B.Sc Animation Under CBCS w.e.f. 2018-2019

SEMESTER – I

Sno	Course	Total Marks	Mid Sem Exam*	Sem End Exam	Teaching Hours	Credits
1	First Language English	100	25	75	4	3
2	Foundation Course - 1 HVPE (Human Values & Professional Ethics)	50	0	50	2	2
3	Art Foundation Theory	50	0	50	3	2
4	Fundamental of Computer & C-Language Theory	50	0	50	3	2
5	C-Programming & Ms-Office Lab	100	25	75	4	3
6	Digital Imaging Theory	50	0	50	2	2
7	Art Foundation & Digital Imaging Lab	100	25	75	4	3
8	2D Graphic Theory	50	0	50	2	2
9	2D Graphic Lab	100	25	75	4	3
	Total	650	100	550	28	22

SEMESTER – I

ART FOUNDATION (Theory)

Unit – 1: Figure Drawing: 2D & 3D – geometrical shapes – basic shapes, patterns, textures, perspectives, overlapping objectives, light and shades, forms, human anatomy, proportion, body language and expressions. Portraits, Animals, birds, Landscape – flip book animation

Unit – 2: Advanced figure drawing and clay modeling: Human anatomy – external forms – 3D forms, contour and blind contour drawing, different approaches to composition in figure drawing – materials, tools and strategies of clay modeling. Indoor & Outdoor sketching;

Unit – 3: Pencil Drawing; Drawing & Oil Canvas Painting; Water Color; Paper Collage; Landscape Paintings; Printmaking; Oil Pastel & Dry Pastel; Muralist techniques; Woodcut & Etching; Abstract Art; Palette Knife ;

Unit – 4: Animation Drawing: Digital sketching, animation concepts, character animation – human movements – walks, runs, head turns, gestures – animal movements – walks, runs, gallops and flights.

Unit – 5: Still Art; Sculpture; Craft works; Pastel Drawings; Thermacoal Decoration; Clay & Sand art; Event Decoration;

References:

1. Solomon, Charles, "Enchanted Drawings: The History of Animation". Random House, 1994.

2. Beck, Jerry, "Animation Art: From Pencil to Pixel, The world of Cartoon, Anime and CGI." Collins, 2004.

3. Lotman, Jeff and Smith, Jonathan, "Animation Art: The Early Years 1911-1953" Schiffer, 1995.

4. Lent, John, "Animation in Asia and Pacific." Joan Libbey, 2010.

5. Clements, Jonathan and McCarthy, Helen, "The Anime Encyclopedia, "Stone Bridge Press. 2001.

6. Ryder, Anthony, "The Artists Complete Guide to Figure Drawing," Watson – Guptill, 1999.

7. Goldfinger, Eliot, "Human Anatomy for Artists: The Elements of Form, "OUP, 1991.8. Rockman, Deborah, "The Art of Teaching Art," OUP, 2000.

COMPUTER FUNDAMENTALS AND C- LANGUAGE (Theory)

Unit – 1: Introduction to computers, characteristics and limitations of computer, Block diagram of computer, types of computers, uses of computers, computer generations. Input and output devices: Keyboard and mouse, inputting data in other ways, Types of Software: system software, Application software, Memories: primary, secondary and cache memory. Windows basics: desk top, start menu, icons

Unit – II: Microsoft Word: Features, Parts of Ms-Word window, Menus, Page Setup, Printing Options, Spell & Grammar Checking, Tables, Mail Merge, Header & Footer, Formatting Documents
Microsoft PowerPoint: Features, Creating presentation, working with the presentation, printing a presentation, Adding and modifying text, Using color schemes, creating slide shows, slide views, creating a multimedia presentation

Unit – III: Introduction to C: Introduction – Structure of C Program – Writing the first C Program – Files used in C Program – Compiling and Executing C Programs – Using Comments – Keywords – Identifiers – Basic Data Types in C – Variables – Constants – I/O Statements in C - Operators in C- Programming.

Unit – IV: Decision Control and Looping Statements: Introduction to Decision Control Statements – Conditional Branching Statements – Iterative Statements – Nested Loops – Break and Continue Statement – Go to Statement

Unit – V: Arrays: Introduction – Declaration of Arrays – Accessing elements of the Array – Storing Values in Array – Calculating the length of the Array – Operations that can be performed on Array – one dimensional array for inter-function communication – Two dimensional Arrays – Operations on Two Dimensional Arrays

References:

1. Introduction to C programming by Reema Thareja from Oxford University Press

2. E Balagurusamy: Computing Fundamentals & C Programming – Tata McGraw-Hill, Second Reprint 2008, and ISBN 978-0-07-066909-3.

3. Comdex Computer Course Kit - Windows XP and Microsoft Office – Dream Tech press

C – PROGRAMMING & MS- OFFICE (Lab)

1.   Design a cover page of any text book using Ms- Word

2.   Write a letter to invite industrial professionals for workshop/seminar using mail merge

3.   Prepare a slide show for about your intuition

4.   Find out the given number is perfect number or not using c program.

5.   Write a C program to check whether the given number is Armstrong or not.

6.   Write a C program to find the sum of individual digits of a positive integer.

7.   A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the Sequence. Write a C program to print the Fibonacci series

8.   Write a C program to generate the first n terms of the Fibonacci sequence.

9.   Write a C program to generate all the prime numbers between 1 and n, where n is a value Supplied by the user.

10.   Write a C program to find both the largest and smallest number in a list of integers.

11.   Write a C program that uses functions to perform the following:

    a. Addition of Two Matrices

    b. Multiplication of Two Matrices

12.   Write C program that implements searching of given item in a given list

13.   Write a C program to sort a given list of integers in ascending order

DIGITAL IMAGING (Theory)

Unit – I: Multimedia system Requirements - Introduction to multimedia - Multimedia application - virtual reality - types of colors Modes - Color Formats used for different types of Medias - types of graphics - Difference between Raster Graphic & Vector Graphic and its uses- Graphic Design - types of objects - audio formats - video formats - image formats - text document formats - Typographic alignments - types of video editing - Types of printers - printing outputs

Unit – II: Introduction : Getting started with Photoshop – document dimension – orientation – color mode – Resolution - types of resolutions - title bar- menu bar - options bar – Status bar- text alignments – text wrapping options – working character and paragraph properties – text colors- Photoshop Ruler- grid and guide layers - drawing tool bar – layers

Unit – III: Drawing tool bar: types of selections – selection fill and stroke –move tool- working with crop tool- working with slice tool – working with paint tools- brush styles – working with healing tool- working with clone stamp tool – working eraser tool- eraser styles – working with solid colors – working with gradient tools – blur and sharp tool - working with pen tool - working with custom shapes – working with zoom and hand tools- eye dropper

Unit – IV: Layers: new layer – delete layer- fill layer – gradient layer – patterns – working with quick mask- purpose of image colors' adjustment tools – working with levels- working with curves- color balance – working with brightness and contrast working photo filters- hue and saturation- pasteurized and threshold colors – blending options importance - working with blending options- layer opacity – layer mode; Retouching & Restoring; Selections and paths; Filters; Shapes & Styles; Mapping & Adjusting colors;

Unit – V: Menus: purpose of menus – new file- open file- print file – copying data – cut data- paste data- saving custom shape- working with trans form options- define brushes- working with modes and adjustments – changing image size and canvas size- working with layers – merge – merge visible- link layers- importance of filters- working with filters - Editing your photo shoot – presentation – commercial adds – brochure- pamphlet- visiting card- wedding card;

Reference:

1. Principles of Multimedia by Ranjan Parekh (Author)

2. Fundamentals of Multimedia2005 by Li and Ze – Nian

3. Photoshop: Beginner's Guide for Photoshop - Digital Photography, Photo Editing, Color Grading & Graphic...19 February 2016 by David Maxwell

4. Adobe Photoshop CC Bible Paperback – 7 Jan 2014

5. Adobe Photoshop CC Classroom in a Book Kindle Edition by Adobe Creative Team (Author)

6. Photoshop: The Complete Beginners Guide To Mastering Photoshop And Creating Amazing And Visually Stunning Photos (Adobe Photoshop, Photoshop, Digital Photography) Kindle Edition

7. Adobe Photoshop CC Classroom in a Book Kindle Edition by Adobe Creative Team (Author)

8. Photoshop: The Complete Beginners Guide To Mastering Photoshop And Creating Amazing And Visually Stunning Photos (Adobe Photoshop, Photoshop, Digital Photography) Kindle Edition

ART FOUNDATION & DIGITAL IMAGING (Lab)

Art Foundation:
1. Geometrical shapes
2. Basic shapes, patterns, textures, perspectives, overlapping objectives, light and
3. shades, forms   Light & shades
4. Human anatomy' Indoor & Outdoor sketching
5. Water Color; Landscape Paintings
6. 3D forms; Oil Pastel & Dry Pastel; Abstract Art
7. Different approaches to composition in figure drawing
8. Pencil Drawing; Drawing & Oil Canvas Painting
9. Still Art; Sculpture; Craft works; Pastel Drawings

Digital Imaging:

10. Create your Visiting card
11. Digital Posters
12. Image Manipulation and special effects;
13. Color Corrections;
14. Create a Paper ad for advertising of any commercial agency
15. Create a Pamphlet for any program to be conducted by an organization
16. Create Broacher for you college
17. Create Titles for any forthcoming film
18. Create a Digital Matte Paint
19. Create a Web template for your college
20. Convert Black and White to Color
21. Background changes
22. Design Box package cover
23. Convert Day Mode to Night mode
24. Special effects Typography photo manipulation;
25. Smooth skin and remove Blemishes & scars
26. Transforms photos into Gorgeous
27. Pencil drawings
28. 3D waterfall in mobile
29. Create 3D Pop Out effect
30. Making Rob attic frog

2D GRAPHIC (Theory)

Unit- I: CorelDraw: Workspace Tour – Application window: Tools & Menus; CorelDraw terminology and concepts– Object; Drawing; Vector graphic; Bitmap; Dockers; Fly out; Artistic Test; Paragraph Test; Drawing Shapes; Working with objects; Filling Objects; Working with color; Changing the Transparency of objects; using lenses with objects; Working with pages and layout tools; Creating layers; Adding and formatting text; Working with bitmaps; Publishing web; Publishing PDF; etc.

Unit- II: Illustrator: Workspace Tour; Tools & Menus; Adobe Illustrator terminology and concepts; Drawing; Illustrator Effects; Working with views; Save for Web; Photoshop Effects; Working with Color; Gradient; Working with layers; Illustrations; Tracing images; About symbols; Envelops; Path Finder; Type; Save for web; Convert PDF; etc.

Unit- III: Offset printing process; Basic services of Offset printers; Advertisement; Newspaper Advertisement studies; Advertising Agency and Team; Target audience; Color modes; Printing Paper & Standard sizes; Brand; Products & Services; images; Vector Graphics vs. Bitmap Graphics; Objected oriented programs; etc.

Unit- IV: Storyboard; Story board contents – Concept of artwork; Brand; Product/services; Background color/background image; Border; Border color; Images; Caption; Sub caption; Body matter; Address panel; Logo etc.

Unit- V: Process of releasing Advertisement in newspaper; Process of creating Brochure in offset printing; Process of creating Package Design in offset printing;; Processing creating Dangler in offset printing; Digital printing vs. Offset printing vs. Screen Printing; process of creating hoardings in digital printing etc.

Reference:

1. CorelDRAW X7: The Official Guide Book by Gary David Bouton

2. CorelDRAW X5 The Official Guide Book by Gary David Bouton

3. CorelDRAW! 5 for Dummies Book by Deke McClelland

4. CorelDRAW 12: The Official Guide Book by Steve Bain

5. Adobe Illustrator CC Classroom in a Book by Wood Brian (Author)

6. Adobe Illustrator CC Classroom in a Book

2D GRAPHIC (Lab)

Corel Draw Lab:

1. Create a Paper ad for advertising of any commercial agency.
2. Create a Paper ad for advertising of any enterprise.
3. Design a Poster.
4. Design a Brochure
5. Package Design
6. Design an Invitation Card.
7. Corporate ID(Visiting Card, Letter Head, Envelop Design, ID Card)
8. Tracing Images
9. Social Media wall papers
10. Exhibition Layout
11. Oblers

Adobe Illustrator:

1. Advertisement
2. Digital Illustrations
3. Poster
4. Brochure
5. Packet Design (Tooth Paste Packet Cover, Soap Cover)
6. Danglers(for item display)
7. Tracing Images
8. Calendar Design
9. Tent Cards
10. Social Media artworks
11. Menu cards
12. Vehicle Design