

ELECTIVE – IV - GRAPHICS AND ANIMATION

Objective:

To help the student to acquire the knowledge of graphics and animation.

Unit – I

Introduction to aesthetics and design – what is C.G – electronic media and design- principles, colour, form, shapes, volumes, light & shade.

Unit – II

Concepts of 3-D modeling – 2 dimensional lines and 3 dimensional extractions. Rendering color and rendering models.

Unit – III

Animation principles, 3D tools and applications - objects and dynamics. Vector graphics, comparison between raster and victor graphics, comparison techniques MPEG – 1, 2. MP3, Real Audio, window media etc.,

Unit – IV

Composting – frame animation and composition, masking and keying, Audio and Video standards/methods. Audio and Video editing on the computer.

Unit – V

Images and graphics. Principles of Raster Graphics: Resolution, color & Pallets. Refresh rates and graphic accelerators. Digital image representation & formats.

Unit -VI

Modeling principles and methods- planning, optimization, sculpting, digitizing, texturing, shades creation, bare rigging & animation and rendering.

Books and journals for study and reference:

1. Anil Madaan drawn Land, Illustrated word at multimedia 1999
2. Ron Hurrell genera; Editor W.S.Taylor, The Thames and Hudson Manual of television Graphics.
3. David Hillman, Multimedia Technology and Application
4. Gipson, Jerry D, Multimedia Communication
5. Eric James, Internet advertising – New Media – New models
6. Donna Gibbs Cyber lines language and culture of the internet
7. Tony Feldman An introduction to digital media
8. Ray Vaughan, Multimedia making IT work (with CD) –New Delhi
9. Lynda Weinman, Create web animations in a Weekend (with CD)