



MANGALOREUNIVERSITY

STATE EDUCATION POLICY-2024(SEP-2024)

Curriculum Structures for

Bachelor of Science

Animation and Visual Effects Degree Programme

Syllabus for I and II Semesters

and

Open Elective Courses in Animation and Visual Effects

Board of Studies in

Computer

Science Mangalore University

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Konaje

MANGALOREUNIVERSITY

Suggested programme structure for the Undergraduate Programme

[BSc. Food Nutrition & Dietetics, Food Technology, Interior Design & Decoration, Animation & Visual Effect, Home Science]

Programme Structure

[illegible]

BSc – Animation and Visual Effects

Semester I								
Sl. No	Course Code	Title of the Course	Category of Courses	Teaching Hours per Week	SEE	IA	Total Marks	Credits
1		Fundamentals of Drawing	Theory	4	80	20	100	3
2		Fundamental of Art lab	Practical	4	40	10	50	2
3		Traditional and Stop Motion Animation	Theory	4	80	20	100	3
4		Traditional and Stop motion Animation lab	Practical	4	40	10	50	2
5		Basics of Graphic Design	Theory	4	80	20	100	3
6		Raster graphic lab (Photoshop)	Practical	4	40	10	50	2
Semester II								
7		Storyboard and Advanced Drawing	Theory	4	80	20	100	3
8		Storyboard and Advance drawing Lab	Practical	4	40	10	50	2
9		2D Digital Animation	Theory	4	80	20	100	3
10		2D Digital Animation Lab	Practical	4	40	10	50	2
11		Advances in Graphic Design	Theory	4	80	20	100	3
12		Vector Graphics Lab	Practical	4	40	10	50	2

BSc – Animation and Visual Effects			
Semester I			
SN	Course Code	Course Name	Credits
1	DSC-1	Fundamentals of Drawing	3
2	DSC-2	Traditional and Stop Motion Animation	3
3	DSC-3	Basics of Graphic Design	3
4	DSP-1	Fundamental of Artlab	2
5	DSP-1	Traditional and Stop motion Animation lab	2
6	DSP-1	Raster graphic lab (Photoshop)	2
7		Language 1	3
8		Language 2	3
9		Compulsory 1	2
Semester II			
SN	Course Code	Course Name	Credits
1	DSC-4	Storyboard and Advanced Drawing	3
2	DSC-5	2D Digital Animation	3
3	DSC-6	Advances in Graphic Design	3
4	DSP-4	Storyboard and Advance drawing Lab	2
5	DSP-5	2D Digital Animation Lab	2
6	DSP-6	Vector Graphics Lab	2
7		Language 1	3
8		Language 2	3
9		Compulsory 2	2
Semester III			
SN	Course Code	Course Name	Credits
1	DSC-7	3D Modelling	3
2	DSC-8	Rigging & Animation	3
3	DSC-9	Introduction To Blender	3
4	DSP-7	3D modeling Lab	2
5	DSP-8	Rigging & Animation Lab	2
6	DSP-9	Fundamental Blender Lab	2
7	DSE-1	User Interface Design	2
7		Language 1	3
8		Language 2	3
Semester IV			
SN	Course Code	Course Name	Credits
1	DSC-10	Audio Production	3

2	DSC-11	Surfacing & Lighting	3
3	DSC-12	Aesthetics of Video Editing	3
4	DSP-10	Audio Production Lab	2
5	DSP-11	Surface Lighting Lab	2
6	DSP-12	Video Editing Lab	2
7	DSE-2	Film Direction	2
9		Language 1	3
10		Language 2	3
11	Compulsory 3	Web design	2

Semester V

SN	Course Code	Course Name	Credits
1	DSC-13	Video Compositing	3
2	DSC-14	Dynamics	3
3	DSC-15	Motion Graphics Design	3
4	DSC-16	Ad Film Making	3
5	DSC-17	Digital Compositing	3
6	DSC-18	Advanced CGI I	3
9	DSP-13	Video compositing Lab	2
10	DSP-14	Dynamics Lab	2
11	DSP-15	Motion graphics Lab	2
12	Compulsory 4	Virtual Reality	2

Semester VI

SN	Course Code	Course Name	Credits
1	DSC-19	Advanced Character Animation	3
2	DSC-20	Psychology of Animation	3
3	DSC-21	Introduction to Zbrush	3
4	DSC-22	The Future of Animation and VFX	3
5	DSC-23	The Business of Animation and VFX	3
6	DSC-24	Animation & VFX in Gaming	3
7	DSP-16	3D Character Animation Lab	2
8	DSP-17	Motion Graphic in 3D Lab	2
9	DSP-18	Zbrush Fundamentals Lab	2
10	Compulsory 5	Animation Short Film Project (Mini Project)	2

BSc – Animation and Visual Effects	
Semester I	
Course Code: DSC-1	Course Name: Fundamentals of Drawing
Course Credits: 3	Hours of Teaching/Week: 4
Total Contact Hours: 52	Formative Assessment Marks: 20
Exam Marks: 80	Exam Duration: 3 Hours
Objective: - To introduce students to the basics of drawing and provide a solid foundation in the principles and techniques of drawing. - To help students develop their observation skills, hand-eye coordination, and creative expression through drawing. - To equip students with the skills and confidence to continue exploring and improving their drawing abilities. Course Outcome: - Understand and apply the basics of drawing, including line, shape, value, texture, and space. - Demonstrate proficiency in various drawing techniques, such as hatching, cross-hatching, stippling, and gestural drawing. - Develop observational skills and learn to render subjects accurately and proportionally. - Explore and express creativity through drawing, using different media and techniques. - Critique and refine drawings based on composition, proportion, value, and overall impact. - Demonstrate an understanding of the elements and principles of art and how they apply to drawing.	
Content	
Unit-1	
Points and lines- Types, Direction, Quality, lines and outlines, contours, Lines as value, Shapes, Geometric and Rectilinear, Curvilinear and Biomorphie, Abstract, Positive and negative, Distortion and idealism, Texture- Tactile, Collage, Visuals.	13
Unit-2	
Space- illusion of depth, Shallow and deep, Size cues, Linear Perspective, Types of Perspective, object drawing, Open and close compositions, Spatial confusion, Time and Motion- Anticipated motion, Repeated figures, Multiple images, Motion Blur, Value- Introduction, Patterns, light and shade, digital shading and lighting.	13

Unit-3	
Color- Characteristics, Color theory- wheels, triangles and trees, color through ages, color interactions, Unity and Harmony- Thematic unity, Gestalt and visual unity, Achieving unity, Balance- Formal and Informal balance, Balance by position and eye direction, Crystallographic Balance	13
Unit-4	
Scale and Proportion- Human scale, Contrast and Confusion, Ideal Proportion, Contrast and emphasis- Contrast, Isolation, Placement, Absence of Focal point, Rhythm- Rhythm and motion, Alternating and Progressive Rhythm, Rhythmic Sensation.	13
Reference Books: 1. Alan Pipes, Foundation of Art and Design, Thames & Hudson; 2nd Revised edition, 2008 2. Poppy Evans and Mark, A Thomas, Exploring the Elements of Design, 2007 3. Gail Greet Hannah, Elements of design: Rowena reed Kostellow and the structure of visual relationships, Princeton, Architectural Press, 2002 4. Theo Mandel, The elements of User interface design, 1997 5. Kenneth W. Auvil, Perspective drawing (Paperback), 1996	

CourseCode:DSP-1Lab	PaperTitle:Fundamentals of Art Lab
CourseCredits:2	HoursofTeaching/Week:4
TotalContactHours:52	FormativeAssessmentMarks:20
ExamMarks:40	ExamDuration:3Hours
Practical List Thefollowingactivitiesbecarriedoutinthelabduringtheinitialperiodofthesemester. 1. Application of Principles of Art 2. Use of Lines and Shapes 3. Usage of Color and Value 4. Usage of Texture on 3D objects 5. Creating Background with pencil shading 6. Usage of Scale in Composition 7. Applying color Mixing 8. Use of Geometry, measurement and proportion 9. Freehand Object Drawing 10. Use of drawing in painting	

11. Application of Figure drawing
12. Application of action poses in drawing
13. Application of One point perspective interior
14. Application of One point perspective exterior
15. Application of Two-point perspective interior
16. Application of Two-point perspective Exterior
17. Application of Three-point perspective low angle
18. Application of Three-point perspective high angle

CourseCode:DSC-2	Course Name: Traditional and Stop Motion Animation
CourseCredits:3	HoursofTeaching/Week:4
TotalContactHours:52	FormativeAssessmentMarks:20
ExamMarks:80	ExamDuration:3Hours
Objective: - To introduce students to the fundamental principles and techniques of traditional and stop motion animation - To provide hands-on experience in creating traditional and stop motion animations - To develop students' skills in storytelling, visual aesthetics, and animation production	
Course Outcome: - Understand the principles of traditional animation, including hand-drawn techniques, timing, and spacing - Learn the basics of stop motion animation, including puppet fabrication, set design, and camera techniques - Develop skills in storytelling, scriptwriting, and visual storytelling - Create a traditional animation project, such as a short film or animation exercise - Create a stop motion animation project, such as a short film or animation exercise - Demonstrate an understanding of the history and evolution of traditional and stop motion animation - Apply critical thinking and problem-solving skills to animation production - Collaborate effectively with peers in an animation production team	
Content	Hours
Unit-1	

Cell Animation, Process of cell/ Traditional animation- Story and script Development, Storyboarding, animatics, voice over, character design, Model sheet, layout and its styles, color sheet. Character development, Model and style sheet, Lip synchronization and facial expression chart.	13
Unit-2	
Animation: Rough sketches, pencil test, clean up, key frame and in-between animation, animation timing, using exposure sheets, scanning, inking and painting. Ball bounce animation, pendulum animation, treadmill walk cycle, treadmill run cycle.	13
Unit-3	
Introduction to stop motion animation, Types of stop motion animation- sand animation and its techniques, clay animation and its techniques, Cut out animation and its techniques, Object animation and its techniques.	13
Unit-4	
Pixilation and its techniques, paint on glass animation and its techniques, Puppet/Muppet animation and its techniques, Time lapse animation and its techniques, Kinestasis and collage: the process and techniques.	13
Reference books: 1. Mary Murphy, Beginner's guide to animation: Everything you need to know to get started, Watson Guptill, 2008. 2. Mark Spess, Mike Brent, And Lionel Orozco, Secrets of clay animation revealed, CreateSpace Independent Publishing Platform; Updated edition, 2000 3. Susannah Shaw, Stop Motion: Craft Skills for Model Animation, Second Edition (Focal Press Visual Effects and Animation) 2nd Edition, 2008 4. Barry J C Purves, Stop Motion Passion, process and performance, Focal Press; 1 edition, 2007 Adobe creative team, Adobe premiere CS6 classroom in a book, Adobe, 2012	

CourseCode:DSP-2Lab	PaperTitle: Traditional and Stop Motion Lab
CourseCredits:2	HoursofTeaching/Week:4
TotalContactHours:52	FormativeAssessmentMarks:20
ExamMarks:40	ExamDuration:3Hours
Practical List Thefollowingactivitiesbecarriedoutinthelabduringtheinitialperiodofthesemester. a. Traditional Animation 1. Usage of Light Box and Peg bar 2. Exploring Basic Principles of Animation 3. Application of keys, breakdowns, and in-betweens, to make fluid action 4. Explore Squash and Stretch in Ball Bounce 5. Application of ease-in and ease-out on pendulum animation 6. Anticipation and settle, the wave principle, and overlapping action on Tail wag animation 7. Application of inking and painting 8. Creating Model sheets 9. Character Development 10.Treadmill walk cycle b. Stop Motion Animation 1. Application of Modeling with clay 2. Application of clay sculpting 3. Creation of props and sets 4. Applications of lights for the sets 5. Working with camera for the shoot 6. Applying camera for frame to frame shoot 7. Use of color scheme for characters and sets 8. Application of cut out character creation 9. Animation using cut out character	

10. Use of software for compositing the frames
11. Application of timing adjustment with frame rate in software
12. Use of Monkey jam for capturing.

CourseCode:DSC-3	Course Name: Basics of Graphic Design
Course Credits: 3	Hours of Teaching/Week: 4
Total Contact Hours: 52	Formative Assessment Marks: 20
Exam Marks: 80	Exam Duration: 3 Hours
Objective: - To introduce students to the fundamental principles and elements of graphic design - To provide hands-on experience in creating visual communications using graphic design software - To develop students' skills in critical thinking, creativity, and visual problem-solving	
Course Outcome: - Understand the principles of graphic design, including: - Color theory and typography - Composition and layout - Visual hierarchy and balance - Contrast and unity - Learn the basics of graphic design software, such as Adobe Creative Suite (Photoshop, InDesign, Illustrator) - Apply graphic design principles to create effective visual communications, including: - Logos and branding - Posters and flyers - Brochures and newsletters - Digital graphics and social media assets	
Content	Hours
Unit-1	
Introduction to Raster: Pixels, Bitmap graphics, Formation of Image, File Size of raster Image. Resolution, Image Pixelation, Colour, position, and transparency of Pixel. Colour Channels, Manipulating Pixels. Compressed or Uncompressed File types. File Extensions. Advantages and Disadvantages of Raster Graphics.	13
Unit-2	
Introduction to Photoshop: History of Photoshop, Versatility, Digital Imagery, manipulating or creating raster-based images. Workspace. Menu Bar, Option Bar, Tool Bar, Windows, New document presets, Importing and Exporting files. Photoshop Essential file formats. Actions and Actions Panel. Animation and	13

Timeline. Painting Modes, Plugins.	
Unit-3	
Layers, smart objects, Blend modes, Selection Tools, Filters, Foreground & background, Changing Foreground and Background colours, Color selection Boxes and Colour swatches, Eyedropper tool, Painting Tool. Brushes: Methods and applications.	13
Unit-4	
Perspective art, Traditional designs, 2D Character Designing, Photo Collage, Matte Painting, Digital painting, Basics of 2D Animation, Gif Animation.3D extrusion.	13
Reference Books: 1. Scott Petrovic - Digital Painting with KRITA 2.9: Learn All of the Tools to Create Your Next Masterpiece - 26 October 2015 2. Andrew Faulkner and Conrad Chavez - Adobe Photoshop CC Classroom in a Book, 2018 Release by Pearson - 15 June 2018 3. Adobe Photoshop Classroom In A Book (2020) The official guide to Adobe Photoshop, From Adobe press	

CourseCode:DSP-3Lab	PaperTitle: Raster graphic lab (Photoshop)
CourseCredits:2	HoursofTeaching/Week:4
TotalContactHours:52	FormativeAssessmentMarks:20
ExamMarks:40	ExamDuration:3Hours
Practical List Thefollowingactivitiesbecarriedoutinthelabduringtheinitialperiodofthesemester. 1. Introduction to Photoshop 2. Basic Photo Correction 3. Layer Basics 4. Correcting and enhancing digital photographs 5. Working with mask and Channels 6. Clipping Mask 7. Path and Type 8. Applying Filters 9. Manipulating and image with puppet wrap 10. Content aware 11. Vector art	

- 12. Animation
- 13. Digital painting

Second Semester

CourseCode:DSC- 4	Course Name: Storyboard and Advanced Drawing
CourseCredits:3	HoursofTeaching/Week:4
TotalContactHours:52	FormativeAssessmentMarks:20
ExamMarks:80	ExamDuration:3Hours
Objectives - -Create a visual storytelling sequence using advanced drawing techniques to convey a narrative or message. - Develop skills in storytelling, composition, and visual art to effectively communicate an idea or theme.	
Outcome: - A completed storyboard with 6-8 panels that showcases a clear and cohesive narrative or message. - Demonstrated proficiency in advanced drawing techniques such as perspective, proportion, line art, value, and texture. - Effective use of visual storytelling elements, including character design, setting, and pacing. - - A refined and polished final product that showcases creativity and attention to detail.	
Content	Hou rs
Unit-1	
History of Indian traditional art form, history of western contemporary art, understanding human forms with stick figures, mannequin drawings, gesture drawings- static and working figures, perspective figure drawing, Male, female, and child anatomy. Understanding animal and bird anatomy. Designing creatures,	13

Head proportions: 7 1/2, 8 and 9 head character creation.	
Unit-2	
Layout design, understanding perspective drawing in layout creation, understanding plant, shrubs, and trees for layout, staging and composition, contrast and mood, architecture- cityscape, proportion, and volume, understanding the concepts of lighting and shading.	13
Unit-3	
Introduction to Storyboard, Types of Storyboards, Storyboard in Pre- Production, Benefits of Production, Artist and the Storyboard, Components and Principles of Storyboard, Drawing Thumbnail Storyboard, Sketching Perspective, Adding reality with Perspective, Final Storyboard art and theme, Storyboard Coloring.	13
Unit-4	
Action in Storyboard, Light Sources and Depth of Field, The Shot, and its function in Storyboard, Animatics, Presentation Board vs. Production Boards, Live Action boards, Animation board, Comps, Previz Styles. Directing Shots, working with directors, Screen direction, illustrated camera techniques, Numbering, Contrast and Mood, Special Effects, Conceptual illustration.	13
Reference Books: 1. John hart, The Art of the Storyboard: A Filmmaker's Introduction, Second Edition, Focal Press; 2007. 2. Mark Simon, Storyboards: Motion in Art, Third Edition Focal Press, 2006. 3. Mark T Byrne, The Art of Layout and Storyboard, 1999 4. Jean Ann Wright, Animation Writing and Development: From Script Development to Pitch, 2005. 5. Nancy Beiman, Prepare to Board! Creating Story and Characters for Animated Features and Shorts, Focal press, 2013.	

CourseCode:DSP-4Lab	PaperTitle:Storyboard and Advance drawing Lab
CourseCredits:2	HoursofTeaching/Week:4
TotalContactHours:52	FormativeAssessmentMarks:20
ExamMarks:40	ExamDuration:3Hours
Practical List Thefollowingactivitiesbecarriedoutinthelabduringtheinitialperiodofthesemester. a. Storyboard 1. Aspect ratio in panel for storyboard	

2. Application of Camera Shot and Camera angle
3. Layout for storyboard
4. Creating comic strips

b. Advanced Drawing Lab

- 1 Gesture drawings
- 2 Line of action
- 3 Life sketching
- 4 Outdoor studies for sketching
- 5 Static poses
- 6 Action poses
- 7 Using strokes and shading techniques
- 8 Constructions of cartoon face
- 9 Construction of human face
- 10 Construction of cartoon character
- 11 Construction of Female anatomy
- 12 Construction of male anatomy
- 13 Creating model sheet of character
- 14 Creating Layout

CourseCode:DSC-5	Course Name:2D Digital Animation
Course Credits:3	HoursofTeaching/Week:4
TotalContactHours:52	Formative Assessment Marks:20
ExamMarks:80	ExamDuration:3Hours
Objectives - Create a short 2D digital animation that demonstrates an understanding of animation principles, visual storytelling, and technical skills. - Design and animate a narrative or character-based sequence that showcases creativity, timing, and attention to detail.	
Outcome: - A completed 2D digital animation (15-30 seconds) that demonstrates a clear understanding of animation principles, such as:	

- The 12 basic principles of animation - Keyframe animation - Timing and spacing - Motion and gesture - Effective use of visual storytelling elements, including: - Character design and development - Background and setting - Story pacing and narrative structure	
Content	Hou rs
Unit-1	
Introduction to Digital Animation: Overview of 2D Traditional animation, 2D Vector based animation, Digital ink and Paint, Style and process, Resolution independence, Quality constraints, Scalability and ease of distribution, Advantages, and disadvantages.	13
Unit-2	
Introduction to Animate CC: Basics of Animate CC workspace, working with elements, Adding motion, Creating Graphics and Importing Art, Designing Animation, Refining Animation & Adding Complexity, Adding Basic Interactivity, Embedding Media and Advanced Interactivity, Publishing and Responsive Design.	13
Unit-3	
Principles of Animation, Key Frames, In-betweens, Timing and spacing, Usage of Code design, for the in-between, Application of X Sheet, Application of adding up extra details and poses, Application of Timing through in-betweens, Application Pencil test for animation check, Editing of Animation, after pencil test, Scanning at right resolution, Importing scanned images into the software through layers, Checking timing in software to achieve smooth animation, Application of clean up for smooth lines and Flow. Applying consistency though adding missing detail, Working on details with line Strokes for smooth flow, Cross checking gaps between the lines in clean ups.	13
Unit-4	
Motion Media, Logo Animation, Cycles, Bouncing Ball, Pendulum, Flag Wave/Fabrics, Using Anticipation, Exaggeration and Balance to show Weight, Breaking a character down into basic shapes for animation, Creating a Boil, Staggered frames to imply coughing, laughing, shaking, Takes, Head Turn, Walk Cycle, Run Cycle, Dialogue/Changing Expressions, Quadruped Walk, Puppet Animation: Creating and Animating Symbols, Creating a Simple Puppet, Creating a Character Puppet, Testing your Puppet with a Walk Cycle, Nesting	13

Graphics and Creating interchangeable Parts. Importing Sounds and Animating.	
Reference Books: 1. Richard Williams, Animation Survival Kit revised edition, Faber; Main Revised edition, ACM Digital press, 2009 2. Sergi Camara, All About Techniques in Drawing for Animation Production, B.E.S. Publishing, 2006.	
CourseCode:DSP-5Lab	PaperTitle:2D Digital Animation Lab
CourseCredits:2	HoursofTeaching/Week:4
TotalContactHours:52	FormativeAssessmentMarks:20
ExamMarks:40	ExamDuration:3Hours
Practical List Thefollowingactivitiesbecarriedoutinthelabduringtheinitialperiodofthesemester. 1. Use of Key Frames in animation. 2. Achieving flow with the use of In-betweens. 3. Usage of Code design for the in-between. 4. Application of X-Sheet. 5. Application of adding up extra details and poses. 6. Application of Timing through in-betweens. 7. Application Pencil test for animation check. 8. Editing of Animation after pencil test. 9. Scanning at right resolution. 10. Importing scanned images into the software through layers. 11. Checking timing in software to achieve smooth animation. 12. Application of clean up for smooth lines and flow. 13. Applying consistency though adding missing detail. 14. Working on details with line Strokes for smooth flow. 15. Cross checking gaps between the lines in clean ups. 16. Digital ink and Paint.	

17. Digital Background- Cityscape, Landscape, Interior.
18. Ball Bounce.
19. Walk and run Cycle.
20. Jump Animation.
21. Logo Animation.
22. Facial Expression.

CourseCode:DSC-6	Course Name:Advances in Graphic Design
Course Credits:3	HoursofTeaching/Week:4
TotalContactHours:52	Formative Assessment Marks:20
ExamMarks:80	ExamDuration:3Hours

Objectives

- Create a visually stunning and effective vector graphic design that showcases advanced skills in graphic design principles, software, and techniques.
- Demonstrate an understanding of current trends and technologies in vector graphics, and apply them to create innovative and effective designs.

Outcome:

- A completed vector graphic design project that demonstrates:
- Advanced proficiency in vector graphics software, such as Adobe Illustrator or CorelDRAW.
- Mastery of graphic design principles, including:
 - Color theory and palette development
 - Typography and font selection
 - Composition and layout
 - Visual hierarchy and balance
- Effective use of advanced vector techniques, such as:

- Complex shape creation and manipulation - Gradient and pattern design	
Content	Hours
Unit-1	
Introduction to Vector Graphics: Properties of Vector graphics, Images comprise, Geometric Shapes, Line and Colour, Size and position, Recording properties, Scalable vector graphics, Objects, Clip art, Advantages and disadvantages of vector graphics. Vector Graphics Colour Schemes, Adobe Kuler.	13
Unit-2	
Introduction to Adobe illustrator: Workspace of illustrator, selecting and aligning, creating and editing shapes, transforming objects, drawing with pen and pencil tools, color and painting, working with type, working with layers, working with perspective drawing, blending colors and shapes, working with brushes, applying effects, applying appearance attributes and graphic styles, working with symbols, Vector Graphics, 3D Modeling Wireframe modeling, Combining illustrator with other adobe applications.	13
Unit-3	
Introduction to InDesign: History of InDesign, Evolution of DTP Software. Electronic and Virtual pages. Application Bar, Control Panel, Document Layout, Tool bar, Panels Bar. Ruler measurements. Setting number of pages and page size. Setting the margins, Bleed and slug. Saving a document preset. Page panel. Master page. Creating Page number. Creating text frames. Importing and exporting files.	13
Unit-4	
Graphic design, graphic designer, group structure and working methods, Art or Craft, Industrialization, technology, typography, Consumerism, Identity and branding, social responsibility, Modernism and post modernism, nostalgia and rhetoric, semiotics, vernacular.	13
Reference Books: 1. Gavin Ambrose and Paul Harris, Fundamentals of Graphic designing, AVA Publishing, 2008 2. Nick Rawlinson, Ultimate guide to graphic design, Dennis Publishing; 2nd edition, 2010. 3. Leonard Koren and R. Wippo Meckler, Graphic design cookbook, Chronicle Books; 1st Edition, 2001. 4. Gary David Bouton, Corel draw X5- the official guide, Correl press, 2011 5. Adobe creative team, Adobe Illustrator CS5 classroom in a book, Adobe Pr. 2010.	

CourseCode:DSP-6Lab	PaperTitle:Vector Graphics Lab
CourseCredits:2	HoursofTeaching/Week:4
TotalContactHours:52	FormativeAssessmentMarks:20
ExamMarks:40	ExamDuration:3Hours
Practical List Thefollowingactivitiesbecarriedoutinthelabduringtheinitialperiodofthesemester. 1. Creating Symbols, Icons 2. Tracing a Character. 3. Designing a character 4. Designing a BG 5. Designing a Storyboard 6. Creating a Broacher 7. Creating a Banner 8. Creating a Web UI 9. Creating an APP UI 10. Creating a Game UI 11. Package Designing 12. Logo Designing	

CourseCode:DSC-8	Course Name:Production Design of Animation	
Course Credits:3	HoursofTeaching/Week:3	
TotalContactHours:39	Formative Assessment Marks:20	
ExamMarks:80	ExamDuration:3Hours	
Content		Hours
Unit-1		
Animation, Principles of Animation: Squash and stretch, anticipation, staging, straight ahead and pose to pose, follow through and overlapping action, slow in and slow out, arc, secondary action, timing, exaggeration, solid drawing, appeal.		10
Unit-2		
Pre-production process: Idea- finding idea, photos and drawings, research, evaluating your ideas. Story: differences in story structure, creating a story, story theme, premise and outline. Storyboard: storyboard for writers and television story editor. Animatics, Design and art direction, Story reels, Animation timing, X sheet, Title, Voice recording: session preparation,		10

rehearsal.	
Unit-3	
Character development: Model sheet. Composition and drawing. Traditional 2D production-workbook, editorial, Layout, animation, scene planning and scanning, Scene planning checklist, blue sketch and clean up layout, clean up animation, visual effects, BG painting, animation checking, Ink and paint, final checking, compositing/ film output.	10
Unit-4	
Comic books: History and evolution, genres and categories, Script for comics, create your own comic. Traditional animation, Digital animation, CGI animation, CGI animated humans, Live Action, 2D animation: Light boards, Peg bars, keyframes, in-betweens, ine strokes for of animation.	09
Reference Books: 1. Jean Ann Wright, Animation Writing and Development: From Script Development to Pitch,2005 2. Christy Marx , Writing for animation, comics and games, 2006 3. Catherine Winder and Zahra Dowlatabadi, Producing animation, Routledge; 2nd edition, 2011. 4. Richard Williams, Animation Survival Kit revised edition, Faber; Main - Revised edition 2009 5. Preston Blair, Cartoon animation, Walter Foster Publishing, 1994.	

Scheme of Assessment for Theory Examination

QuestionPattern		Marks
Part–A		
1. AnsweranyTENSsub-questions(10×2=20)		20
Sub-question	Unit	
a,b, c	1	
d, e, f	2	
g, h,i	3	
j, k, l	4	
Part–B (AnsweranyONEfullquestionfromeachunit–15markseach) (Combinationsofsub-questionsof3to6marks)		
Unit-1		15
2.		

3.		
Unit-2		15
4.		
5.		
Unit-3		15
6.		
7.		
Unit-4		15
8.		
9.		
Total		80

The practical examination in the concerned subject specified in the I Semester to VII Semester shall be conducted for 50 marks. There shall be two components – Problem solving and execution and Viva voce components. 50 marks can be distributed as follows. Each Practical paper includes Two Parts- PART A and PART B. One question shall be asked in each part.

SN	Details			Marks	Total
1.	PART A	i.	Problem Solving Approach and Designing	8	18
		ii.	Virtual Tool Designing	5	
		iii.	Demonstration	5	
2.	PART B	i.	Problem Solving Approach and Designing	8	18
		ii.	Virtual Tool Designing	5	
		iii.	Demonstration	5	
3.	Record				4
Total Marks					40

