Sacred Heart College (Autonomous) Department of School of Communication MA DIGITAL ANIMATION

Course plan

Academic Year: 2016 - 17

Semester I

COURSE I: 16P1DGAT01 HISTORY OF ANIMATION

PROGRAMM	E MA DIGITAL ANIMATION	SEMESTER	1
COURSE COD AND TITLE	E 16P1DGAT01 HISTORY OF ANIMATION	F CREDIT	4
HOURS/WEB	K 4	HOURS/SEM	72
FACULTY NAM	APARNA S K		

COURSE OBJECTIVES
To explain the brief prehistory of animation
To summarize the role of pioneers in animation
To analyse the style of Disney animation
To examine the experimental animation from NFBC
To classify different styles of Japanese animation

SESSION	ТОРІС	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
	MODULE I			
1.	Introductory Session A Brief Prehistory of animation.	Lecturing and Discussions		
2.	Introductory Session A Brief Prehistory of animation.	Discussions and Brainstorming	PPT	
3.	Persistence of Vision	Lecturing and Discussions		
4.	Early attempts of animation	Lecturing and Discussions		
5.	Early attempts of animation	Lecturing and Discussions		
6.	Thaumatrope	Lecturing and Discussions		
7.	Thaumatrope, Phenakistoscope	PPT		
8.	Optical devices	Discussions	Video	
9.	Zoetrope	PPT & Lecturing	Video	

		Video
Praxinoscope	PPT & Lecturing	A ICIECO
Magic Lantern		Video
Flip Book		Video
Invention of photography		
Kinetoscope		Video
Cinematograph	Lecturing &	Video
Early comic strips	Lecturing &	Video
Early comic strips	Lecturing &	Video
Early comic strips	Lecturing &	Video
Early comic strips	Lecturing &	Video
Early comic strips	Lecturing and	Video
Early comic strips	Discussions and	Video
	MODULE 2	
Pioneers in Animation	Lecturing and Discussions	Video
Pioneers in Animation	Lecturing and Discussions	Video
Pioneers in Animation	Lecturing and Discussions	Video
	CIA1	
Evaluation of CIA1		
Pioneers in Animation	PPT & Lecturing	Video
Pioneers in Animation	PPT & Lecturing	Video
Pioneers in Animation	PPT & Lecturing	Video
Pioneers in Animation		Video
Pioneers in Animation		Video
Pioneers in Animation	PPT	Video
	Magic Lantern Flip Book Invention of photography Kinetoscope Cinematograph Early comic strips Parly comic strips Early comic strips Pioneers in Animation Pioneers in Animation	Magic Lantern PPT & Lecturing Flip Book PPT & Lecturing Invention of photography Rinetoscope PPT Cinematograph Early comic strips Lecturing & Discussions Lecturing and Discussions and Brainstorming MODULE 2 Pioneers in Animation PPT & Lecturing PPT & Lecturing

	NFBC	Discussions	
54.	Experimental Animations of	Lecturing &	Video
53.	Experimental Animations of NFBC	Lecturing & Discussions	Video
	NFBC	Discussions	
52.	Experimental Animations of	Lecturing &	Video
51.	Experimental Animations of NFBC	Lecturing & Discussions	Video
	·	MODULE 4	•
50.	Principles of Animation	PPT	Video
49.	Principles of Animation	PPT & Lecturing	Video
48.	Disney Nine Old men	PPT & Lecturing	Video
	Disney Nine Old men	PPT & Lecturing	
47.	Disney Feature films	PPT & Lecturing	Video
46.	•	PPT & Lecturing	Video
45.	Disney Feature films		Video
44.	Disney Feature films		Video
43.	Disney Style	PPT	Video
42.	Disney Studio	Lecturing and Discussions	Video
41.	Disney Studio	Lecturing and Discussions	Video
	Disney Studio	Discussions	
40.		AODULE 3 Lecturing and	Video
	Pioneers in Animation	Brain storming	
39.	Pioneers in Animation	Discussions Discussions and	Video
38.	Pioneers in Animation	Discussions Lecturing and	Video
37.		Lecturing &	Video
36.	Pioneers in Animation	Lecturing & Discussions	Video
	Pioneers in Animation	Lecturing & Discussions	
35.	Pioneers in Animation	Discussions	Video
34.	Pioneers in Animation	Discussions Lecturing &	Video
33.		Lecturing &	Video

55.	Experimental Animations of NFBC	Lecturing and Discussions	Video
56.	Experimental Animations of NFBC	Discussions and Brain storming	Video
57.	Experimental Animations of NFBC	Lecturing and Discussions	Video
58.	Experimental Animations of NFBC	Lecturing and Discussions	Video
59.	Experimental Animations of NFBC	Lecturing and Discussions	Video
	N	MODULE 5	
60.	Japanese Animation	PPT	Video
61.	Japanese Animation	Discussion	
62.	Manga style	PPT & Lecturing	Video
63.	Manga style	PPT & Lecturing	Video
64.	Manga style	PPT & Lecturing	Video
65.	Manga style	PPT & Lecturing	Video
66.	Anime Style	PPT & Lecturing	Video
67.	Anime Style	PPT & Lecturing	Video
68.	Anime Style	PPT	Video
69.	Anime Style	Lecturing & Discussions	Video
70.	Revision	Lecturing & Discussions	
71.	Revision	Lecturing & Discussions	Video
72.	Revision	Lecturing & Discussions	Video

SI No	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	15/08/2016	Optical Devices
2	04/10/2016	The Disney feature films – development of the Disney style, evolution of the principles of animation.(group)
3	22/10/2016	Presentation on Indian Animation-Part I(group)
4	12/11/2016	Presentation on Japanese Animation-Part II(group)

REFERENCES

- 1. Leonard Maltin, Of Mice and Magic: A History of American Animated Cartoons, Plume (2 October 1980)
- 2. Charles Solomon, The History of Animation, Random House Value Publishing; Revised edition (16 October 1994)
- **3.** Jonathan Clements & Helen McCarthy, The Anime Encyclopaedia: A Guide to Japanese Animation Since 1917, Titan Books Ltd (27 April 2007)
- 4. Charles Solomon, Enchanted Drawings: The History of Animation , Knopf (14 November 1989)

COURSE II: 16P1DGAP01 2D DESIGN

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	I
COURSE CODE	16P1DGAP01	CREDIT	4
COURSE TITLE	2D DESIGN	HOURS/ SEM	72 HRS
FACULTY NAME	KISHORE KUMAR. P	HOURS/ WEEK	5

COURSE OBJECTIVES
To develop the skill of quick drawing Life Sketches with Line of Action
To build the dimensions of Perspective
To make use of the Anatomy of Human Body
To make use of the Anatomy of Animals Birds and Reptiles
To analyse Characters according to the concept/story

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS REM	ARKS
		UNIT - 1	•	
1	Introduction	Lecture & Practical	Live Session	
2	Sketching and Loosening exercises	Lecture & Practical	Live Session	
3	Sketching and Loosening exercises	Lecture & Practical	Live Session	
4	Sketching and Loosening exercises	Lecture & Practical	Live Session	
5	Sketching and Loosening exercises	Lecture & Practical	Live Session	
6	Drawing from :	Lecture & Practical	Live Session	
7	Still-life Drawing	Lecture & Practical	Live Session	
8	Still-life Drawing	Lecture & Practical	Live Session	
9	Still-life Drawing	Lecture & Practical	Live Session	
10	Still-life Drawing	Lecture & Practical	Live Session	
11	Sketching Poses	Lecture & Practical	Live Session	

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12	Sketching Poses	Lecture Practical	&	Live Session
13	Life Sketching	Lecture Practical	&	Live Session
13	Life Sketching	Lecture	&	
14	Life Sketching	Practical	α	Live Session
	Life Sketching	Lecture	&	Live Session
15		Practical		Live Session
	Line of Action	Lecture	&	Live Session
16		Practical		Live Session
	Line of Action	Lecture	&	Live Session
17		Practical		Live Session
	Line of Action	Lecture	&	Live Session
18		Practical		Live Session
19	Shading and shadows	Lecture	&	Live Session
		Practical		Live Session
20	Shading and shadows	Lecture	&	Live Session
		Practical		Live Session
21	Silhouettes	Lecture	&	I. C .
		Practical		Live Session
22	Caricaturing	Lecture	&	T. G.
		Practical		Live Session
23	Caricaturing	Lecture	&	T. G.
	8	Practical		Live Session
24	Caricaturing	Lecture	&	
		Practical		Live Session
	1	UNIT - 2		
25	Perspective drawing	Lecture	&	
	Torspective drawing	Practical		Live Session
26	Basics of Perspective	Lecture	&	
	Drawing	Practical		Live Session
27	Single point perspective	Lecture	&	
27	Single point perspective	Practical	α	Live Session
28	Single point perspective	Lecture	&	
20	Single point perspective	Practical	α	Live Session
29	Single point perspective	Lecture	&	
2)	Single point perspective	Practical	α	Live Session
30	Single point perspective	Lecture	&	
30	Single point perspective	Practical	Œ	Live Session
31	Two point perspective	Lecture	&	
J1	1 wo point perspective	Practical	Œ	Live Session
32	Two point perspective	Lecture	&	
32	I wo point perspective	Practical	Œ	Live Session
33	Two point perspective	Lecture	&	
	1 wo point perspective	Practical	α	Live Session
34	Two point perspective	Lecture	&	
34	I wo point perspective	Practical	α	Live Session
35	Two point nonenactive		0 -	
33	Two point perspective	Lecture	&	Live Session
		Practical		

Three point perspective	Lecture Practical	&	Live Session	
Three point perspective	Lecture	&	Live Session	
Three point perspective	Lecture	&	Live Session	
Three point perspective	Lecture	&	Live Session	
Multi- Point Perspective	Lecture	&	Live Session	
Human Anatomy	Lecture	&	Live Session	
Male and Female Anatomy	Lecture	&	Live Session	
Male and Female	Lecture Practical	&	Live Session	
Male and Female Anatomy	Lecture Practical	&	Live Session	
Male and Female Anatomy	Lecture Practical	&	Live Session	
Anatomy of Different Age Groups	Lecture Practical	&	Live Session	
Anatomy of Different Age Groups	Lecture Practical	&	Live Session	
Anatomy of Different Age Groups	Lecture Practical	&	Live Session	
Anatomy of Different Age Groups	Lecture Practical	&	Live Session	
Anatomy of Different Age Groups	Lecture Practical	&	Live Session	
Basic Understanding of the Skeletal and Muscle System	Lecture Practical	&	Live Session	
Basic Understanding of the Skeletal and Muscle System	Lecture Practical	&	Live Session	
Study of Poses	Lecture Practical	&	Live Session	
Study of Poses	Lecture Practical	&	Live Session	
Study of Poses	Lecture Practical	&	Live Session	
UNIT - 4				
Anatomy of Animals, Birds, Reptiles	Lecture Practical	&	Live Session	
Body Structure	Lecture Practical	&	Live Session	
	Three point perspective Three point perspective Three point perspective Multi- Point Perspective Human Anatomy Male and Female Anatomy Anatomy of Different Age Groups Suddenstanding of the Skeletal and Muscle System Basic Understanding of the Skeletal and Muscle System Study of Poses Study of Poses Study of Poses	Three point perspective	Three point perspective Threatical Th	

58	Doday Charactura	T a advises	0_	
58	Body Structure	Lecture Practical	&	Live Session
59	Body Structure	Lecture Practical	&	Live Session
60	Body Structure	Lecture Practical	&	Live Session
61	Perspective drawing	Lecture Practical	&	Live Session
62	Perspective drawing	Lecture Practical	&	Live Session
63	Perspective drawing	Lecture Practical	&	Live Session
64	Perspective drawing	Lecture Practical	&	Live Session
65	Perspective drawing	Lecture Practical	&	Live Session
		UNIT - 5		
66	Character Types :	Lecture Practical	&	Live Session
67	Character Analysis	Lecture Practical	&	Live Session
68	Understanding Cartoon Characters :	Lecture Practical	&	Live Session
69	Understanding Cartoon Characters :	Lecture Practical	&	Live Session
70	Understanding Cartoon Characters :	Lecture Practical	&	Live Session
71	Cartoon Character:	Lecture Practical	&	Live Session
72	Cartoon Character:	Lecture Practical	&	Live Session
73	Cartoon Character:	Lecture Practical	&	Live Session
74	Cartoon Character:	Lecture Practical	&	Live Session
75	Cartoon Character:	Lecture Practical	&	Live Session
76	Expressions: (Hand)	Lecture Practical	&	Live Session
77	Expressions: (Hand)	Lecture Practical	&	Live Session
78	Expressions: (Hand)	Lecture Practical	&	Live Session
79	Expressions: (Hand)	Lecture Practical	&	Live Session
80	Expressions: (Hand)	Lecture Practical	&	Live Session
81	Classic Cartoon Characters:	Lecture Practical	&	Live Session

82	Classic Cartoon	Lecture	&	Live Session	
	Characters:	Practical		Live Session	
83	Classic Cartoon	Lecture	&	Live Session	
	Characters:	Practical		Live Session	
84	Types of Construction:	Lecture	&	Live Session	
		Practical		Live Session	
85	Types of Construction:	Lecture	&	Live Session	
		Practical		Live Session	
86	Fairy Tale Characters:	Lecture	&	Live Session	
	-	Practical		Live Session	
87	Fairy Tale Characters:	Lecture	&	Live Cossion	
	-	Practical		Live Session	
88	Fairy Tale Characters:	Lecture	&	I ion Consider	
		Practical		Live Session	
89	Fairy Tale Characters:	Lecture	&	I. C .	
		Practical		Live Session	
90	Fairy Tale Characters:	Lecture	&	I ion Consider	
		Practical		Live Session	

	Date of completion	Topic of Assignment & Samp; Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-	
		graded etc)	
1	27/07/2016	Still Life Sketching	
2		Sketching Poses	
3	06/08/2016	Perspective : One Point	
4	20/08/2016	Perspective : Two Point	
5	28/08/2016	Perspective : Three Point	
6	05/09/2016	Human Anatomy : Male	
7	15/09/2016	Human Anatomy : Female	
8	27/09/2016	Anatomy Animal, Reptiles	
9	09/10/2016	Anatomy Birds, Insects	
10	15/10/2016	Character design & Expressions	
11	23/10/2016	Type of Characters	
12	07/11/2016	Fairy Tale Characters	

REFERENCES

- 1 Andrew Loomis, Drawing the Head and Hand, Titan Books (25 October 2011)
- 2 Victor Perard, Anatomy and Drawing, New Enlarged Edition (1 December 2006)
- 3 The Art of Composition: Michael Jacobs
- 4 Perspective Drawing Handbook: Joseph D'Amelio
- 5 Figure Drawing All its worth Andrew Loomis
- 6 Drawing Dynamic Hands: Burne Hogarth
- 7 The Art of Animal Drawing: Construction, Action, Analysis, Caricature: Ken Hultgen
- 8 Bird Anatomy for Artists: Natalia Balo
- 9 Cartoon Animation: Preston Blair
- 10 Disney Animation The Illusion of Life: Frank Thomas and Ollie Johnston

COURSE III: 16P1DGAP02 FILM TECHNIQUES

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	1
COURSE CODE AND TITLE	16P1DGAP02 FILM TECHNIQUES	CREDIT	4
HOURS/WEEK	5	HOURS/SEM	72
FACULTY NAME	NAME BONEY VARGHESE P TITUS		

COURSE OBJECTIVES

To explain the types of camera, lenses and other devices used in Photography

To analyze the study of Photography/ Cinematic frames and compositions, the study and practice of production enhance their work as film scholars.

To identify the different use of lenses, Image quality and size for productions.

To understand the industry as a whole by executing all components of development, preproduction, production and post-production planning

To analyze the study of Photography/ Cinematic frames and compositions, the study and practice of production enhance their work as film scholars.

Session	Topic	Method of Teaching	Value Additions	REMARKS		
		MODULE I				
1	Introduction	Lecture/ Interaction	Screening/Practical			
2	Visual Grammar	Lecture/ Interaction	Screening/Practical			
3	Visual Grammar	Lecture/ Interaction	Screening/Practical			
4	Aesthetics of Frame Composition	Lecture/ Interaction	Screening/Practical			
5	Study of Camera	Lecture/ Interaction	Screening/Practical			
6	Study of Camera	Lecture/ Interaction	Screening/Practical			
7	Study of Camera	Lecture/ Interaction	Screening/Practical			
8	Camera angles and movements	Lecture/ Interaction	Screening/Practical			
9	Camera angles and movements	Lecture/ Interaction	Screening/Practical			
10	Camera angles and movements	Lecture/ Interaction	Screening/Practical			
	MODULE II					

11	Mathada of Dicital Imagina	I a aturna / Intana ati an	Cananina/Duastical	
	Methods of Digital Imaging	Lecture/ Interaction	Screening/Practical	
12	Methods of Digital Imaging	Lecture/ Interaction	Screening/Practical	
13	Methods of Digital Imaging	Lecture/ Interaction	Screening/Practical	
14	Techniques of Digital Imaging	Lecture/ Interaction	Screening/Practical	
15	Techniques of Digital Imaging	Lecture/ Interaction	Screening/Practical	
16	Techniques of Digital Imaging	Lecture/ Interaction	Screening/Practical	
17	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
18	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
19	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
20	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
21	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
22	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
23	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
24	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
25	Photography, ISO, Shutter speed	Lecture/ Interaction	Screening/Practical	
		MODULE III		
26	Creating Visual arts	Lecture/ Interaction	Screening/Practical	
27	Creating Visual arts	Lecture/ Interaction	Screening/Practical	
28	Creating Visual arts	Lecture/ Interaction	Screening/Practical	
29	Technology of imaging moving objects in Cinematography	Lecture/ Interaction	Screening/Practical	
30	Technology of imaging moving objects in Cinematography	Lecture/ Interaction	Screening/Practical	
31	Technology of imaging moving objects in Cinematography	Lecture/ Interaction	Screening/Practical	
		MODULE IV		
32	Types & methods of lights	Lecture/ Interaction	Screening/Practical	
33	Types & methods of lights	Lecture/ Interaction	Screening/Practical	
34	Types & methods of lights	Lecture/ Interaction	Screening/Practical	
35	Types & methods of lights	Lecture/ Interaction	Screening/Practical	
	Types & medious of fights		z creening/r rueticul	

36	Types & methods of lights	Lecture/ Interaction	Screening/Practical	
37	Types & methods of lights	Lecture/ Interaction	Screening/Practical	
38	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	
39	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	
40	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	
41	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	
42	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	
43	Design of Light and Art of Lighting	Lecture/ Interaction	Screening/Practical	
44	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	
45	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	
46	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	
47	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	
48	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	
49	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	
50	Changing trends in Film Lighting Setup	Lecture/ Interaction	Screening/Practical	
		MODULE V		
51	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	
52	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	
53	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	
54	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	
55	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	
56	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	
57	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	
58	Creating the visual space for Screen	Lecture/ Interaction	Screening/Practical	
59	Elements of film screen	Lecture/ Interaction	Screening/Practical	
60	Elements of film screen	Lecture/ Interaction	Screening/Practical	

61	Elements of film screen	Lecture/ Interaction	Screening/Practical
62	Elements of film screen	Lecture/ Interaction	Screening/Practical
63	Elements of film screen	Lecture/ Interaction	Screening/Practical
64	Elements of film screen	Lecture/ Interaction	Screening/Practical
65	Elements of film screen	Lecture/ Interaction	Screening/Practical
66	Art Direction	Lecture/ Interaction	Screening/Practical
67	Art Direction	Lecture/ Interaction	Screening/Practical
68	Art Direction	Lecture/ Interaction	Screening/Practical
69	Art Direction	Lecture/ Interaction	Screening/Practical
70	Art Direction	Lecture/ Interaction	Screening/Practical
71	Art Direction	Lecture/ Interaction	Screening/Practical
72	Art Direction	Lecture/ Interaction	Screening/Practical

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	Different genre of photography
2	Go to a space without your camera and then go back with your camera afterward and photograph the things you had noticed.
3	Include the 9 elements of art. Light, Shadow, line, shape, form, texture, color, size, depth
4	Submit 60 photos

REFERENCES

Read this if You Want to Take Good Photographs Author: Henry Carroll
The Art of Photography 2nd edition: A Personal Approach to Artistic Expression Author: Bruce Barnbaum
Extraordinary Everyday Photography Author: Brenda Tharp, Jed Manwaring

COURSE IV: 16P1DGAP03-CONCEPT, LAYOUT & STORYBOARDING

PROGRAMME	M A DIGITAL ANIMATION	SEMESTER	1
COURSE CODE AND TITLE	16P1DGAP03- CONCEPT , LAYOUT & STORYBOARDING	CREDIT	4
HOURS/WEEK	6	HOURS/SEM	72
FACULTY NAME	ABIN JOSE		

COURSE OBJECTIVES

To demonstrate progress in basic concept development, story making making and storyboard development skills

To analyze well-designed concepts and stories

To identify the different story genres, concept quality and perfection of storyboards for productions.

To understand the industry as a whole by executing all components of development in pre-production planning

To demonstrate the pre-production 3D Film making process especially concept development , story , script and the storyboard

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
	MODULE I			-
1	Introduction to Story	Lecture/	PPT	
	Telling	Interaction	Workshop	
			Screening	
2	Concept Development	Lecture/	PPT	
		Interaction	Workshop	
			Screening	
3	Story Telling Strategy	Lecture/	PPT	
		Interaction	Workshop	
			Screening	
4	Introduction - Plot,	Lecture/Practical	PPT	
	beginning, middle and		Workshop	

	end, engage an audience,		Screening
	characters roles		6
5	The art of storytelling-	Lecture/Practical	
	Introduction to		
	storytelling unique		PPT
	perspective, favorite		Workshop
	stories/films, World &		Screening
	character		
6	The art of storytelling -	Lecture/Practical	PPT
	Introduction to		Workshop
	storytelling unique		Screening
	perspective, favorite		
	stories/films, World &		
	character		
7		Lecture/Practical	PPT
	Story Structure		Workshop
			Screening
8	Story Geners	Lecture/Practical	PPT
			Workshop
			Screening
9	Pixar Short films	Seminar	PPT
			/
			Presentation/
			screening
10	Pixar Short films	Lecture/Practical	PPT
			Screening
11	Story Formats	Practical	Workshop
			Screening
12	Fiction	Practical	Workshop
			Screening
13	Non Fiction	Presentation	PPT
			Workshop
		<u> </u>	Screening
	MODULE II		
15	Introduction to Script	Lecture/Practical	PPT
			Workshop
			Screening
16	Basic Script writing	Lecture/Practical	PPT
	Formats		Workshop
			Screening
17	Screen Description	Lecture/Practical	PPT
	methods		Workshop
			Screening

18	Script a short animation	Lecture/Practical	PPT
10	film	Lecture/1 factical	Workshop
			Screening
19	Script a short animation	Lecture/Practical	PPT
	film	Lecture/1 fuericus	Workshop
			Screening
20	Script a short animation		PPT
20	film		Workshop
			Screening
21	Movie screening _Dual	Lecture/Practical	PPT
21	Wovie screening _Duar	Lecture/1 factical	Workshop
			Screening
22	Movie screening _Dual	Lecture/Practical	PPT
22	Wovie screening _Duar	Lecture/1 factical	Workshop
			Screening
23	movie screening _Monster	Lecture/Practical	PPT
23	University	Lecture/1 factical	Workshop
	Offiversity		Screening
		CIA -1	Screening
		MODULE	TIT
27	Manatan Haissanaits Massia	Lecture/Practical	111
21	Monster University Movie Review	Lecture/Practical	Workshop
	Review		Workshop
28	Introduction to Story	Lecture/Practical	
20	Introduction to Story Boarding	Lecture/Fractical	Workshop
	Doarding		Workshop
29	Advantages and	Lecture/Practical	
2)	Applications of	Lecture/1 factical	Workshop
	storyboard		Workshop
30	Importance of storyboards	Lecture/Practical	
30	in Animation	Lecture/1 factical	Workshop
	III Allillation		Workshop
31	Introduction to Camera	Lecture/Practical	
31	Angles	Lecture/1 factical	Workshop
	Aligics		Workshop
32	Establishing shots	Lecture/Practical	
34	Ladonaming shots	Lecture/1 factical	Workshop
			WOLKSHOP
	MODULE 4		
	Long shot	Lecture/Practical	
	20115 51101	20010/114011041	Workshop
33			··· ormonop
	<u> </u>		

	Mid Long shot	Lecture/Practical	
34			Workshop
34	full shot	Lecture/Practical	
			Workshop
35			
	closeup / extream close up shots	Lecture/Practical	Workshop
36	SHOTS		Workshop
	Over head shot	Lecture/Practical	
			Presentation /
27			screening
37	Tilt / panning shots	Lecture/Practical	
	Ziit / paining siiots	2000010/110000001	Workshop
38			_
	Low angle shot / high	Lecture/Practical	
39	angle shot		Workshop
37	Intro to Thumbnail	Lecture/Practical	
	storyboards		Workshop
40			
	Framing and camera angle methods	Lecture/Practical	Workshop
41	methods		Workshop
	Framing and camera angle	Lecture/Practical	
	methods		Workshop
42	Eroming and comore anala	Lecture/Practical	
	Framing and camera angle methods	Lecture/Practical	Workshop
43			, v omonop
		CIA 2	
		MODULE 5	· · · · · · · · · · · · · · · · · · ·
	short story thumbnail sketch	Lecture/Practical	Workshop
45	SACICII		Workshop
	short story thumbnail	Lecture/Practical	
	sketch		Workshop
46	1 1 1 1 1	T // /D	
	short story thumbnail sketch	Lecture/Practical	Workshop
47	BACTOII		Horkshop

	final thumbnail storyboard	Lecture/Practical	
40			Workshop
48	Hallywood story formats	Lecture/Practical	
	Hollywood story formats samples	Lecture/Practical	Workshop
49	samples		Workshop
	Hollywood story formats	Lecture/Practical	
	samples		Workshop
50			
	Final storyboard Format	Lecture/Practical	
51	for a small animation		Workshop
51	concept Concept planning _ Final	Lecture/Practical	
	storyboard	Lecture/Practical	Workshop
52	storyoutu		Workshop
	Concept Appruval _ Final	Lecture/Practical	
	storyboard		Workshop
53			
	Story_Final storyboard	Lecture/Practical	
54			Workshop
	Thumbnail	Lecture/Practical	
	storyboard_Final	Lectare/1 faction	Workshop
55	storyboard		1
	Final storyboard	Lecture/Practical	
	Production		Workshop
56		T //D // 1	
	Final storyboard Production	Lecture/Practical	Workshop
57	Troduction		Workshop
	Final storyboard	Lecture/Practical	
	Production		Workshop
58			
	Final storyboard	Lecture/Practical	
50	Production		Workshop
59	Final storyboard	Lecture/Practical	
	Production	Lecture/Fractical	Workshop
60			ormonop
	Final storyboard	Lecture/Practical	
	Production		Workshop
61			

	Final storyboard	Lecture/Practical	
62	Production		Workshop
	Final storyboard	Lecture/Practical	
63	Production		Workshop
	Final storyboard	Lecture/Practical	
64	Production		Workshop
	Final storyboard	Practical	
65	Production		Workshop
	Final storyboard	Practical	
66	Production		Workshop
	Final storyboard	/Practical	
67	Production		Workshop
	Final storyboard	/Practical	
68	Production		Workshop
	Final storyboard	Practical	
69	Production		Workshop
	Final storyboard	Practical	
70	Production		Workshop
	Final storyboard	Practical	
71	Production		Workshop
	Project Presentation	Practical	
72			Workshop

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

		Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	5/8/2016	Movie review _Monster University
2	10/9/2016	Movie review _Dual movie review

References

- Mastering Maya 2009
- Autodesk Knowledge
- The Animator's Survival Kit: Richard Williams
- Digital Animation Bible Creating Professional Animation With 3Ds Max, Lightwave, And Maya: George Avgerakis

Course V: 16P1DGAP04: TRADITIONAL ANIMATION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	I
COURSE CODE	16P1DGAP04	CREDIT	
COURSE TITLE	TRADITIONAL ANIMATION	HOURS/ SEM	72 HRS
FACULTY NAME	KISHORE KUMAR. P	HOURS/ WEEK	5

COURSE OBJECTIVES		
To develop the skill of quick Animation drawing		
To classify Basics of Animation Principles		
To create Gesture in Character Animation		
To build Weight, Mass and Momentum in Animation		
To analyse of Two & Four Legged Animation		

SESSION	TOPIC	LEARNING	VALUE	REMARKS
		RESOURCES	ADDITIONS	
	Γ	UNIT - 1	Γ	T
1	Introduction	Lecture & Practical	Live Session	
	Sketching and			
_	Loosening	Lecture & Practical	Live Session	
2	exercises			
	Sketching and			
	Loosening	Lecture & Practical	Live Session	
3	exercises			
	Sketching and			
	Loosening	Lecture & Practical	Live Session	
4	exercises			
	Sketching and			
	Loosening	Lecture & Practical	Live Session	
5	exercises			
6	Drawing from:	Lecture & Practical	Live Session	
7	Still-life Drawing	Lecture & Practical	Live Session	
8	Still-life Drawing	Lecture & Practical	Live Session	
9	Still-life Drawing	Lecture & Practical	Live Session	
10	Still-life Drawing	Lecture & Practical	Live Session	
11	Sketching Poses	Lecture & Practical	Live Session	
12	Sketching Poses	Lecture & Practical	Live Session	
13	Sketching Poses	Lecture & Practical	Live Session	
14	Life Sketching	Lecture & Practical	Live Session	
15	Life Sketching	Lecture & Practical	Live Session	
16	Line of Action	Lecture & Practical	Live Session	
17	Line of Action	Lecture & Practical	Live Session	
18	Line of Action	Lecture & Practical	Live Session	
19	Line of Action	Lecture & Practical	Live Session	

20	Line of Action	Lecture & Practical	Live Session
		UNIT - 2	
21	Planning an Animation	Lecture & Practical	Live Session
22	Planning an Animation	Lecture & Practical	Live Session
23	Planning an Animation	Lecture & Practical	Live Session
24	Planning an Animation	Lecture & Practical	Live Session
25	Planning an Animation	Lecture & Practical	Live Session
26	Bouncing Ball	Lecture & Practical	Live Session
27	Bouncing Ball	Lecture & Practical	Live Session
28	Bouncing Ball	Lecture & Practical	Live Session
29	Grass Animation	Lecture & Practical	Live Session
30	Grass Animation	Lecture & Practical	Live Session
31	Pendulum With Thread	Lecture & Practical	Live Session
32	Pendulum With Thread	Lecture & Practical	Live Session
33	Pendulum With Thread	Lecture & Practical	Live Session
34	Man on the Boat	Lecture & Practical	Live Session
35	Man on the Boat	Lecture & Practical	Live Session
	-	UNIT - 3	
36	Gestures - Hand, Head with Body	Lecture & Practical	Live Session
37	Gestures - Hand, Head with Body	Lecture & Practical	Live Session
38	Gestures - Hand, Head with Body	Lecture & Practical	Live Session
39	Gesture - Shoulder with Body	Lecture & Practical	Live Session
40	Gesture - Shoulder with Body	Lecture & Practical	Live Session
41	Surprise Reaction- Take	Lecture & Practical	Live Session
42	Surprise Reaction- Take	Lecture & Practical	Live Session
43	Surprise Reaction- Take	Lecture & Practical	Live Session
44	Surprise Reaction- Take	Lecture & Practical	Live Session
45	Surprise Reaction- Double Take	Lecture & Practical	Live Session
46	Surprise Reaction- Double Take	Lecture & Practical	Live Session

47	Surprise Reaction- Double Take	Lecture & Practical	Live Session	
48	Surprise Reaction- Double Take	Lecture & Practical	Live Session	
49	Weight, Mass and movement	Lecture & Practical	Live Session	
50	Weight, Mass and movement	Lecture & Practical	Live Session	
	1110 / 01110111	UNIT - 4		
	Study of Skelton			
51	Pivot Points	Lecture & Practical	Live Session	
52	Study of Skelton Pivot Points	Lecture & Practical	Live Session	
53	Study of Skelton Pivot Points	Lecture & Practical	Live Session	
	Figure: weight,			
54	balance and momentum.	Lecture & Practical	Live Session	
	Figure : weight,			
55	balance and	Lecture & Practical	Live Session	
	momentum.	Lecture et l'acticul	Live Bession	
	Human Gesture			
56	with Weight- Study	Lecture & Practical	Live Session	
30	from 2D Film	Lecture & Fractical	Live Session	
57	Human Gesture	J 4 0 D 4 1	T : C:	
57	with Weight- Study	Lecture & Practical	Live Session	
	from 2D Film			
50	Human Gesture	T (0 D (1	T. G.	
58	with Weight- Study	Lecture & Practical	Live Session	
	from 2D Film			
	Human Gesture			
59		Lecture & Practical	Live Session	
	from 2D Film			
	Human Gesture			
60	with Weight- Study	Lecture & Practical	Live Session	
	from 2D Film			
61	Weight Lifting	Lecture & Practical	Live Session	
62	Weight Lifting	Lecture & Practical	Live Session	
63	Weight Lifting	Lecture & Practical	Live Session	
64	Weight Lifting	Lecture & Practical	Live Session	
65	Weight Lifting	Lecture & Practical	Live Session	
	<u>. </u>	UNIT - 5	-	
	2ND CIA TEST	Lecture & Practical	Live Session	
66	Analysis of Two Legged Walk	Lecture & Practical	Live Session	
	Analysis of Two			
67	Legged Walk	Lecture & Practical	Live Session	
	Analysis of Two			
68	Legged Walk	Lecture & Practical	Live Session	

69	Analysis of Two Legged Run	Lecture & Practical	Live Session
70	Analysis of Two Legged Run	Lecture & Practical	Live Session
71	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session
72	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session
73	Study of Animal Gestures from 2D Film	Lecture & Practical	Live Session
74	Animal Skelton Pivot Study	Lecture & Practical	Live Session
75	Animal Skelton Pivot Study	Lecture & Practical	Live Session
76	Analysis of Four Legged Walk	Lecture & Practical	Live Session
77	Analysis of Four Legged Walk	Lecture & Practical	Live Session
78	Analysis of Four Legged Walk	Lecture & Practical	Live Session
79	Analysis of Four Legged Run	Lecture & Practical	Live Session
80	Analysis of Four Legged Run	Lecture & Practical	Live Session

	Date of completion	Topic of Assignment & Damp; Nature of assignment (Individual/Group –	
	•	Written/Presentation – Graded or	
		Non-graded etc)	REMARKS
1	28/07/2016	Basics of Animation	
2	10/08/2016	Gestures: Head, Hand	
3	18/08/2016	Surprice Action	
4	28/08/2016	Weight Lifting	
5	15/09/2016	Two Legged : Walk	
6	29/09/2016	Two Legged: Run	
7	15/10/2016	Four Legged : Walk	_
8	02/11/2016	Four Legged: Run	

REFERENCES

Eadweard Muybridge , The Human Figure in Motion, Dover

- 1 Publications (June 1, 1955) Eadweard Muybridge, Animals in Motion, Dover Publications;
- 2 1st edition (June 1, 1957) Osamu Tezuka ,Tezuka School of Animation, Watson-Guptill; First Edition
- 3 edition (September 1, 2003) Osamu Tezuka ,Tezuka School of Animation, Watson-Guptill; First Edition
- 4 edition (September 1, 2003)
- 5 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)