

Dr.BabasahebAmbedkarMarathwada University, Aurangabad

Curriculum Structure and Scheme of Evaluation: B.Sc.(Animation)

Sr. No.	Paper Number	Name of the Paper Titles	Scheme of Teaching	Scheme of Evaluation(Marks)		
			Th./Pract. (hrs/week)	Th./Prac (Mark)	Exam Dur. (in hrs.)	Total Marks
I Semester						
1	AN101-T	Fundamentals of Computer	3	50	2	50
2	AN102-T	C Programming Basic	3	50	2	50
3	AN103-T	Web Enabled Application Development Tools – I	3	50	2	50
4	AN104-T	Fundamental of Animation-I	3	50	2	50
5	AN105-T	Foundation Art – I	3	50	2	50
6	AN106-T	Communication Skill – I	3	50	2	50
7	AN107-P	Pr. Based on Window Env. & Desktop	6	50	1½	50
8	AN108-P	Pr. Based on C Prog.	6	50	1½	50
9	AN109-P	Pr. Based on Web Enabled Appl. Dev. Tools – I	6	50	1½	50
10	AN110-P	Pr. Based on Fond. Art-I	6	50	1½	50
II Semester						
1	AN201-T	GUI & Open-Office	3	50	2	50
2	AN202-T	Graphics with C	3	50	2	50
3	AN203-T	Web Enabled Application Development Tools – II	3	50	2	50
4	AN204-T	Animation with Anima8or	3	50	2	50
5	AN205-T	Foundation Art – II	3	50	2	50
6	AN206-T	Communication Skill – II	3	50	2	50
7	AN207-P	Pr. Based on Graphics with C& Open Office	6	50	1½	50
8	AN208-P	Pr. Based on Anima8or	6	50	1½	50
9	AN209-P	Pr. Based on Web Enabled Appl. Dev. Tools – II	6	50	1½	50
10	AN210-P	Pr. Based on Fond. Art-II	6	50	1½	50

Sr. No.	Paper Number	Name of the Paper Titles	Scheme of Teaching	Scheme of Evaluation(Marks)		
			Th./Pract. (hrs/week)	Th./Prac (Mark)	Exam Dur. (in hrs.)	Total Marks
III Semester						
1	AN301-T	Graphics: Software -I (Dreamweaver)	3	50	2	50
2	AN302-T	Introduction to Photoshop	3	50	2	50
3	AN303-T	Flash Environment and Tools	3	50	2	50
4	AN304-T	Web Enabled Application Development Tools – III	3	50	2	50
5	AN305-T	Script Writing & Story Board Designing	3	50	2	50
6	AN306-T	Personality Development	3	50	2	50
7	AN307-P	Pr. Based on Gr.Software- I	6	50	1½	50
8	AN308-P	Pr. Based on Photoshop	6	50	1½	50
9	AN309-P	Pr. Based on Flash	6	50	1½	50
10	AN310-P	Pr. Based on WEADT-III	6	50	1½	50
IV Semester						
1	AN401-T	Graphics: Software -2 (Dreamweaver)	3	50	2	50
2	AN402-T	Advances in Photoshop	3	50	2	50
3	AN403-T	Flash Environment and Tools-2	3	50	2	50
4	AN404-T	Audio, Video and Lighting	3	50	2	50
5	AN405-T	2-D and 3-D Fundamental	3	50	2	50
6	AN406-T	Cyber Law & Copy right Act	3	50	2	50
7	AN407-P	Pr. Based on Gr.Software- 2	6	50	1½	50
8	AN408-P	Pr. Based on Photoshop	6	50	1½	50
9	AN409-P	Pr. Based on Flash – 2	6	50	1½	50
10	AN410-P	Pr. Based on Lighting & Texturing	6	50	1½	50

B.Sc.(Animation)

Semester : III

1 Basics of Dreamweaver

- Introduction to Dreamweaver
- Version of Dreamweaver, Features , Installing Dreamweaver
- Dreamweaver 8 workspace&Exploring it.
- Customizing the Dreamweaver 8workspace, Hiding & Displaying Start Page
- Basic task: About Dreamweaver files, Common File types supported.
- Creating new files in Dreamweaver, Saving files in Dreamweaver
- Opening files in Dreamweaver

2 Creating Site & Project

- Dreamweaver sites
- Set up your project files
- Define a local folder

3 Creating a Table-based Page Layout

- Create and save a new page
- Insert tables, Set table properties
- Insert an image placeholder
- Add color to the page

4 Adding Content to Pages

- Locate files
- Review task
- Insert images
- Insert and play a Flash file, Insert Flash Video
- Insert text, Create links
- Preview pages in a browser

5 Formatting Your Page with CSS

- About CSS
- Create a new style sheet, Attach a style sheet
- Explore the CSS Styles panel, Create a new CSS rule
- Apply a class style to text
- Format the navigation bar text

6 Publishing Your Site

- About remote sites
- Define a remote folder
- Uploading local files

Books:

- 1) Manual of Macromedia Dreamweaver 8, Downloaded from www.Manualslib.com manuals search engine
- 2) Macromedia Dreamweaver 8: Training from the Source By KhristineAnnwn

3) Dreamweaver 8 For Dummies By Janine Warner

Course: B.Sc.(Animation)

Semester : III

Paper Title: Introduction to Photoshop

Paper Code: AN302-T

1 Introduction

Introduction to adobe Photoshop, World of Photoshop, Use of Photoshop, Understanding the limitations of Photoshop, Prerequisites and Installing Adobe Photoshop.

2 Exploring the Photoshop Workspace

Photoshop workspace, document workspace, Understanding the tool box, tool option bar, understanding the panels

3 Photoshop Menu bar

Using file menu, edit menu, Image menu, Layer menu, Type menu, select menu, filter menu, and 3D menu

4 Performing Image Basics:

Exploring file types, compressed, uncompressed, PSD, PDD, TIFF, JPEG, GIF, PNG, BMP, PDF, ETC. Understanding video files.

5 Advance Image Operations

Creating and Opening Images, changing image size, and resolution, Cropping and Straightening images.

Text Books:-

1. Adobe Photoshop CS6 Bible by Brad Dayley, DaNeeDayley
2. Adobe Photoshop CS6 Classroom in a Book. By Adobe Creative Team, Adobe Press Published.

1 Getting Around Flash

- Starting Flash
- Flash File Formats
- A Tour of the Flash Workspace
- Menu Bars, Stage & Timeline
- Panels and Toolbars, Tool Panel
- The Flash CS6 Test Drive: Open Flash File, Exploring Property Panel, Resizing the Stage, Zoom In and Out, Make it Move, Play Animation, Save the Flash File.

2 Creating Simple Drawings

- Plan Before You Draw
- Preparing to Draw, Drawing a Shape
- Choosing a Drawing Mode, Creating Original Artwork
- Copying and Pasting Drawn Objects
- Adding Color

3 Animate Art

- Types of animation
- About frame rates, Frame-by-Frame Animation
- Editing Your Frame-by-Frame Animation
- Making It Move with Motion Tweens
- Editing the Motion Path
- Copying and Pasting Properties
- Shape Tweening (Morphing)

4 Organizing Frames and Layers

- Working with Frames, Working with Multiple Layers
- Organizing Layers, Spotlight Effect Using Mask Layers

5 Advanced Drawing and Coloring

- Selecting Graphic Elements
- Manipulating Graphic Elements
- Spray Painting Symbols
- Drawing with the Deco Tool
- Advanced Color and Fills

Books:

- 1) Flash CS6: The Missing Manual, By Chris Grover
- 2) ADOBE® FLASH® PROFESSIONAL , Manual

1 Introducing HTML5

- Understanding HTML, XHTML, and HTML5, Introducing semantic markup, Syntax, Attributes, Working with elements, Creating an HTML document
- Embedding content, Embedding HTML by using inline frames, Working with hyperlinks, Adding images to your HTML document, Embedding plug-in content

2 Using the Forms API:

- Overview of HTML5 Forms,
- Understanding Web Communication: web server, web browser, Http protocol basics, Http Methods,
- Using the HTML5 Forms APIs,
- New Form Elements, Attributes and Functions
- Checking Forms with Validation,
- Validation Fields and Functions: Required, format, Number and Range, Styling validation.
- Building an Application with HTML5 Forms.

3 HTML5 supports multimedia: Video

- common video formats available on the Internet
- Implement the <video> element
- Setting the source
- Configuring the <video> element

4 HTML5 supports multimedia: Audio

- Audio formats , The <audio> element ,
- Setting the source, Configuring the <audio> element

5 Drawing with HTML5

- Drawing by using the <canvas> element, The <canvas> element reference
- CanvasRenderingContext2D context object reference
- Implementing the canvas
- Drawing rectangles , Configuring the drawing state
- Saving and restoring the drawing state, Drawing by using paths
- Drawing text, Drawing with images

6 Scalable vector graphics

- Using scalable vector graphics
- Using the <svg> element,
- Displaying SVG files by using the element

Books:

- 1) Programming in HTML5 with JavaScript and CSS3 Training Guide By Glenn Johnson.

1 Basic of script writing

- Elements of script writing,
- Expansion,
- Dialogues interaction through dialogue
- Theme,
- Genre of script.

2 Screen Writing: Write for Picture

- Introducing the Art of Screenwriting
- Preparing to think visually,
- Approaching Screenwriting

3 Breaking down the Elements of a Story

- Unpacking Idea,
- The three act structure, beginning, middle and end.
- Character Building
- Constructing Dynamic Dialogues

4 Story Board

- Basics of story board and Benefits of Storyboarding
- Different types of story boards, Elements of storyboard,
- Storyboarding movements, Storyboarding with sketching,
- Create a storyboard

Books:

- 1) Screenwriting For Dummies , By Laura Schellhardt
- 2) Filmmaking For Dummies, By Bryan Michael Stoller
- 3) Basics Animation 01: Scriptwriting , By Paul Wells
- 4) The Complete Book of Scriptwriting by -J. Michael Straszynski

1 Introduction

- Definition & Basics of Personality, Determinants of Personality- biological, psychological and socio- cultural factors, Need for personality development

2 Self-Awareness and Self Motivation

- Self analysis through SWOT and Johari window
- Elements of motivation, Techniques and strategies for self motivation
- Motivation checklist and Goal setting based on principle of SMART
- Self motivation and life.
- Importance of self-esteem and enhancement of self-esteem

3 Power of positive thinking

- Nurturing creativity, decision-making and problem solving.
- Traits of positive thinkers and high achievers
- Goals and techniques for positive thinking
- Enhancement of concentration through positive thinking
- Practicing a positive life style.

4 Public Speaking Skills

- Importance of public speaking
- Voice Modulation, Audience Analysis, Speaking with confidence
- Body Language

5 Interpersonal Skills

- Concept of team in work situation, promotion of team spirit, characteristics of team player.
- Awareness of one's own leadership style and performance.
- Nurturing leadership qualities.
- Emotional intelligence and leadership effectiveness- self awareness, self management, self motivation, empathy and social skills
- Negotiation skills- preparation and planning, definition of ground rules, clarification and justification, bargaining and problem solving, closure and implementation

6 Etiquette; Telephone and Mail

- Telephone Etiquette; The usage of proper language, content, tone etc.
- Email Etiquettes:right usage of grammar,Right style layout and other policies

Book

1. Mile, D.J (2004). Power of positive thinking. Delhi: Rohan Book Company.
2. Pravesh Kumar (2005). All about self- Motivation. New Delhi: Goodwill Publ. House
3. Dudley, G.A. (2004). Double your learning power. Delhi: Konark Press.
4. Lorayne, H. (2004). How to develop a super power memory. Delhi: Konark Press. Thomas Publishing Group Ltd.

5. Hurlock, E.B (2006). Personality Development, 28th Reprint. New Delhi: Tata McGraw
6. Swaminathan. V.D &Kaliappan. K.V(2001). Psychology for Effective Living.
Chennai. The Madras Psychology Society.

Course : B.Sc.(Animation)

Semester : III

Paper Title: Pr.Based on Gr.Software-1

Paper Code: AN307-P

Minimum 10 Practical based on Theory Syllabus as per guidelines on Faculty.

Course : B.Sc.(Animation)

Semester : III

Paper Title: Pr.Based on Photoshop-1

Paper Code: AN308-P

Minimum 10 Practical based on Theory Syllabus as per guidelines on Faculty.

Course : B.Sc.(Animation)

Semester : III

Paper Title: Pr.Based on Flash-1

Paper Code: AN309-P

Minimum 10 Practical based on Theory Syllabus as per guidelines on Faculty.

Course : B.Sc.(Animation)

Semester : III

Paper Title: Pr.Based on Web Enabled tools-III

Paper Code: AN310-P

Minimum 10 Practical based on Theory Syllabus as per guidelines on Faculty.

B.Sc.(Animation)

Semester : IV

1 Working with Dreamweaver Code

- Coding workspace (Windows only)
- Add a tag with the Tag Chooser, Edit a tag
- Look up information about a tag, Add an image with code hints
- Check your changes, Print your code

2 Creating a CSS-based Page Layout

- Learn about CSS-based page layout
- Examine the design comprehensive artwork (comp)
- Create and save a new page
- Insert layers
- Add color to the page

3 Understanding Web Applications

- About web applications
- Common uses for web applications, Web application example
- How a web application works : Processing static web pages, Processing dynamic pages, Accessing a database, Authoring dynamic pages
- Choosing a server technology
- Web application terminology

4 Installing a Web Server&Setup ASP.NET Site

- About Web Servers
- Installing Internet Information Server
- Testing Web-Server
- Configuring system (ASP.NET)
- Defining a Dreamweaver site (ASP.NET)
- Connecting to the database (ASP.NET)

5 Developing a Web Application

- Review your task, Open a document to work in
- Define a recordset, Display the database records
- Add dynamic fields to the table
- Set a repeated region, View your page
- Create a record insert form: Add a Record Insertion Form application object , Create the insert form

Books:

- 1) Manual of Macromedia Dreamweaver 8, Downloaded from www.Manualslib.com manuals search engine
- 2) Macromedia Dreamweaver 8: Training from the Source By KhristineAnnwn
- 3) Dreamweaver 8 For Dummies By Janine Warner

1 Understanding colors, Histograms, Levels and curves

Knowing color basics, Understanding Histograms with using histogram panel, Adjusting Images with the histogram tools, Adjusting levels with curve tool, Understanding curves and using the curve tool.

2 Art of Selection

Select menu, Using selection tools, Exploring Marquee tool, Lasso tool, Quick selection tools, Magic wand tool, Adjusting selection tools, Refining edges

3 Working with Layer

Understanding layer, multiple layer, Adding new Layer, Using Layer menu, Filtering layers, Creating layer styles with special effects, Deleting layers, Duplicating layers, Exploring layers as files

4 Working with History Panel

Setting history panel option, Working with linear & non linear history, Saving the History state of a document, Controlling History state.

5 Manipulating Images with Filters

Working with the filter gallery, Creating and working with smart filters, Applying multiple filters to an image, Using Oil paint, Lightening, Blur filter effects, Applying Fade effect to an images.

Text Books:-

1. Adobe Photoshop CS6 Bible by Brad Dayley, DaNeeDayley
2. Adobe Photoshop CS6 Classroom in a Book. By Adobe Creative Team, Adobe Press Published.

- 1 Choosing and Formatting Text**
 - Text, Choosing TLF or Classic Text
 - About Typefaces and Fonts
 - Adding Text to Your Document
 - Choosing and Using Text Containers
 - Animating Text Without ActionScript
 - Text Properties by Subpanel
- 2 Reusable Flash: Symbols and Templates**
 - Symbols and Instances
 - Templates
- 3 Advanced Tweens with the Motion Editor**
 - Applying Motion Presets
 - Modifying a Motion Preset
 - Editing a Tween Span
 - A Tour of the Motion Editor
 - Easing Tweens
- 4 Realistic Animation with IK Bones**
 - Linking Symbols with Bones
 - Perfect Posing with Control Handles
 - Baby Steps with Pins
 - Making Shapes Move with Bones
 - Apply Spring to a Motion
 - Animating an Armature with ActionScript
- 5 Incorporating Non-Flash Media Files**
 - Importing Graphics
 - Importing Illustrator Graphics Files
 - Importing Photoshop Graphic Files
 - Importing Fireworks Graphics
 - Editing Bitmaps
 - Editing Bitmaps with Photoshop
 - Importing a Series of Graphics Files
 - Exporting Graphics from Flash

Books:

- 1) Flash CS6: The Missing Manual, By Chris Grover
- 2) ADOBE® FLASH® PROFESSIONAL , Manual

1 Audio systems :-

- Introduction, Acoustics, Nature of sound waves.
- Characteristics of sound: Amplitude, frequency, speed.
- Musical note & pitch: Musical note, Rhythm, Melody and Harmony, Tone and Note, Dynamic range, crosstalk, white noise and other colors of noise.
- Elements of Audio Systems, Microphone, loudspeaker, audio Mixer, introduction to MIDI, Audio file formats, Audio recording systems.

2 Audio processing software

- opening an existing sound file, playing a file, playing selected portions of file, accurately positioning the playback head, copying and pasting portions of a file, saving a file, using -cut, trim and undo functions

3 Video systems

- Introduction, Analog video camera, transmission of video signals, video signal formats, digital video, digital video standards, Video recording formats and systems, Video file formats, Video editing.

4 Video editing software

- Importing clips, Timeline structure, Playback of clips, trimming clips, splitting a clip, manipulating audio contents, Adding Transitions, changing speed of clips, changing opacity of clip, applying special effects, superimposing an image, exporting a movie.

5 Light

- **Basics of light:**Introduction, Behavior, Wavelength and Colour, Sources.
- **Lighting :-** Vision, Lighting quality, Lighting systems ,Luminaries ,Lighting and the environment

Books:

1. Principles of Multimedia by RajanParekh , Tata Mcgraw Hill Publication.
2. Fundamental of Multimedia by Li Drew, PHI Publication

1 2D graphics editing features

- Basic geometric transformations, Boolean operations on shapes, Object stroke attributes, Object fill attributes, Shading techniques (blends, gradients),Packaged effects (extensions, plug-ins),Features specific to the program in use

2 2D animation frame-sequencing features

- Straight-ahead animation, Key frames animation, Motion paths, Applying geometric transformations over time, Inbetweening options, Looping and palindrome motion, Features specific to the program in use.

3 Introduction to 2D-animation working practice

- Matter and the animation of inanimate objects
- the construction of a simple character, its articulation and balance
- Overshoot, follow-through and overlapping action

4 Advance in Animation

- Human walks and runs
- Animal walks and runs

5 More Action of Animation

- Weights
- Anticipation
- Takes and Accent
- Timming, Stragger, wave and whips

Books:

- 1) The Animator's Survival Kit:Richard Williams
- 2) Character Animation: 2D Skills for Better 3D By Steve Roberts
- 3) The Illusion of Life: Disney Animation(Hardcover) by Ollie Johnston, Frank Thomas

1 UNIT – I

- Computer and Web Technology ,Fundamentals of Cyber Law, Scope of Cyber Law , Conceptual and theoretical perspective of cyber law ,Cyber Jurisprudence

2 UNIT – II

- Law of digital contracts , The system of digital signatures , The Role and Function of Certifying Authorities, Data Protection, Cyber Security, Legal recognition of Digital Evidence

3 UNIT – III

- The Science of Cryptography, E-Governance , Cyber Crimes and Cyber Laws, Information Technology Act 2000

4 UNIT – IV

- Introduction to copyright, Definition, Scope of Protection, Work, Authorship, Types of Work, Foreign Works, Sound recording , Authorship and Ownership , Rights regarding different Work

5 UNIT – V

- Registration of Copyright, Terms of Copyright, Administration of copyright Law, Collective Administration of Copyrights, Copyright Infringements ,Petant and Law of Petant

Books:

1. Text Books: Sood,"Cyber Laws Simplified", McGraw Hill.
2. Godbole,"Information Systems Security", Willey

References:

1. copyright.gov.in/documents/handbook.html
2. www.tigurl.org/images/resources/tool/docs/1611.pdf

Course : B.Sc.(Animation)

Semester : IV

Paper Title: Pr.Based on Gr.Software-2

Paper Code: AN407-P

Minimum 10 Practical based on Theory Syllabus as per guidelines on Faculty.

Course : B.Sc.(Animation)

Semester : IV

Paper Title: Pr.Based on Photoshop-2

Paper Code: AN408-P

Minimum 10 Practical based on Theory Syllabus as per guidelines on Faculty.

Course : B.Sc.(Animation)

Semester : IV

Paper Title: Pr.Based on Flash-2

Paper Code: AN409-P

Minimum 10 Practical based on Theory Syllabus as per guidelines on Faculty.

Course : B.Sc.(Animation)

Semester : III

Paper Title: Pr.Based on Audio, Lighting & Coloring

Paper Code: AN410-P

Minimum 10 Practical based on Theory Syllabus as per guidelines on Faculty.