Sacred Heart College (Autonomous)

Department of School of Communication

MA DIGITAL ANIMATION

Course plan

Academic Year: 2016 - 17

Semester II

COURSE I: 16P2DGAT02 HISTORY OF COMPUTER ANIMATION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	2
COURSE CODE AND TITLE	16P2DGAT02 History of Computer Animation	CREDIT	4
HOURS/WEEK	4	HOURS/SEM	72
FACULTY NAME	APARNA S K		

COURSE OBJECTIVES

To explain the history and aesthetics of computer animation, with references to related arts such as CGI, 3D animation movies & Visual effects.

To demonstrate a wide range of commercial and experimental works produced throughout the world.

To evaluate the aesthetics of wide range of animation movies.

To analyse issues and situations of different Animation studios in America

To analyse issues and situations of different Animation studios in Europe and Canada

SESSION	ТОРІС	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
	MODULE I	1120001020		
1	Introductory Session:	PPT	video	
	Topic: General Ideas about animation,			
	computer animation and the scope of			
	animation.			
2	Movie Screening - Toy Story	PPT/Lecture	video	
3	Movie Screening - Toy Story	PPT/Lecture	video	
4	Movie Screening - Toy Story	PPT/Lecture	video	
5	History on the origin of Computer graphics	PPT/Lecture	video	
	- 1950's - 1960's			
6	History on the origin of Computer graphics	PPT/Lecture	video	
	- 1970's - 1980's			
7	History on the origin of Computer graphics	Lecture	video	
	- 1990's - 2000s			
8	History on the origin of Computer graphics	Lecture	video	
	- 1990's - 2000s			
9	Movie Screening - Toy Story II	Lecture	video	
10	Movie Screening - Toy Story II	Lecture	video	
11	Movie Screening - Toy Story II	PPT/Lecture	video	
12	History on the origin of Computer	PPT/Lecture	video	
	graphics - 2010s.			
	The types of images :			

	T D'1	<u> </u>	
	Two Dimensional Pivel out		
	Pixel artSprite graphics		
	Vector graphics		
10	Three-dimensional	DDE #	
13	Movie Screening - Chicken run I	PPT/Lecture	video
14	Movie Screening - Chicken run I		
15	Movie Screening - Chicken run I	<u> </u>	
16	Computer animation : Concepts and	PPT/Lecture	
1.7	Principles	<u>.</u>	
17	Pixar Shots	Lecture	
18	Pixar Shots	Lecture	
19	Important American Animation Studios	Lecture	
20	1 Hr Test	PPT/Lecture	Video &
			Movie
21	16 1 6 1 7 17	DDT /	screening
21	Movie Screening - final Fantacy	PPT/Lecture	Video &
			Movie
22	Mania Cananina - final Fantana	DDT/I 4	screening
22	Movie Screening - final Fantacy	PPT/Lecture	
23	Movie Screening - final Fantacy	PPT/Lecture	Video &
23	Movie Screening - Shrek I	PP1/Lecture	Movie
			screening
24	Movie Screening - Shrek I	Lecture	screening
25	Movie Screening - Shrek I	Lecture	Video &
23	Wiovie Screening Shiek I	Lecture	Movie
			screening
26	European Animation Studios -	Lecture	Video &
			Movie
			screening
27	European Animation Studios	Lecture	Video &
			Movie
			screening
28	Movie Screening - The Chronicles of	Lecture	
	Narnia		
29	Movie Screening - The Chronicles of	PPT/Lecture	Video &
	Narnia		Movie
20	M : 0 : 77 07 : 1 2	DDT /I	screening
30	Movie Screening - The Chronicles of Narnia	PPT/Lecture	
31	Movie Screening - Rise VFx Studio	PPT/Lecture	Video &
	(Berlin) - Harry Potter		Movie
			screening
32	Movie Screening - Rise VFx Studio		Video &
	(Berlin) - Harry Potter		Movie
			screening

	Movie Screening - Rise VFx Studio	PPT/Lecture	Video &
	(Berlin) - Harry Potter		Movie
33			screening
	Canadian Animation Studios:	PPT/Lecture	Video &
	National Film Board of Canada	11 1/Lecture	Movie
34	National I IIII Board of Canada		screening
34	Maria Cananina Dran (2005 Ocean	PPT/Lecture	screening
35	Movie Screening - Ryan (2005 Oscar Winning)	PP1/Lecture	
33	Movie Screening - Ryan (2005 Oscar	Lecture	
36	Winning)	Lecture	
	Movie Screening - Ryan (2005 Oscar Winning)		
	The recording techniques and animation	Lecture	Video &
	hardware		Movie
37			screening
	The recording techniques and animation	PPT/Lecture	Video &
	hardware		Movie
38			screening
	The recording techniques and animation	PPT/Lecture	Video &
	hardware	11 1/Lecture	Movie
39	nardware		screening
37	New age of computer technology in the	PPT/Lecture	Video &
	field of Animation - With movie reference	11 1/Lecture	Movie Movie
40	meid of Affiniation - with movie reference		
40	M ' C ' T (1000)	DDT/I	screening
	Movie Screening - Tron (1982)	PPT/Lecture	Video &
4.1			Movie
41	16 i G i H (1000)	•	screening
	Movie Screening - Tron (1982)	Lecture	Video &
			Movie
42			screening
	Movie Screening - Tron (1982)	PPT/Lecture	Video &
			Movie
43			screening
	Movie Screening - Star Wars	PPT/Lecture	Video &
	_		Movie
44			screening
	Movie Screening - Star Wars	PPT/Lecture	Video &
			Movie
45			screening
	Movie Screening - Star Wars	PPT/Lecture	Video &
	The state of the s	11,200000	Movie
46			screening
10	Movie Screening - Ready Player 1	PPT/Lecture	Video &
	Triovic Scienning - Ready I layer I	11 1/Lecture	Movie Movie
47			
4/	Movie Careening Deady Dlaver 1	PPT/Lecture	screening
	Movie Screening - Ready Player 1	FF1/Lecture	Video &
40			Movie
48			screening

	Movie Screening - Ready Player 1	PPT/Lecture	Video &
	Triovic Bereening Ready Flayer 1	11 1/Lecture	Movie
49			screening
	Movie Screening - Avengers	PPT/Lecture	Video &
			Movie
50			screening
	Movie Screening - Avengers	PPT/Lecture	Video &
			Movie
51			screening
	Movie Screening - Avengers	PPT/Lecture	Video &
50			Movie
52	1	DDE /I	screening
	Movie Screening - Life of Pi	PPT/Lecture	Video &
53			Movie
33	Movie Screening - Life of Pi	PPT/Lecture	screening Video &
	Wiovie Screening - Life of Fi	PP 1/Lecture	Movie
54			screening
34	Movie Screening - Life of Pi		Video &
	Wiovie Screening - Life of 11		Movie
55			screening
	Brief Revision of five Units		1
56	Short Notes Preparations		
30	2 HOURS	PPT/Lecture	Video &
	ZHOOKS	111/Lecture	Movie
57			screening
	Short Research Paper Work On 2D	PPT/Lecture	Video &
	Animation / 3D Animation - guidance and		Movie
58	basic information		screening
	Important American Animation Studios	PPT/Lecture	Video &
			Movie
59			screening
	Important American Animation Studios	PPT/Lecture	Video &
60			Movie
60	Transmission Assistantian Const.	DDT/L4	screening Video &
	Important American Animation Studios	PPT/Lecture	Movie
61			screening
01	Important American Animation Studios	PPT/Lecture	Video &
	Important American Ammation Studios	11 1/Lecture	Movie Movie
62			screening
	Canadian Animation Studios :	Lecture	Video &
	National Film Board of Canada	-	Movie
63			screening
	Canadian Animation Studios :	Lecture	Video &
	National Film Board of Canada		Movie
64			screening

	Canadian Animation Studios:	Lecture	Group
65	National Film Board of Canada		discussion
	Canadian Animation Studios:	Lecture	Group
66	National Film Board of Canada		discussion
	European Animation Studios -	PPT/Lecture	Group
67			discussion
	European Animation Studios -	PPT/Lecture	Group
68			discussion
	European Animation Studios -	PPT/Lecture	Group
69			discussion
70	Revision		
71	Revision		
72	Revision		

ASSIGNMENTS/SEMINAR - Details & Guidelines

		Topic of Assignment & Nature of assignment	
	Date of Completion	(Individual/Group - Written/Presentation - Graded	
		or Non-graded etc)	
1.	10/12/2016	Origin of Computer graphics	
2.	08/01/2017	Write movie review	
3.	08/01/2017	Movie reviews	
4.	28/01/2017	Computer animation by American animation studios	
5.	13/02/2017	Pixar and DreamWorks	
6.	01/03/2017	Computer animated feature films	

REFERENCE

- 1. Terrence Masson, CG 101: A Computer Graphics Industry Reference, New Riders Press; 1 edition (August 26, 1999)
- 2. Tom Sito, Moving Innovation: A History of Computer Animation, the MIT Press (August 21, 2015)
- 3. Christopher Finch, the CG Story: Computer-Generated Animation and Special Effects, the Monacelli Press (December 3, 2013)
- 4. Garth Gardner PhD, Computer Graphics and Animation: History, Careers, Expert Advice, Garth Gardner Company (July 2002)

COURSE II: 16P2DGAP05 OBJECT ANIMATION & PIXILATION

PROGRAMME	M A DIGITAL ANIMATION	SEMESTER	2
COURSE CODE AND TITLE	16P2DGAP05 - OBJECT ANIMATION & PILXILATION	CREDIT	4
HOURS/WEEK	6	HOURS/SEM	72
FACULTY NAME	ABIN JOSE		

COURSE OBJECTIVES

To demonstrate progress in basic sculpting, puppet making and animation skills

To analyze characteristics of well-designed and executed animation.

To identify the different use of materials, 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 demonstrate that they understand the post-production filmmaking process especially editing.

SESSION	ТОРІС	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
	MODULE I			
1	Introduction and applications of Stop motion Animation	Lecture/ Interaction	PPT Workshop Screening	
2	History of Stop motion Art	Lecture/ Interaction	PPT Workshop Screening	
3	Introduction to Time- lapse Animation	Lecture/ Interaction	PPT Workshop Screening	
4	Screening examples of Time-lapse videos	Lecture/Practical	PPT Workshop Screening	
5	Techniques of Time- lapse Videos	Lecture/Practical	PPT Workshop Screening	
6	Techniques of Time- lapse Videos	Lecture/Practical	PPT Workshop Screening	

7	Short Concept	Lecture/Practical	PPT
/	-	Lecture/1 factical	
	Designing for Time-		Workshop
	lapse.		Screening
	Cityscape time-lapse		
	videos		222
8	Short Concept	Lecture/Practical	PPT
	Designing for Time-		Workshop
	lapse.		Screening
	Environment based		
	time-lapse videos		
9	Possibilities of Time-	Seminar	PPT
	lapse Videos		/ Presentation/
			screening
10	Advantages of time-	Lecture/Practical	PPT
	lapse videos		Screening
	•		
11	Time-lapse clip _Project	Practical	Workshop
	rank r ====J		Screening
12	Time-lapse	Practical	Workshop
12	clip _Project	Tractical	Screening
13	Time-lapse	Presentation	PPT
13	clip _Project	1 resentation	Workshop
	Presentation		Screening
			Screening
1.5	MODULE II	T	l ppm
15	History of Stop Motion	Lecture/Practical	PPT
	Photography		Workshop
			Screening
16	Stop Motion Cameras	Lecture/Practical	PPT
			Workshop
			Screening
17	Tripodes using in Stop	Lecture/Practical	PPT
	Motion production		Workshop
			Screening
18	Lighting techniques In	Lecture/Practical	PPT
	Stop Motion Animation		Workshop
	•		Screening
19	Lighting techniques In	Lecture/Practical	PPT
	Stop Motion Animation		Workshop
	r		Screening
20	Concept Developing and		PPT
20	Story Making in Stop		Workshop
	Motion		Screening
21	Making Script for the	Lecture/Practical	PPT
<u> </u>		Lecture/11actical	
	concept		Workshop
22	Ctomples and Trail	Lastrus /Dus. (* 1	Screening
22	Storyboard Techniques	Lecture/Practical	PPT
			Workshop
			Screening

23	Character designing	Lecture/Practical	PPT	
	methods		Workshop	
			Screening	
		CIA-1		
	MODULE III			
27	Choosing materials for	Lecture/Practical	PPT	
27	character development	Lecture/1 factical	Workshop	
	character de veropinent		Screening	
28	Props designing	Lecture/Practical	PPT	
20	Trops designing	Lecture/1 factical	Workshop	
			Screening	
29	Set planing and set	Lecture/Practical	PPT	
2)	layout	Lecture/1 factical	Workshop	
	layout		Screening	
30	Production Lighting	Lecture/Practical	PPT	
	Troduction Eighting	Lecture, Tractical	Workshop	
			Screening	
31	Production	Lecture/Practical	PPT	
		Dectaro, Tractical	Workshop	
			Screening	
32	Post-production	Lecture/Practical	PPT	
	Techniques _software		Workshop	
	1		Screening	
	MODULE 4	l.		
	Introduction to Cut Out	Lecture/Practical	PPT	
	Animation		Workshop	
33			Screening	
	Concept Development	Lecture/Practical	PPT	
			Workshop	
34			Screening	
	Character designing	Lecture/Practical	PPT	
			Workshop	
35			Screening	
	Background designing	Lecture/Practical	PPT	
			Workshop	
36			Screening	
	Choosing materials for	Lecture/Practical	PPT	
	characters &		Workshop	
37	background		Screening	
	Final layout	Lecture/Practical	PPT	
			Workshop	
38			Screening	
	Lighting	Lecture/Practical	PPT	
			Workshop	
39			Screening	
	Production	Lecture/Practical	PPT	
			Workshop	
40			Screening	

	Production	Lecture/Practical	PPT
	1 TOUUCHOH	Lecture/Fractical	Workshop
41			1
41	D (1 (T / /D / 1	Screening
	Post production	Lecture/Practical	PPT
40			Workshop
42			Screening
	Screening	Lecture/Practical	PPT
40			Workshop
43			Screening
		CIA 2	
	1	MODULE 5	1
	Introduction to	Lecture/Practical	PPT
	pixilation Animation		Workshop
45			Screening
	Concept Development	Lecture/Practical	PPT
			Workshop
46			Screening
	Choosing	Lecture/Practical	PPT
	Objects/characters		Workshop
47			Screening
	Layout & Framing	Lecture/Practical	PPT
			Workshop
48			Screening
_	Production camera	Lecture/Practical	PPT
	controls		Workshop
49			Screening
	Production	Lecture/Practical	PPT
	Troduction	Lecture, 1 factions	Workshop
50			Screening
	Production	Lecture/Practical	PPT
	Troduction	Lecture, 1 factions	Workshop
51			Screening
	Post production /	Lecture/Practical	PPT
	editing		Workshop
52			Screening
32	Sound mixing	Lecture/Practical	PPT
	Sound mixing	Lecture/1 factical	Workshop
53			Screening
33	Final Presentation	Lecture/Practical	PPT
	1 mai i reschiadoli	Lecture/1 ractical	Workshop
54			Screening
34	Introduction to	Lecture/Practical	PPT
		Lecture/Practical	
55	Claymation Animation		Workshop
55	Clarge of a During	Lastra-/D. (* 1	Screening
	Claymation Project	Lecture/Practical	PPT
~~	planning		Workshop
56			Screening

	Due de etien Die etien	I4/D4:1	DDT
	Production Pipeline	Lecture/Practical	PPT
	methods		Workshop
57			Screening
	Preproduction _ Concept	Lecture/Practical	PPT
	Development		Workshop
58			Screening
	Story Developing	Lecture/Practical	PPT
			Workshop
59			Screening
	Storyboard Thumbnails	Lecture/Practical	PPT
			Workshop
60			Screening
	Final storyboard	Lecture/Practical	PPT
			Workshop
61			Screening
	Animation final layout	Lecture/Practical	PPT
	presentation		Workshop
62	r		Screening
	Character Design_	Lecture/Practical	PPT
	Concept art	Locialo, i fuctioni	Workshop
63	Concept art		Screening
0.5	props designing _	Lecture/Practical	PPT
	Concept art	Lecture/1 factical	Workshop
64	Concept art		Screening
04	Daakanaund Dagianing	Lecture/Practical	PPT
	Background Designing	Lecture/Practical	
65	Concept art		Workshop
0.5	A 4 /l	I4/D4:1	Screening
	Armature/bone_	Lecture/Practical	PPT
	creation for character		Workshop
66			Screening
	Wrapping and applying	Lecture/Practical	PPT
	clay _ Characters		Workshop
67			Screening
	Final detailing on	Lecture/Practical	PPT
	characters / Background		Workshop
68			Screening
	Production	Lecture/Practical	PPT
			Workshop
69			Screening
	Production	Lecture/Practical	PPT
			Workshop
70			Screening
	production	Lecture/Practical	PPT
			Workshop
71			Screening
	Final Project	Lecture/Practical	PPT
	Presentation		Workshop
72			Screening

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

		Date of	Topic of Assignment & Nature of assignment (Individual/Group –	
	completion Written/Presentation – Graded or Non-graded etc.)			
	1	14/12/2016	Pixilation Animation (Individual)	
Ī	2	10/01/2017	Time-lapse Animation	

GROUP ASSIGNMENTS/ACTIVITIES – Details & Guidelines

	Date of	Topic of Assignment & Nature of assignment (Individual/Group –	
completion Written/Presentation – Graded or Non-graded etc.)			
1	02/02/2017	Presentation of Cut-out Animation	
2	04/03/2017	Presentation of Final Claymation Animation Film	

References

- The Animation Book: Kit Laybourne
- The Encyclopedia of Animation Techniques: A Comprehensive Step-By-Step Directory of Techniques, with an Inspirational Gallery of Finished Works: Richard Taylor
- Stop Motion Craft skills for model animation: Susannah Shaw
- Stop Motion Passion, Process and Performance: Barry J C Purves
- The Animator's Survival Kit: Richard Williams

COURSE III: 16P2DGAP06 CG FOUNDATION I

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	2
COURSE CODE AND TITLE	16P2DGAP06 CG FOUNDATION	CREDIT	4
HOURS/WEEK	5	HOURS/SEM	72
FACULTY NAME	SIJO JOSEPH		

COURSE OBJECTIVES

To construct the specialization of digital Matte Painting foundation where they can perform their best.

To develop precision, control and fluency within compositing work environments.

To develop a vocabulary and visual language for CGI.

To build an understanding of graphic design principles in applied practice.

To classify Industry standard graphic- visual effects toolsets and plug-ins

Sl.No	Session	Торіс	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	

		MENU BAR AND INTERPHASE		Video
11	3	SHORTCUTS	Lecture/Practical	Presentation
12	1	TEXT TAB (CHARACTER TAB)	Lecture/Practical	Video
12	1	TEXT TAB (CHARACTER TAB)	Lecture/Tractical	Presentation
13	1	TEXT FORMATS	Lecture/Practical	Video
				Presentation
14	1	TITLE DESIGNING	Lecture/Practical	Video Presentation
				Video
15	1	COLOR FILL	Lecture/Practical	Presentation
16	2	CD A DIENTS	La aturna /Drug ati a al	Video
16	<i>L</i>	GRADIENTS	Lecture/Practical	Presentation
		MODULE II		
17	1	PAINT FX - BRUSHES & CLONE	Lecture/Practical	Video
1 /	1	TAINTTA - BRUSHES & CLONE	Lecture/1 factical	Presentation
18	1	PAINT FX - CALLIGRAPHIC	Lecture/Practical	Video
				Presentation
19	1	PAINT FX – FX PRESETS	Lecture/Practical	Video Presentation
		PAINT FX - CLONE, ART		Video
20	1	HISTORY	Lecture/Practical	Presentation
21	1	PAINT FX - SPOT & PATCH	I4/D4:1	Video
21	1	TOOLS	Lecture/Practical	Presentation
22	1	ASSIGNMENT/ WORKSHOP [PRE-	Practical	Video
		PRODUCTION]		Presentation
23	1	INTRODUCTION TO SELECTION PROCESS	Lecture/Practical	Video Presentation
		LASSO / POLYGONAL /		Video
24	1	MAGNETIC SELECTIONS	Lecture/Practical	Presentation
25	1	MAGIC WAND / QUICK	T / /D / 1	Video
25	1	SELECTION	Lecture/Practical	Presentation
26	1	SELECTION MODIFIERS	Lecture/Practical	
27	1	PEN TOOL INTRODUCTION	Lecture/Practical	
20	1	PEN TOOL SELECTION FOR	Laster /D (1.1	Deading May 11
28	1	ROTOSCOPE	Lecture/Practical	Reading Materials
29	2	ADVANCED FEATURES OF PEN	Lecture/Practical	Video
		TOOL		Presentation
30	1	CIA I		
		MODULE III		
31	2	LAYER STYLES	Lecture/Practical	Video
J1	-		Lecture/11actical	Presentation
37		TITLE DESGNING WITH LAYER STYLES	Lecture/Practical	
				Video
33	1	LAYERS IN PHOTOSHOP	Lecture/Practical	Presentation
34	1	LAYER PROPERTIES	Lecture/Practical	
35	1	MANAGING MULTIPLE LAYERS	Lecture/Practical	Reading Materials
33	1	MAINAOINO MOLTII LE LATEKS	Lecture/1 ractical	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 TREATEMENT 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	Lecture/Practical	Video
		DISCUSSION DAY 1		Presentation
65	1	MAGAZINE PROJECT	Lecture/Practical	Video
0.5	1	DISCUSSION DAY 2	Lecture/Fractical	Presentation
		MODULE V		
66 - 67		REVISION	Prac	etical
68		DELIVERABLES	Prac	etical
69		COVERSIONS AND PROJECTIONS	Prac	etical
70		PORTFOLIO DEVELOPEMENT	Prac	etical
71		PORTFOLIO DEVELOPEMENT	Prac	etical
72		REVISION		

ASSIGNMENTS AND SEMINARS

Sl No	Topic	Nature of Assignment
1	TEXT DESIGNING	Practical
2	FILM TITLE PROJECT	Practical
3	CREATING CARTOONIC CHARACTERS & SHAPES	Practical
4	BRUSH DESIGNS	Practical
5	LAYER DESIGNING	Practical
6	POSTER DESIGNING	Practical
7	IMAGE EDITING	Practical
8	IMAGE RETOUCHING	Practical
9	SKY REPLACEMENT OF LANDSCAPE	Practical
10	SET EXTENSION OF CITY SCAPE	Practical
11	SELECT OUT A BG FROM FOREGROUND	Practical
12	DIGITAL MATTE PAINTING	Practical
13	PHOTO RETOUCHING	Practical
14	MAGAZINE DESIGN	Practical

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 IV: 16P2DGAP07 2D DIGITAL ANIMATION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	2
COURSE CODE	16P2DGAP07	CREDIT	4
COURSE TITLE	2D DIGITAL ANIMATION	HOURS/ SEM	72 HRS
FACULTY NAME	KISHORE KUMAR. P	HOURS/ WEEK	5

COURSE OBJECTIVES
To explain Basic Tools and Interface of the Digital Software
To create symbols
To create tween Animation And Masking
To create Gestures in Character Animation Digitally
To create Two & Four Legged Animation

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS			
	UNIT - 1						
1	Introduction	Lecture & Practical	Live Session				
2	Introduction	Lecture & Practical	Live Session				
3	Basic Tools	Lecture & Practical	Live Session				
4	Basic Tools	Lecture & Practical	Live Session				
5	Basic Tools	Lecture & Practical	Live Session				
6	Basic Tools	Lecture & Practical	Live Session				
7	Basic Tools	Lecture & Practical	Live Session				
8	Basic Tools	Lecture & Practical	Live Session				
9	Explain Time Line & Panles	Lecture & Practical	Live Session				
10	Explain Time Line & Panles	Lecture & Practical	Live Session				
		UNIT - 2		·			
11	Symbols	Lecture & Practical	Live Session				
12	Symbols	Lecture & Practical	Live Session				
13	Symbols	Lecture & Practical	Live Session				
14	Symbols	Lecture & Practical	Live Session				
15	Symbols	Lecture & Practical	Live Session				

		1			
16	Symbols : Design Character and	Lecture	&	Live Session	
10	Expressions	Practical		Live Session	
	Symbols : Design	ecian			
17	Character and	Lecture	&	Live Session	
17	Expressions	Practical		Live Bession	
	Symbols : Design	_			
18	Character and	Lecture	&	Live Session	
	Expressions	Practical			
	Symbols : Design	T	0		
19	Character and	Lecture	&	Live Session	
	Expressions	Practical			
	Symbols : Design	Lastuma	&		
20	Character and	Lecture Practical	α	Live Session	
	Expressions	Practical			
	Symbols : Design	Lecture	&		
21	Character Head with	Practical	æ	Live Session	
	full body	Tactical			
	Symbols : Design	Lecture	&		
22	Character Head with	Practical		Live Session	
	full body	Tractical			
	Symbols : Design	Lecture	&	Live Session	
23	Character Head with	Practical			
	full body	T	0		
24	Tweening: Motion	Lecture	&	Live Session	
			Practical		
25	Tweening: Motion	Lecture & Practical	Live Session		
		Lecture	&		
26	Tweening: Shape	Practical	Live Session		
		Lecture	&		
27	Tweening : Shape	Practical	α	Live Session	
• •		Lecture	&		
28	Tweening : Shape	Practical		Live Session	
20	N. 1.	Lecture	&	1. C .	
29	Masking	Practical		Live Session	
20	Modking	Lecture	&	Livo Cossion	
30	Masking	Practical		Live Session	
	FIRST CIA	Lecture	&	Live Session	
	TIKSI CIA	Practical		TIAC DESSION	
UNIT - 3					
31	Two Legged: Walk	Lecture	&	Live Session	
	o 278800. 11 um	Practical		_1.0 20001011	
32	Two Legged: Walk	Lecture	&	Live Session	
	66	Practical	-		
33	Two Legged: Walk	Lecture	&	Live Session	
		Practical	0		
34	Two Legged: Run	Lecture	&	Live Session	
		Practical			

		1 _		
35	Two Legged: Run	Lecture Practical	&	Live Session
36	Jump	Lecture Practical	&	Live Session
37	Jump	Lecture Practical	&	Live Session
38	Jump	Lecture Practical	&	Live Session
39	Drop Jump	Lecture Practical	&	Live Session
40	Drop Jump	Lecture Practical	&	Live Session
41	Lip Sync	Lecture Practical	&	Live Session
42	Lip Sync	Lecture Practical	&	Live Session
43	Lip Sync	Lecture Practical	&	Live Session
44	Four Legged Animal Anatomy	Lecture Practical	&	Live Session
45	Four Legged Animal Anatomy	Lecture Practical	&	Live Session
	•	UNIT - 4		
		Field Visit		
46	ZOO STUDY	Study		Live Session
47	ZOO STUDY	Field Visit Study		Live Session
48	ZOO STUDY	Field Visit Study		Live Session
49	ZOO STUDY	Field Visit Study		Live Session
50	ZOO STUDY	Field Visit Study		Live Session
51	Four Legged Animal : Designing	Lecture Practical	&	Live Session
52	Four Legged Animal : Designing	Lecture Practical	&	Live Session
53	Four Legged Animal : Designing	Lecture Practical	&	Live Session
54	Four Legged Animal : Designing	Lecture Practical	&	Live Session
55	Four Legged Animal : Designing	Lecture Practical	&	Live Session
		CIA 2		
		UNIT - 5		
				T T
56	Study of Animal	Lecture	&	Live Session
	Gestures from 2D Film	Practical		
57	Study of Animal Gestures from 2D Film	Lecture Practical	&	Live Session
-	-			

58	Study of Animal	Lecture	&	Live Session
38	Gestures from 2D Film	Practical		Live Session
59	Animal Skelton Pivot	Lecture	&	Live Session
39	Study	Practical		Live Session
60	Animal Skelton Pivot	Lecture	&	Live Session
00	Study	Practical		Live Session
61	Four Legged Animal	Lecture	&	Live Session
01	Walk	Practical		Live Session
62	Four Legged Animal	Lecture	&	Live Session
02	Walk	Practical		Live Session
63	Four Legged Animal	Lecture	&	Live Session
03	Walk	Practical		Live Session
64	Four Legged Animal	Lecture	&	Live Session
04	Walk	Practical		Live Session
65	Four Legged Animal	Lecture	&	Live Session
03	Walk	Practical		Live Session
66	Four legged animal Run	Lecture	&	Live Session
00	Four legged ainmar Kuii	Practical		Live Session
67	Four legged animal Run	Lecture	&	Live Session
07	Four legged ainmar Kuii	Practical		Live Session
68	Four legged animal Run	Lecture	&	Live Session
08	Four legged allillar Kull	Practical		Live Session
69	Four legged animal Run	Lecture	&	Live Session
09	Tour legged aililiai Kuli	Practical		Live Session
70	Four lagged animal Dun	Lecture	&	Live Session
/0	Four legged animal Run	Practical		LIVE SESSIOII

Date of completion	Topic of Assignment & Samp; Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-	
_	graded etc)	
10/12/2016	Jump, Drop Jump	
13/01/2017	Lip Sync	
27/01/2017	Two Legged : Walk	
13/02/2017	Two Legged: Run	
25/02/2017	Four Legged : Walk	
03/03/2017	Four Legged : Run	

REFERENCES

Barry Kelly, Tim Jones, David Wolfe, Allan Rosson, Foundation Flash Cartoon Animation, Apress; 2007 edition (November 28, 2007)

Chris Jackson, Flash Cinematic Techniques: Enhancing Animated Shorts and Interactive Storytelling, Focal Press; 1 edition (January 25, 2010)

Preston Blair , Cartoon Animation (Collector's Series) Walter Foster Publishing (1 January 1994)

Richard Williams , Animator's Survival kit, Faber; Main - Revised Edition(5 November 2009)

COURSE V: 16P2DGAP08 3D DESIGN

PROGRAMME	M A DIGITAL ANIMATION	SEMESTER	2
COURSE CODE AND TITLE	16P2DGAP08 -3D DESIGN	CREDIT	4
HOURS/WEEK	6	HOURS/SEM	72
FACULTY NAME	ABIN JOSE		

COURSE OBJECTIVES

To demonstrate progress in basic 3D modeling, texturing, and lighting skills

To analyze characteristics of well-designed and executed 3D designs.

To identify the different use of materials, 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 demonstrate that they understand the 3d production process especially Modeling.

SESSION	ТОРІС	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
	MODULE I			
1	Introduction and applications of 3D	Lecture/ Interaction	PPT Workshop Screening	
2	Scopes and applications of 3d Animation	Lecture/ Interaction	PPT Workshop Screening	
3	3D Production Pipeline	Lecture/ Interaction	PPT Workshop Screening	
4	Types of 3D Software's , File Types Using in 3D Animation	Lecture/Practical	PPT Workshop Screening	
5	Screening Of Pixar Short animated Films	Lecture/Practical	PPT Workshop Screening	

6	Screening Of Christmas Carol Full animated	Lecture/Practical	PPT Workshop
	movie		Screening
7	Maya interface_ Panels	Lecture/Practical	PPT
			Workshop
			Screening
8	Orthogonal views	Lecture/Practical	PPT
			Workshop
			Screening
9	Basic navigation tools	Seminar	PPT
			/ Presentation/
			screening
10		Lecture/Practical	PPT
	Move, scale, Rotation		Screening
11	Introduction to	Practical	Workshop
	Polygons		Screening
12	polygon editing_ vertex,	Practical	Workshop
	face, edge		Screening
13	Boolians	Presentation	PPT
			Workshop
			Screening
	MODULE II		
15	Extrude	Lecture/Practical	PPT
			Workshop
			Screening
16	Insert edge loop tool,	Lecture/Practical	PPT
	multy cut tool		Workshop
			Screening
17	merge tool, smooth	Lecture/Practical	PPT
			Workshop
			Screening
18	Interior modeling_	Lecture/Practical	PPT
	Kitchen		Workshop
			Screening
19	Modeling a house	Lecture/Practical	PPT
			Workshop
2.0			Screening
20	Modeling Guns, barrels		PPT
	, Swords other props		Workshop
21	D' 1	T / /D	Screening
21	Bicycle	Lecture/Practical	PPT
			Workshop
22	D1 D: (C :: E	T / /D / 1	Screening
22	Blue Print Setting For	Lecture/Practical	PPT
	Advanced Modeling		Workshop
22	M - 1-1: T 1 1 1 1 1	I4/D 4 1	Screening
23	Modeling Lamborghini,	Lecture/Practical	PPT
	Pickup Truck		Workshop
			Screening

	CIA-1				
	MODULE III				
27	Introduction to	Lecture/Practical	PPT		
	Character Modeling		Workshop		
	_Alien		Screening		
28	Alien Modeling	Lecture/Practical	PPT		
			Workshop		
			Screening		
29	Realistic Human	Lecture/Practical	PPT		
	character modeling		Workshop		
			Screening		
30	Realistic Human	Lecture/Practical	PPT		
	character modeling		Workshop		
			Screening		
31	Introduction to	Lecture/Practical	PPT		
	texturing		Workshop		
			Screening		
32	2D, 3D Textures	Lecture/Practical	PPT		
			Workshop		
			Screening		
	_	MODULE IV			
	Materials and shaders	Lecture/Practical	PPT		
			Workshop		
33			Screening		
	Planar Mapping	Lecture/Practical	PPT		
2.4			Workshop		
34		T / /D / 1	Screening		
	Cylindrical mapping	Lecture/Practical	PPT		
25			Workshop		
35		T 4 /D 4' 1	Screening		
	Spherical mapping	Lecture/Practical	PPT		
36			Workshop Screening		
30	Automatic mapping, U	Lecture/Practical	PPT		
	11 0	Lecture/Practical			
37	V Unwrapping		Workshop Screening		
31	U V Editing, Sewing,	Lecture/Practical	PPT		
	Binding	Lecture/I factical	Workshop		
38	Diliding		Screening		
- 30	Advanced Texturing	Lecture/Practical	PPT		
	7 dvaneed Texturing	Lecture/1 faction	Workshop		
39			Screening		
3,	Interior Texturing	Lecture/Practical	PPT		
	Interior Tenturing		Workshop		
40			Screening		
	Props, Weapons	Lecture/Practical	PPT		
	Texturing		Workshop		
41			Screening		

	Texturing A building.	Lecture/Practical	PPT
			Workshop
42			Screening
	Landscape Texturing	Lecture/Practical	PPT
			Workshop
43			Screening
		CIA 2	
		MODULE V	
	Introduction to Lighting	Lecture/Practical	PPT
	In MAYA		Workshop
45			Screening
	Basic Lights	Lecture/Practical	PPT
	_specialities &		Workshop
46	Properties		Screening
	Shadows in lighting	Lecture/Practical	PPT
			Workshop
47	X 1 . 1 . 1 .	75	Screening
	Light linking	Lecture/Practical	PPT
40			Workshop
48	2 Daint Liabtina	Lecture/Practical	Screening PPT
	3 Point Lighting	Lecture/Practical	Workshop
49			Screening
17	Interior Lighting In	Lecture/Practical	PPT
	Maya	Lecture, Tractical	Workshop
50			Screening
	Exterior Lighting In	Lecture/Practical	PPT
	Maya		Workshop
51			Screening
	Image Based Lighting	Lecture/Practical	PPT
	In Maya		Workshop
52			Screening
	Physical Sunlight In	Lecture/Practical	PPT
	Maya		Workshop
53			Screening
	Creature Modeling	Lecture/Practical	PPT
	_Dragon geometry		Workshop
54			Screening
	Creature Modeling	Lecture/Practical	PPT
55	_Dragon Body		Workshop
55	Crooture Modeline	Lastura/Drastical	Screening PPT
	Creature Modeling	Lecture/Practical	
56	_Dragon legs		Workshop Screening
30	Creature Modeling	Lecture/Practical	PPT
	_Dragon Tail	Lecture/Tractical	Workshop
57			Screening
	1	ı	~

	Creature Modeling	Lecture/Practical	PPT
	_Dragon nails	Lecture/Practical	
58	_Dragon nams		Workshop
36	Construe Madalina	I4/D4:1	Screening
	Creature Modeling	Lecture/Practical	PPT
50	_Dragon body		Workshop
59	Detailing	T . /D .: 1	Screening
	Creature Modeling	Lecture/Practical	PPT
60	_Dragonhead		Workshop
60		75	Screening
	Creature Modeling	Lecture/Practical	PPT
61	_Dragonhead detail		Workshop
61			Screening
	Final model	Lecture/Practical	PPT
	_Unwrapping &		Workshop
62	Texturing		Screening
	Dragon _Final output	Lecture/Practical	PPT
			Workshop
63			Screening
	Alien Modeling	Lecture/Practical	PPT
_,			Workshop
64			Screening
	Image plane setting	Lecture/Practical	PPT
			Workshop
65			Screening
	basic body mesh	Lecture/Practical	PPT
	creation		Workshop
66			Screening
	basic body mesh	Lecture/Practical	PPT
	creation		Workshop
67			Screening
	detailing body parts	Lecture/Practical	PPT
			Workshop
68			Screening
	Alien Head Modeling	Lecture/Practical	PPT
			Workshop
69			Screening
	Alien Head Modeling	Lecture/Practical	PPT
			Workshop
70			Screening
	Character Compositing	Lecture/Practical	PPT
	_all body parts		Workshop
71			Screening
	final output	Lecture/Practical	PPT
			Workshop
72			Screening

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc.)
1	4/12/2016	Kitchen 3D Model
2	28/12/2016	Cottage 3D Model

GROUP ASSIGNMENTS/ACTIVITIES – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc.)
1	22/01/2017	Dragon Advanced 3d Model
2	16/02/2017	Alian Advanced 3d model

References

- Mastering Maya 2009
- Autodesk Knowledge
- The Animator's Survival Kit: Richard Williams