SACRED HEART COLLEGE(AUTONOMOUS)

SCHOOL OF COMMUNICATION

BA ANIMATION AND GRAPHIC DESIGN

COURSE PLAN

ACADEMIC YEAR: 2018 - 19

SEMESTER - 3

Course Structure (SEMESTER 3)

Course Code	Title of The Course	No. Hrs./ Week	Credits	Total Hrs./Sem
15U3CRAGD1	ART & SOCIETY	5	3	72
15U3PRAGD3	DESIGN STUDIO I	5	4	72
15U3PRAGD4	MOTION STUDIES	5	4	72
15U3PRAGD5	3D ANIMATION - 1	5	4	72
15U3PCPNT3	SCRIPTING & STORYBOARDING FOR ANIMATION	5	4	72

COURSE 1: ART & SOCIETY

PROGRAMME	BA ANIMATION AND GRAPHICS DESIGN	SEMESTER	3
COURSE CODE	15U3CRAGD1	CREDIT	3
COURSE TITLE	ART & SOCIETY	HOURS/ SEM	72 HRS
FACULTY NAME	APARNA SK	HOURS/ WEEK	5

COURSE OBJECTIVES
Explain ancient art and civilizations all over the world
Summarize the pictorial origins of written language
Classify the birth of epics and sagas
Analyze the development of art from 500BC to AD 1930
Develop art management research

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
MODULE I				
1	Introductory Session - Unit 01	PPT	video	
2	What is Art?	PPT/Lecture	video	
3	What is the importance of art in a society	PPT/Lecture	video	
4	What is aesthetics?	PPT/Lecture	video	
5	Why art and aesthetics?	PPT/Lecture	video	
6	Ancient Civilization	PPT/Lecture	video	
7	Indian Civilization	Lecture	video	
8	Indus valley civilization (art and craft)	Lecture	video	
9	Chinese civilization and Art	Lecture	video	
10	Chinese civilization and Art	Lecture	video	
11	Greek civilization and Art	PPT/Lecture	video	
12	Greek civilization and Art	PPT/Lecture	video	
13	Egyptian civilization	PPT/Lecture	video	
14	Egyptian civilization		video	
MODULE II				
15	Man's Thought process	PPT/Lecture	video	
16	Imagination	Lecture	video	
17	Sense of movement	Lecture	video	
18	Artistic Products of early man	Lecture	video	
19	Pictorial Origins and evidence	Lecture	video	
20	History of writing	PPT/Lecture	video	
21	Concept of writing	PPT/Lecture	video	
22	Invention of writing	PPT/Lecture	video	
23	Writing systems	PPT/Lecture	video	
24	Literature and writing	Lecture	video	

25	Time frame of writing	Lecture	video	
26	CIA-1			
27	Writing materials	Lecture	video	
28	Sign & Signals	Lecture	video	
29	Cuneiform	PPT/Lecture	video	
30	Hieroglyphics	PPT/Lecture	video	
31	Calligraphy	PPT/Lecture	video	
32	Alphabets		video	
MODULE III				
33	Epics	PPT/Lecture	video	
34	Indian Epics (Valmiki, Ramayana & Mahabharata)	PPT/Lecture	video	
35	Importance of Sanskrit Literature	PPT/Lecture	video	
36	Tamil, Kannada and Hindi	Lecture	video	
37	Importance of storytelling introduction to Story.	Lecture	video	
38	Homer (Iliad and odyssey)	PPT/Lecture	video	
39	Virgil (the epic Aeneid)	PPT/Lecture	video	
40	Bharatamuni (Natyasasthra)	PPT/Lecture	video	
41	Homer (Iliad and odyssey)	PPT/Lecture	video	
MODULE IV				
42	Contemporary trends in art	Lecture	video	
43	Photography	PPT/Lecture	video	
44	Sculpture	PPT/Lecture	video	
45	Painting	PPT/Lecture	video	
46	Story telling	PPT/Lecture	video	
47	Cinema	PPT/Lecture	video	
48	Music	PPT/Lecture	video	
49	Drawing	PPT/Lecture	video	
50	Contemporary trends in art	PPT/Lecture	video	
51	Photography	PPT/Lecture	video	
52	Sculpture	PPT/Lecture	video	
53	Painting	PPT/Lecture	video	
54	Story telling	PPT/Lecture	video	
55	Cinema		video	
56	Music	Lecture	video	
57	Drawing	PPT/Lecture	video	
58	Contemporary trends in art	PPT/Lecture	video	
59	Contemporary trends in art	PPT/Lecture	video	
60	Contemporary trends in art	PPT/Lecture	video	
61	Contemporary trends in art	PPT/Lecture	video	
62	Contemporary trends in art	PPT/Lecture	video	
CIA - II				
MODULE V				
63	Art management and Research	Lecture	Group discussion	
64	Art management and Research	Lecture	Group discussion	
65	Art management and Research	Lecture	Group discussion	
66	Art management and Research	Lecture	Group discussion	

67	Art management and Research	PPT/Lecture	Group discussion	
68	Art management and Research	PPT/Lecture	Group discussion	
69	Art management and Research	PPT/Lecture	Group discussion	
70	Art management and Research		Group discussion	
71	Revision		Group discussion	
72	Revision		Group discussion	

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	25/07/2018	Painting practices with various colors schemes.
2	20/08/2018	Introducing handmade collage, collage making techniques and basic idea.

GROUP ASSIGNMENTS/ACTIVITES – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	02/08/2018	Civilization: History, art and style
2	03/10/2018	Contemporary art trends

References

- Ramsaye, Terry. Million and One Nights: A History of the Motion Picture Through 1925. Touchstone Books; Reprint edition, 1 May 1986
- 2. Ghosh, Manomahan. Natyasastra: A Treatise on Ancient Indian Dramatory and Histrionics Ascribed to Bharata Muni. Chowkhamba Sanskrit Series Office, 1 January 2009
- 3. Fischer, Ernst. The Necessity of Art. Verso; Reissue edition, 14 June 2010
- 4. Hauser, Arnold. Social History of Art. Routledge; New edition, 31 March 1951
- 5. Arnheim, Rudolf. Art and Visual Perception. University of California Press; 2nd Revised edition, 10 December 2004
- 6. Heraty, Jack. Encyclopedia of World Art. Encyclopedia of World Art, 1 September 1987
- 7. Brown,Percy .Indian Architecture: Buddhist and Hindu . CBS Publishers & Distributors; 1st Ed. edition, 2014
- 8. Brown,Percy . Indian Architecture: Islamic Period. CBS Publishers & Distributors; 1st Ed. edition, 2014

COURSE 2: DESIGN STUDIO I

PROGRAMME	BA ANIMATION AND GRAPHICS DESIGN	SEMESTER	3
COURSE CODE	15U3PRAGD3	CREDIT	4
COURSE TITLE	DESIGN STUDIO I	HOURS/ SEM	72 HRS
FACULTY NAME	ABHISHEK.R	HOURS/ WEEK	5

COURSE OBJECTIVES
Apply visual vocabulary and use technical skills relevant to graphic design.
In-depth understanding of print and branding communication with know-how basics, techniques and technology.
Create design for various events and campaigns using various strategies.
Knowledge in tools and technology in the creation, reproduction, and distribution of visual messages.
Update the latest design trends in Print and branding

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
MODULE I				
1	Common terms in design	Lecture / Interaction		
2	Common terms in design	Lecture / Interaction		
3	Common terms in design	Lecture / Interaction		
4	Common terms in design	Lecture / Interaction		
5	Standard paper sizes	Lecture / Visual Presentation		
6	Standard paper sizes	Lecture / Visual Presentation		
7	Standard paper sizes	Lecture / Visual Presentation		
8	Standard paper sizes	Lecture / Visual Presentation		
9	Different types of page layout	Lecture / Visual Presentation		
10	Different types of page layout	Lecture / Visual Presentation		
11	Different types of page layout	Lecture / Visual Presentation		

12	Different types of page layout	Lecture / Visual Presentation		
13	Different types of paper	Lecture / Visual Presentation		
14	Different types of paper	Lecture / Visual Presentation		
15	Different types of paper	Lecture / Visual Presentation		
16	Different types of paper	Lecture / Visual Presentation		
17	Different types of binding and folding	Lecture / Visual Presentation		
18	Different types of binding and folding	Lecture / Visual Presentation		
19	Different types of binding and folding	Lecture / Visual Presentation		
20	Different types of binding and folding	Lecture / Visual Presentation		
21	Introduction to design	Practical		
22	Introduction to design	Practical		
	MODULE II			
23	Different techniques to represent visual images	Lecture / Interaction / Visual Presentation		
24	Different techniques to represent visual images	Lecture / Interaction / Visual Presentation		
25	Different techniques to represent visual images	Lecture / Interaction / Visual Presentation		
26	Representing visual Images to 2D	Practical		
27	Representing visual Images to 2D	Practical		
28	Representing visual Images to 2D	Practical		
	MODULE III			
29	Corporate logo creation and visual identity	Practical		
30	Corporate logo creation and visual identity	Practical		
31	Corporate logo creation and visual identity	Practical		
32	Different types of logo, logo types,	Practical		

	typefaces and element placement			
33	Different types of logo, logo types, typefaces and element placement	Practical		
34	Different types of logo, logo types, typefaces and element placement	Practical		
35	Types of stationary designs	Practical		
36	Types of stationary designs	Practical		
37	Types of stationary designs	Practical		
38	Types of stationary designs	Practical		
39	Types of stationary designs	Practical		
40	Types of stationary designs	Practical		
41	Symbols and Signage	Practical		
42	Symbols and Signage	Practical		
43	Symbols and Signage	Practical		
	MODULE IV			
44	Poster concept creation and design Principles	Lecture / Visual Presentation/Practical		
45	Poster concept creation and design Principles	Lecture / Visual Presentation/Practical		
46	Event and campaign posters design	Practical		
47	Event and campaign posters design	Practical		
48	Event and campaign posters design	Practical		
49	Event and campaign posters design	Practical		
50	Event and campaign posters design	Practical		
51	Different types of advertising techniques	Lecture / Interaction / Visual Presentation		
52	Different types of advertising techniques	Lecture / Interaction / Visual Presentation		
53	Advertisement creation for newspaper, magazine & online promotion	Practical		
54	Advertisement creation for newspaper, magazine & online promotion	Practical		
55	Advertisement creation for newspaper,	Practical		

	magazine & online promotion			
56	Advertisement creation for newspaper, magazine & online promotion	Practical		
57	Advertisement creation for newspaper, magazine & online promotion	Practical		
58	Advertisement creation for newspaper, magazine & online promotion	Practical		
MODULE V				
59	Intro brochure design	Lecture / Interaction / Visual Presentation		
60	Intro brochure design	Lecture / Interaction / Visual Presentation		
61	Brochure design concepts, Selecting fonts, Page size etc.	Lecture / Interaction / Visual Presentation		
62	Brochure design concepts, Selecting fonts, Page size etc.	Lecture / Interaction / Visual Presentation		
63	Types of folding in brochure	Lecture / Interaction / Visual Presentation		
64	Types of folding in brochure	Lecture / Interaction / Visual Presentation		
65	Types of folding in brochure	Lecture / Interaction / Visual Presentation		
66	Types of folding in brochure	Lecture / Interaction / Visual Presentation		
67	Design a basic brochure	Practical		
68	Design a basic brochure	Practical		
69	Design a basic brochure	Practical		
70	Design a basic brochure	Practical		
71	Design a basic brochure	Practical		
72	Design a basic brochure	Practical		

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written / Presentation – Graded or Non-graded etc.)
1	22/06/2018	Exploring different types of paper, page layout and different types of folding
2	15/07/2018	Visual images recreating using software
3	18/08/2018	Different types of logo designs
4	6/09/2018	Different types of poster designs
5	18/09/2018	Different types of brochure Designs

GROUP ASSIGNMENTS/ACTIVITIES – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written /Presentation – Graded or Non-graded etc)
1	Sem end	Poster design on different topics

References
1. Layout: Design of the Printed Page: Allen Hurlburt
2. Layout Workbook: A Real-World Guide to Building Pages in Graphic Design: Kristin Cullen
3. The Big Book of Layouts: David E. Carter
4. The Definitive Book of Branding: Kartikeya Kompella
5. Brands and Branding: Rita Clifton Et Al
6. Graphics: A Century of Poster and Advertising Design: Alain Weill
7. Poster Design: Big Size Visuals: Marc Gimenez
8. Package Design Workbook: The Art and Science of Successful Packaging: Steven DuPuis

COURSE 3: MOTION STUDIES

PROGRAMME	BA ANIMATION AND GRAPHICS DESIGN	SEMESTER	3
COURSE CODE	**15U3PRAGD4**	CREDIT	**4**
COURSE TITLE	**MOTION STUDIES**	HOURS/ SEM	**72 HRS**
FACULTY NAME	**ABIN JOSE**	HOURS/ WEEK	**5**

COURSE OBJECTIVES
Demonstrate progress in basic sculpting, puppet making and animation skills
Analyze characteristics of well-designed and executed animation.
Identify the different use of materials, Image quality and size for productions.
Understanding of the industry as a whole by executing all components of development, pre-production, production and post-production planning
Demonstrate that they understand the post-production filmmaking process especially editing.

Sessions (Hours)	Topics	Teaching Method	Value Addition/ Remarks	Remarks
MODULE 1				
1	Introduction and applications of Stop motion Animation	Lecture & Practical	Live Session	
2	History of Stop motion Art	Lecture & Practical	Live Session	
3	Introduction to Time-lapse Animation	Lecture & Practical	Live Session	
4	Screening examples of Time-laps videos	Lecture & Practical	Live Session	
5	Techniques of Time-laps Videos	Lecture & Practical	Live Session	
6	Techniques of Time-laps Videos	Lecture & Practical	Live Session	
7	Short Concept Designing for Time-laps. City scape time-laps videos	Lecture & Practical	Live Session	
8	Short Concept Designing for Time-laps. Environment based time-laps videos	Lecture & Practical	Live Session	
9	Possibilities of Time-laps Videos	Lecture & Practical	Live Session	
10	Advantages of time-laps videos	Lecture & Practical	Live Session	
11	Time-laps clip _Project	Lecture & Practical	Live Session	
12	Time-laps clip _Project	Lecture & Practical	Live Session	
13	Time-laps clip _Project Presentation	Lecture & Practical	Live Session	
14	History of Stop Motion Photography	Lecture & Practical	Live Session	
15	History of Stop Motion Photography	Lecture & Practical	Live Session	
16	Stop motion Cameras	Lecture & Practical	Live Session	
17	Tripods using in Stop motion production	Lecture & Practical	Live Session	
18	Lighting techniques In Stop motion Animation	Lecture & Practical	Live Session	
19	Lighting techniques In Stop motion Animation	Lecture & Practical	Live Session	
20	Concept Developing and Story Making in Stop motion	Lecture & Practical	Live Session	
21	Making Script for the concept	Lecture & Practical	Live Session	

22	Storyboard Techniques	Lecture & Practical	Live Session	
23	Character designing methods	Lecture & Practical	Live Session	
24	Choosing materials for character development	Lecture & Practical	Live Session	
25	Props designing	Lecture & Practical	Live Session	
MODULE 2				
26	Set planning and set layout	Lecture & Practical	Live Session	
27	Production Lighting	Lecture & Practical	Live Session	
28	Production	Lecture & Practical	Live Session	
29	Post-production Techniques _software	Lecture & Practical	Live Session	
30	Post-production Techniques _software	Lecture & Practical	Live Session	
31	Introduction to Cut-out Animation	Lecture & Practical	Live Session	
32	Concept Development	Lecture & Practical	Live Session	
33	Character designing	Lecture & Practical	Live Session	
34	Background designing	Lecture & Practical	Live Session	
35	choosing materials for characters & background	Lecture & Practical	Live Session	
36	final layout	Lecture & Practical	Live Session	
37	Lighting	Lecture & Practical	Live Session	
38	production	Lecture & Practical	Live Session	
39	production	Lecture & Practical	Live Session	
40	postproduction	Lecture & Practical	Live Session	
41	Screening	Lecture & Practical	Live Session	
42	Introduction to pixilation Animation	Lecture & Practical	Live Session	
43	Concept Development	Lecture & Practical	Live Session	
44	Choosing Objects/characters	Lecture & Practical	Live Session	
45	Layout & Framing	Lecture & Practical	Live Session	
MODULE 3				
46	production _ camera controls	Lecture & Practical	Live Session	
47	production	Lecture & Practical	Live Session	
48	production	Lecture & Practical	Live Session	
49	Post Production / editing	Lecture & Practical	Live Session	
50	sound mixing	Lecture & Practical	Live Session	
51	Final Presentation	Lecture & Practical	Live Session	
52	Introduction to Claymation Animation	Lecture & Practical	Live Session	
53	Production Pipeline methods	Lecture & Practical	Live Session	
54	Preproduction _ Concept Development	Lecture & Practical	Live Session	
55	Story Developing	Lecture & Practical	Live Session	
MODULE 4				
56	Storyboard Thumbnails	Lecture & Practical	Live Session	
57	Final story board	Lecture & Practical	Live Session	
58	Animation final layout presentation	Lecture & Practical	Live Session	
59	Character Design_ Concept art	Lecture & Practical	Live Session	
60	props designing _ Concept art	Lecture & Practical	Live Session	
MODULE 5				
61	Background Designing Concept art	Lecture & Practical	Live Session	
62	Armature/bone_ creation for character	Lecture & Practical	Live Session	
63	Wrapping and applying clay _ Characters	Lecture & Practical	Live Session	
64	Final detailing on characters / Background	Lecture & Practical	Live Session	
65	Production	Lecture & Practical	Live Session	
66	Production	Lecture & Practical	Live Session	
67	production	Lecture & Practical	Live Session	
68	production	Lecture & Practical	Live Session	
69	production	Lecture & Practical	Live Session	
70	Post -Production	Lecture & Practical	Live Session	

71	sound mixing	Lecture & Practical	Live Session	
72	Final Project Presentation	Lecture & Practical	Live Session	

Module	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	12-06-2018	Pixilation Animation (Individual)
2	19-06-2018	Time-laps Animation
3	26-06-2018	Presentation of Cut-out Animation
4	28-06-2018	Presentation of Final Claymation Animation Film

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

COURSE 4: 3D ANIMATION – 1

PROGRAMME	BA ANIMATION AND GRAPHICS DESIGN	SEMESTER	3
COURSE CODE	15U3PRAGD5	CREDIT	4
COURSE TITLE	3D ANIMATION - 1	HOURS/ SEM	72 HRS
FACULTY NAME	ABIN JOSE	HOURS/ WEEK	5

COURSE OBJECTIVES
Develop the skill of Basic 3d Maya Modeling
Classify Basics of Maya interface and tools
Texturing methods
Create Lighting techniques
Analyse of 3D Models

Sessions (Hours)	Topics	Teaching Method	Value Addition/ Remarks	Remarks
MODULE 1				
1	Introduction and applications of 3D	Lecture & Practical	Live Session	
2	Scopes and applications of 3d Animation	Lecture & Practical	Live Session	
3	3D Production Pipeline	Lecture & Practical	Live Session	
4	Types of 3D Software's, File Types Using in 3D Animation	Lecture & Practical	Live Session	
5	Screening of Pixar Short animated Films	Lecture & Practical	Live Session	
MODULE 2				
6	Screening of Christmas Carol Full animated movie	Lecture & Practical	Live Session	
7	Maya interface_ Panels	Lecture & Practical	Live Session	
8	Orthogonal views	Lecture & Practical	Live Session	
9	Basic navigation tools	Lecture & Practical	Live Session	
10	Move, scale, Rotation	Lecture & Practical	Live Session	
MODULE 3				
11	Introduction to Polygons	Lecture & Practical	Live Session	
12	Polygon editing_ vertex, face, edge	Lecture & Practical	Live Session	
13	Boolean	Lecture & Practical	Live Session	
14	Extrude	Lecture &	Live Session	

		Practical		
15	Insert edge loop tool , multi cut tool	Lecture & Practical	Live Session	
16	merge tool , smooth	Lecture & Practical	Live Session	
17	Interior modeling_ Kitchen	Lecture & Practical	Live Session	
18	**CIA -1**	Lecture & Practical	Live Session	
19	Modeling Guns , barrels , Swords other props	Lecture & Practical	Live Session	
20	Bycycle	Lecture & Practical	Live Session	
21	Blue Print Setting For Advanced Modeling	Lecture & Practical	Live Session	
22	Modeling Lamborghini , Pickup Truck	Lecture & Practical	Live Session	
23	Introduction to Character Modeling _Alian	Lecture & Practical	Live Session	
24	Alian Modeling	Lecture & Practical	Live Session	
25	Realistic Human character modeling	Lecture & Practical	Live Session	
MODULE 4				
26	Realistic Human character modeling	Lecture & Practical	Live Session	
27	Introduction to texturing	Lecture & Practical	Live Session	
28	2D , 3D Textures	Lecture & Practical	Live Session	
29	Materials and shaders	Lecture & Practical	Live Session	
30	Planar Mapping	Lecture & Practical	Live Session	
31	Cuylindrical mapping	Lecture & Practical	Live Session	
32	Spherical mapping	Lecture & Practical	Live Session	
33	Automatic mapping, U V Unwrapping	Lecture & Practical	Live Session	
34	U V Editing, Sewing, Binding	Lecture & Practical	Live Session	
35	Advanced Texturing	Lecture & Practical	Live Session	
36	Interior Texturing	Lecture & Practical	Live Session	
37	Props, Wepons Texturing	Lecture & Practical	Live Session	
38	Texturing A building.	Lecture & Practical	Live Session	
39	Landscape Texturing	Lecture & Practical	Live Session	
40	Introduction to Lighting In MAYA	Lecture & Practical	Live Session	

41	Basic Lights _specialities & Properties	Lecture & Practical	Live Session	
42	Shadows in lighting	Lecture & Practical	Live Session	
43	Light linking	Lecture & Practical	Live Session	
44	3 Point Lighting	Lecture & Practical	Live Session	
45	Interior Lighting In Maya	Lecture & Practical	Live Session	
46	Exterior Lighting In maya	Lecture & Practical	Live Session	
47	Image Based Lighting In Maya	Lecture & Practical	Live Session	
48	Physical Sunlight In maya	Lecture & Practical	Live Session	
49	Creature Modeling _Dragon_geometry	Lecture & Practical	Live Session	
50	Creature Modeling _Dragon_Body	Lecture & Practical	Live Session	
51	Creature Modeling _Dragon_legs	Lecture & Practical	Live Session	
52	Creature Modeling _Dragon_Tail	Lecture & Practical	Live Session	
53	Creature Modeling _Dragon_nails	Lecture & Practical	Live Session	
54	Creature Modeling _Dragon_body Detailing	Lecture & Practical	Live Session	
55	Creature Modeling _Dragon_Head	Lecture & Practical	Live Session	
56	Creature Modeling _Dragon_Head detail	Lecture & Practical	Live Session	
57	Final model _Unwrapping & Texturing	Lecture & Practical	Live Session	
58	Dragon _Final output	Lecture & Practical	Live Session	
59	Alien Modeling	Lecture & Practical	Live Session	
60	Image plane setting	Lecture & Practical	Live Session	
61	basic body mesh creation	Lecture & Practical	Live Session	
62	basic body mesh creation	Lecture & Practical	Live Session	
63	detailing body parts	Lecture & Practical	Live Session	
64	Alien Head Modeling	Lecture & Practical	Live Session	
65	**CIA-2**	Practical		
MODULE 5				
66	Alien Head Modeling	Lecture & Practical	Live Session	
67	Character Compositing _all boby parts	Lecture & Practical	Live Session	

68	FINAL OUT _ALIEN CHARACTER	Lecture & Practical	Live Session	
69	Recalling session	Lecture & Practical	Live Session	
70	Recalling session	Lecture & Practical	Live Session	

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	14-06-2018	Interior modeling
2	19-06-2018	Car modeling
3	22-06-2018	Props modeling
4	20-07-2018	Dragon Character Model
5	14-08-2018	Alien Biped character model

References
1. Mastering Maya 2009
2. Autodesk knowledge 2012
3. Osamu Tezuka ,Tezuka School of Animation,Watson-Guptill; First Edition (September 1, 2003)
4. 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)

COURSE 5: SCRIPTING & STORYBOARDING FOR ANIMATION

PROGRAMME	**BA ANIMATION AND GRAPHICS DESIGN**
COURSE CODE	**15U3PCPNT3**
COURSE TITLE	**SCRIPTING & STORYBOARDING FOR ANIMATION**
FACULTY NAME	**ABIN JOSE**

COURSE OBJECTIVES	-
Build Concepts and develop story	
Create Script and Screenplay	
Develop Story Characters	
Creation of storyboard layouts.	
Creation of Animatics	

Sessions (Hours)	Topics	Teaching Method	ValueAddition/ Remarks
1	Techniques and Different Types of Animation	Lecture & Practical	Live Session
2	Techniques and Different Types of Animation	Lecture & Practical	Live Session
3	Techniques and Different Types of Animation	Lecture & Practical	Live Session
4	Workflows of Different Types of Animation	Lecture & Practical	Live Session
5	Workflows of Different Types of Animation	Lecture & Practical	Live Session
6	Stages of Animation	Lecture & Practical	Live Session
7	Stages of Animation	Lecture & Practical	Live Session
8	Stages of Animation	Lecture & Practical	Live Session
9	Experimental Animations.	Lecture & Practical	Live Session
10	Experimental Animations.	Lecture & Practical	Live Session
11	Developing Idea/ Concept - Story	Lecture & Practical	Live Session
12	Developing Idea/ Concept - Story	Lecture & Practical	Live Session
13	Developing Idea/ Concept - Story	Lecture & Practical	Live Session
14	Basic Elements of a Story	Lecture & Practical	Live Session
15	Basic Elements of a Story	Lecture & Practical	Live Session
16	Types of Stories	Lecture & Practical	Live Session
17	Types of Stories	Lecture &	Live Session

			Practical	
18	Types of Stories	Lecture & Practical	Live Session
19	Creating Story Ideas	Lecture & Practical	Live Session
20	Creating Story Ideas	Lecture & Practical	Live Session
21	Sources of Story Line - Adaption	Lecture & Practical	Live Session
22	Sources of Story Line - Adaption	Lecture & Practical	Live Session
23	Sources of Story Line - Adaption	Lecture & Practical	Live Session
24	Character Roles - Characterization– Dialogues	Lecture & Practical	Live Session
25	Character Roles - Characterization– Dialogues	Lecture & Practical	Live Session
26	Basic Structure of a Story	Lecture & Practical	Live Session
27	Basic Structure of a Story	Lecture & Practical	Live Session
28	Basic Structure of a Story	Lecture & Practical	Live Session
29	Theme – Subplots – Tone – Genre - Writing for Different Types and Groups of Audience	Lecture & Practical	Live Session
30	Theme – Subplots – Tone – Genre - Writing for Different Types and Groups of Audience	Lecture & Practical	Live Session
31	Animation Script - Script Writing of the Story	Lecture & Practical	Live Session
32	Animation Script - Script Writing of the Story	Lecture & Practical	Live Session
33	Animation Script - Script Writing of the Story	Lecture & Practical	Live Session
34	Practical : Script Writing of the Story	Lecture & Practical	Live Session
35	Practical : Script Writing of the Story	Lecture & Practical	Live Session
36	Screenplay	Lecture & Practical	Live Session
37	Screenplay	Lecture & Practical	Live Session
38	Screenplay	Lecture & Practical	Live Session
39	Montage	Lecture & Practical	Live Session
40	Montage	Lecture & Practical	Live Session
41	Character Designing	Lecture & Practical	Live Session
42	Character Designing	Lecture & Practical	Live Session
43	Character Designing	Lecture & Practical	Live Session

44	Designing Props and Assets of Character	Lecture & Practical	Live Session
45	Designing Props and Assets of Character	Lecture & Practical	Live Session
46	Character Model Sheets	Lecture & Practical	Live Session
47	Character Model Sheets	Lecture & Practical	Live Session
48	Character Model Sheets	Lecture & Practical	Live Session
49	Comparison Charts – Character	Lecture & Practical	Live Session
50	Comparison Charts – Character	Lecture & Practical	Live Session
51	Story Boarding	Lecture & Practical	Live Session
52	Story Boarding	Lecture & Practical	Live Session
53	Story Boarding	Lecture & Practical	Live Session
54	Story Boarding	Lecture & Practical	Live Session
55	Story Boarding	Lecture & Practical	Live Session
56	Elements of Storyboarding	Lecture & Practical	Live Session
57	Elements of Storyboarding	Lecture & Practical	Live Session
58	Elements of Storyboarding	Lecture & Practical	Live Session
59	Elements of Storyboarding	Lecture & Practical	Live Session
60	Elements of Storyboarding	Lecture & Practical	Live Session
61	Techniques in a Story Board - Visual Continuity – Transitions	Lecture & Practical	Live Session
62	Techniques in a Story Board - Visual Continuity – Transitions	Lecture & Practical	Live Session
63	Techniques in a Story Board - Visual Continuity – Transitions	Lecture & Practical	Live Session
64	Digital Storyboarding	Lecture & Practical	Live Session
65	Digital Storyboarding	Lecture & Practical	Live Session
66	Introduction to the creation of Animatic	Lecture & Practical	Live Session
67	Synchronizing Storyboard with the sound tracks.	Lecture & Practical	Live Session
68	Synchronizing Storyboard with the sound tracks.	Lecture & Practical	Live Session
69	Synchronizing Storyboard with the sound tracks.	Lecture & Practical	Live Session
70	ANIMATICS FINAL SUBMISSION	Lecture &	Live Session

		Practical	

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	18/08/2018	Developing Idea/ Concept - Story
2	6/09/2018	Practical : Script Writing of the Story
3	18/09/2018	Story Boarding

REFERENCES

1
2 How to Write for Animation: Jeffrey Scott
3 Writing for Animation, Comics and Games: Christy Marx
   Animation Writing and Development: From Script Development to Pitch: Jean Ann
4 Wright
5
   The Art of the Storyboard - Storyboarding for Film,
6 TV, and Animation: John Hart
7 Exploring Storyboarding: Wendy Tumminello
8 Don Bluth's Art of Storyboard: Don Bluth