Advanced Techniques Authors: Trish and Chris Meyer
- 2 Design Process and Theory: Thoughts on Design, Paul Rand
- 3 The Art and Science of Digital Compositing Author: Ron Brinkman
- 4 Digital Storytelling: A Creator's Guide to Interactive Entertainment, Carolyn Miller
- 5 Moving Type: Designing for Time and Space, Matt Woolman and Jeff Bellantoni
- 6 Ways of Seeing, John Berger
- 7 Art as Experience, John Dewey

## COURSE 5: EDITING PRINCIPLES

PROGRAMME	<b>BA ANIMATION AND GRAPHICS DESIGN</b>	SEMESTER	<b>5</b>
COURSE CODE	<b>U5OCAGD1</b>	CREDIT	<b>4</b>
COURSE TITLE	<b>EDITING PRINCIPLES</b>	HOURS/ SEM	<b>72 HRS</b>

<b>COURSE OBJECTIVES</b>
Understanding Concepts of editing & Adobe Premier
Create Concept of continuity and Imaginary Line.
Build Timing and spacing
Develop idea of shots and scenes
Demonstrate the skills through final output.

Sessions (Hours)	Topics	Teaching Method	Value Addition/Remarks	Remarks
<b>UNIT - 1</b>				
1	Form and Function with regard to Editing	Lecture& Demonstration	Videos	
2	Montage Concepts – Relational	Lecture& Demonstration		
3	Montage Concepts –Constructive Editing	Lecture& Demonstration		
4	Montage Concepts --Advanced Montage/Principles	Lecture& Demonstration		
5	Montage Concepts Advanced Montage/Principles	Lecture& Demonstration		
6	Adobe Premiere Introduction	Lecture& Demonstration		
7	Adobe Premiere Introduction	Practical		
8	Adobe Premiere Introduction	Practical		
9	Adobe Premiere Introduction	Practical		
10	Adobe Premiere Introduction	Practical		
11	Adobe Premiere	Practical	Assignment-1	
12	Adobe Premiere	Practical	Assignment-1	
13	Adobe Premiere	Practical	Assignment-1	
14	Adobe Premiere	Practical	Assignment-1	
15	Adobe Premiere	Practical	Assignment-1	
<b>UNIT - 2</b>				
16	Concept of Continuity	Lecture and Demonstration		
17	Physical Continuity	Lecture& Demonstration		
18	Psychological Continuity,	Lecture & Demonstration		
19	Physical Continuity & Psychological Continuity	Lecture & Demonstration		
20	Concept of Imaginary Line.	Lecture & Demonstration		
21	Premiere Pro	Practical		
22	Premiere Pro	Practical		
23	Premiere Pro	Practical		
24	Premiere Pro	Practical		
25	Premiere Pro	Practical		

<b>UNIT - 3</b>				
26	Unity of Time and Space – Filmic Time and Space – Time and Space in Theatre	Lecture and Demonstration	Nil	
27	Unity of Time and Space – Filmic Time and Space – Time and Space in Theatre	Lecture and Demonstration		
28	Unity of Time and Space – Filmic Time and Space – Time and Space in Theatre	Lecture and Demonstration		
29	Unity of Time and Space – Filmic Time and Space – Time and Space in Theatre	Lecture and Demonstration		
30	Unity of Time and Space – Filmic Time and Space – Time and Space in Theatre	Lecture and Demonstration		
31	Unity of Time and Space in Cinema & Television.	Lecture and Demonstration	Nil	
32				
33	Unity of Time and Space in Cinema & Television.	Lecture and Demonstration		
34	Unity of Time and Space in Cinema & Television.	Lecture and Demonstration		
35	Unity of Time and Space in Cinema & Television.	Lecture and Demonstration		
36	Unity of Time and Space in Cinema & Television.	Lecture and Demonstration		
<b>UNIT - 4</b>				
37	Mis-en-Scene/Mis-en-Shot-Mis-en-Scene in Theatre	Lecture & Demonstration		
38	Mis-en-Scene/Mis-en-Shot-Mis-en-Scene in Theatre	Lecture & Demonstration		
39	Mis-en-Scene/Mis-en-Shot-Mis-en-Scene in Theatre	Lecture & Demonstration		
40	Mis-en-Scene/Mis-en-Shot-Mis-en-Scene in Theatre	Lecture & Demonstration		
41	Mis-en-Scene/Mis-en-Shot-Mis-en-Scene in Theatre	Lecture & Demonstration		
42	Mis-en-Scene in Cinema & Television	Lecture & Demonstration	Nil	
43	Mis-en-Scene in Cinema & Television	Lecture & Demonstration		
44	Mis-en-Scene in Cinema & Television	Lecture & Demonstration		
45	Mis-en-Scene in Cinema & Television	Lecture & Demonstration		
46	Mis-en-Scene in Cinema & Television	Lecture & Demonstration		
<b>UNIT - 5</b>				
47	Editing Photographic Materials	Practical		
48	Editing Photographic Materials	Practical		
49	Editing Photographic Materials	Practical		
50	Editing Photographic Materials	Practical		
51	Editing Photographic Materials	Practical		
52	Editing Electronic Images.	Practical	Assignment-2 Project 1	
53	Editing Electronic Images.	Practical		
54	Editing Electronic Images.	Practical		
55	Editing Electronic Images.	Practical		
56	Editing Electronic Images.	Practical		
57	Linear Editing – Non-Linear Editing (Practical Work)	Practical	Final project	
58	Linear Editing – Non-Linear Editing (Practical Work)	Practical		

59	Linear Editing – Non-Linear Editing (Practical Work)	Practical		
60	Linear Editing – Non-Linear Editing (Practical Work)	Practical		
61	Linear Editing – Non-Linear Editing (Practical Work)	Practical		
62	Aesthetic of Editing	Guest Faculty		
63	Aesthetic of Editing	Guest Faculty		
64	Aesthetic of Editing	Guest Faculty		
65	Aesthetic of Editing	Guest Faculty		
66	Aesthetic of Editing	Guest Faculty		
67	Aesthetic of Editing	Guest Faculty		
68	Aesthetic of Editing	Guest Faculty		
69	Aesthetic of Editing	Guest Faculty		
70	Aesthetic of Editing	Guest Faculty		
71 - 72	Aesthetic of Editing	Guest Faculty		

	<b>Date of completion</b>	<b>Topic of Assignment &amp; Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)</b>
1	08.09.2016	Editing a short film
2	10.10.2016	Mixing Elements of film

	<b>Date of completion</b>	<b>Topic of Assignment &amp; Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)</b>
1	28.10.2016	Short Film Making

## References

- P. Spottis, Woode .Film and Its Technique. University of California Press. (1970).
- John, Burder .Technique of Editing 16mm Films. Focal Press; 1 edition (January 20, 1976).
- Karel, Rreiz and Carvin, Miller. The Technique of Film Editing. Focal Press; 2 edition (29 September 2009).
- S.M. Eisenstein . Notes of A Director/Bursar. Foreign Languages Pub. House Year 1959.