

Animation

Skill Based Elective - I

(Semester - III)

Drawing Skills

- Unit I** Strong Basics of drawing: simple shapes- circle, sphere, ellipse, cylinder, cone, cube, household objects, fruits, flower, landscapes
- Unit II** Human and Animal Anatomy – Adult profiles, Children figures, simple seating figures, complex seating figures, animal anatomy
- Unit III** Drawing for Animation: Walks – Passing Position or breakdown, double bounce, foot action, and walk spacing, arm movements, sneaks.
- Unit IV** Runs, Jumps and Skips – The 4 Drawing Formula Run- The Class e 3 Drawing a Run – The 2 Drawing Run, Skips, Jumps
- Weight, Takes and Accents – Pressure and weight, synchronizing action, hard accent, soft accent
- Unit V** Timing, Staggers, Wave and Whip- Stagger Timings, side to side vibration formula, whip action, wave action

References

Drawing for Absolute and Utter Beginner by Watson-Guptill, Mahona Books, 1992
The Art of Drawing by Willy Pogany, Mahona Books, 1996

Skill Based Elective - II

(Semester – IV)

Photoshop

- Unit I** Introduction to Raster graphics, Open & Save options, page setup, tools, palettes, saving options for web and printing options, options bar, status bar, brushes, colors, pencil, airbrush. Paths, Layers and its options, Masking, Text and its options, custom brush, palettes and shapes, views, navigator, history, actions, channels, styles, print setup.
- Unit II** Swatches, save for web, automate options, purge modes, adjustments, image Vs canvas size, variables, rasterizing layers, save, load and transform selections, scanning.
- Unit III** Filters, Gamete, screen modes, extras, histograms, color corrections, understanding tonal, blending modes, use of custom channels.
- Unit IV** Scripts, image ready animations, slices, image and no image options, tables, rollovers, web content, optimization, creating gif animation. Grids, slices, snap options, preset palettes, standards, full screen options.
- Unit V** Try different logo, banner, web layout creations designing using brushes, patterns etc., Specialization class. (Industry tips and tricks).

References

Adobe Creative Team, Pearson Technology Group, USA, Photoshop 7 Classroom in a Book, 2004
Deke Mcclelland, Willey Publishing. Inc., Photoshop 7 Bible, 2005

Skill Based Elective - III

(Semester - V)

Flash

- Unit I** Introduction to Vector animation, Tools, File and Page Proprieties, Key frame animation, Inserting Copying Pasting, Reverse key frames, Tweening, Masking, Symbols, Use of Layers, Guide layers, Library, Publishing.
- Unit II** Property Palette, Onion skinning, Inserting Sound, Animated buttons, Importing videos, Basic action scripts, Scenes, Importing Flax, Movie control, Exporting with protection for web and other application.
- Unit III** Buttons Animations with Sound, Hit tests, Rollover & Roll out events, Importing videos, Basic action scripts, Scenes, Importing Flax, Movie control, Exporting with protection for web and other application.
- Unit IV** Text box types, Scrolling, Render to Html, Password, Text effects.
Specialization class on Animation, Ask the student to do create an 2nd Animated Presentation.
- Unit V** Action Script – Time line control, Fs Command, Movie clip control, Custom cursors, Setting properties, Attaching from library. Hit tests, Scrolling texts, Colors, Arrays, Pre loader, Duplicate, Empty movie clips, Get Urls. Key Press events, Time control, Variables, Loading External texts, and pictures, Attaching sound through linkage and sound control.

References

Sams Teach Yourself Flash 8 in 24 Hours, Phillip Kerman, USA, 2006
Flash 8 Bible, Robert Reinhardt, Snow dowl, 2006

Skill Based Elective - IV

(Semester - V)

Dream Weaver

- Unit I** Introduction to Dream weaver, Page set up, Site map, Text & Image place holder, Web animation imports, Property palettes, Standard Vs Layout view.
- Unit II** Navigation bar, Rollover buttons, Anchors, Emails, Flash buttons, Head & meta tag, Browse options, Tables, Frames.
- Unit III** Layers, Assets, Library, Snippets.
- Unit IV** Behaviors, Css Style sheets, Templates.
- Unit V** Specialization class on Dream weaver. Ask the student to do create an static website. Conduct the test.

References

- Dreamweaver CS3: The Missing Manual, David Mc Farland, 2007
- Dreamweaver CS3 for Dummies, Janine C Warner, USA, 2007

Skill Based Elective - V

(Semester – VI)

3D Studio Max - Basic Concepts

- Unit I** Introduction to 3D, Interface elements, Toolbars, Menu bars, View ports, Command panel, view port Navigation, View port Bg, Customizing user interface & toolbars, Quad menus, primitive objects.
- Standard & Extended Objects, Assigning colors, Architecture primitives, select Buttons, select by name, merging & Replacing objects
- Unit II** Locking selections,, selection filters, Auto Grid, Morphing
Importing and Exporting, exporting to Shockwave, Asset browser
System units & setup, Animation, Key setting, TCB controller
- Unit III** Expression Controller, Track view, Inverse kinematics, select region, Locking objects
- Co-ordinate systems, Linking, pivot points, Align, Home grides, Snaps, Arrays, Cloning , Mirrors command, spacing tool, grouping, Schematic view
- Unit IV** Using Modifier Stack, modifiers, modeling with sub objects, Polygon counter, level of detail utility, working with sub object level, Helpers
- 2D Splines and Shapes , Boolean, Spline modifiers
- Mesh modifiers, Patches, Patch Modifiers, nurbs, Nurbs modifiers, Compound objects, particles
- Unit V** Materials Maps, creating custom materials, creating multilayer materials, Materials, Materials id's
- Mapping co-ordinates, UVW Mappings, cameras, lighting techniques, Advanced lighting, Light tracing, Radiosity
- Dynamics, reactors, Atmosphere effects, video post, Max script, space wraps, Network Rendering

References

- Fundamentals and beyond Course ware, Focal Press, January 2005
3ds Max 'X' Bible, Kelly L. Murobck, Willey, March 2005
3dx Max 8 From Modeling to Animation, Boris Kulagin, A-List Publishing, March'06

Skill Based Elective - VI

(Semester - VI)

Maya

- Unit I** Introduction to Maya, Interface, View ports, Attribute editor, Channel box , LMB, MMB, RMB, Wire frame & Shaded mode, Hotkeys, Manipulate and saving the views, Menu bar, Option box, Status line, Hot box
- Unit II** Creating Primitive Objects, Selections, Marquee, Lasso, Quick, Mask, Transforming objects, Duplicating, deleting, Pivot points, snapping, Hierarchy, Displaying objects
- Modeling with nurbs
Modeling the Polygons
Subdivision surface modeling
- Unit III** Animation Menu, Animation basics, Tools and interface, Types of animation Graph Editor, Organizing your project, Creating scene elements
- Unit IV** Animation, Graph editor, Track Editor
Character sets and Deformers
Character setup, IK, Bones creation
Particle systems & Fields
Soft Body & Rigid Body & Constraints
Fluid effects & effects
Fluid effects
- Unit V** Rendering your animation, Lighting, Light Types, Shadows , Light Attributes, Shading
- Materials, Hyper Shades, Materials types and settings, Texture, 3D & Bump mapping
- Paint Effects, Brush & Strokes, Working with Strokes
Un Wrapping Polygon & Texturing
Cloth
Cloth & Live, Character Modeling, Scripting & Expressions

References

Learing Maya 7 Foundation, Alias, Sybex; Book & DVD rm Edition, 2006
Modeling and Animation Handbook, Alias, Sybex; Book & DVD rm Edition, September, 2005