

S-01 & 02 June, 2016 AC after Circulars from Circular No.100 & onwards - 1 -

DR. BABASAHEB AMBEDKAR MARATHWADA UNIVERSITY

CIRCULAR NO. SU/Sci./B.Sc. Syllabi/100/2016

It is hereby notified for information to all concerned that, on the recommendation of the Ad-hoc Board in Computer Science and I.T. the Academic Council at its meeting held on 01 & 02 June, 2016 has accepted the following revised syllabi as mentioned against their names under the Faculty of Science :-

Sr. No.	B.Sc. III Year Revised Syllabus	Semester
[1]	B.Sc. Computer Science Degree Course	V & VI
[2]	B.Sc. Information Technology Degree Course	V & VI
[3]	B.C.A. Science Degree Course	V & VI
[4]	B.Sc. Animation Degree Course	V & VI
[5]	B.Sc. Computer Science Optional	V & VI
[6]	B.Sc. Information Technology Optional	V & VI
[7]	B.C.A. Science Optional	V & VI
[8]	B.Sc. Computer Maintenance Optional	V & VI

This is effective from the Academic Year 2016-2017 and onwards.

These syllabi are also available on the University Website www.bamu.ac.in

All concerned are requested to note the contents of this circular and bring the notice to the students, teachers and staff for their information and necessary action.

University Campus,
Aurangabad-431 004.
REF.No.SU/B.SC./2016/2389-639
A.C.M.A.I.No.10

Date:- 07-06-2016.

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Director,
*Board of College and
University Development.*

S-01 & 02 June, 2016 AC after Circulars from Circular No.100 & onwards

- 2 -

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Copy forwarded with compliments to :-

- 1] **The Principals, affiliated concerned Colleges,
Dr. Babasaheb Ambedkar Marathwada University.**

Copy to :-

- 1] The Controller of Examinations,
- 2] The Section Officer, [B.Sc. Unit],
- 3] The Section Officer, [B.C.S. Unit],
- 4] The Programmer [Computer Unit-1] Examinations,
- 5] The Programmer [Computer Unit-2] Examinations,
- 6] The In-Charge, E-Suvidha Kendra, [Professional Unit], Rajarshi Shahu Maharaj Pariksha Bhavan, Dr. Babasaheb Ambedkar Marathwada University,
- 7] The Record Keeper,
Dr. Babasaheb Ambedkar Marathwada University.

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NAAC Re-accredited with Grade 'A'

Dr. Babasaheb Ambedkar Marathwada University
Aurangabad-431004



SYLLABUS
B.Sc.(Animation)
Three Year Degree Course
Semester – V and VI
(With Effective From :2016-17)



हे ज्ञानिची पवित्रता | ज्ञानीचि आथि ||

Dr. Babasaheb Ambedkar Marathwada University
Aurangabad-431004.
Tel.No. : 0240-2403400/431, Fax:0240-2403113
Website : www.bamu.ac.in, <http://bamua.digitaluniversity.ac.in>

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
V Semester						
1	AN501-T	Adobe Premiere – I	3	50	2	50
2	AN502-T	Corel Draw	3	50	2	50
3	AN503-T	3-D Max Animation-I	3	50	2	50
4	AN504-T	After Effect – I	3	50	2	50
5	AN505-T	Motion Graphic Design – I	3	50	2	50
6	AN506-T	Advertising& Legal Aspects	3	50	2	50
7	AN507-P	Pr. Based on Adobe Pre. - I	6	50	1½	50
8	AN508-P	Pr. Based on CoralDraw	6	50	1½	50
9	AN509-P	Pr. Based on 3-D Max – I	6	50	1½	50
10	AN510-P	Pr. Based on After Effect – I	6	50	1½	50
VI Semester						
1	AN601-T	Adobe Premiere – II	3	50	2	50
2	AN602-T	Maya Basics	3	50	2	50
3	AN603-T	3-D Max Animation-II	3	50	2	50
4	AN604-T	After Effect – II	3	50	2	50
5	AN605-T	Motion Graphic Design – II	3	50	2	50
6	AN606-T	Character Designing	3	50	2	50
7	AN607-P	Pr. Based on 3-D Max	3	50	1½	50
8	AN608-P	Pr. Based on After Effect	3	50	1½	50
9	AN609-P	Major Project	6	150	3	150

Semester : V

Course: B.Sc.(Animation)

Semester : V

Paper Title: Adobe Premiere – I

Paper Code: AN501-T

Unit - I

Chapter: 1 Getting to know the Workflow

1 The workspace layout

1.1 Customizing your workspace

1.1.1 Introducing preferences

Chapter: 2 Setting up a Project

2.1 Getting started

2.2.1 Setting up a project.

2.2.2 Setting up a sequence

Chapter: 3 Importing Media

3.3.1 Getting started

3.3.2 Importing assets

3.3.3 Working with the Media Browser

3.3.4 Importing images

3.3.5 The media cache

3.3.6 Capturing from videotape

Unit - II

Chapter: 4 Organizing Media

4.4 Getting started

4.4.1 The Project panel

4.4.2 Working with bins

4.4.3 Organizing media with content analysis

4.4.4 Monitoring footage

4.4.5 Modifying clips

Chapter: 5 Essentials of video editing

5.1.1 Using the Source Monitor

5.1.2 Navigating the Timeline

5.1.3 Essential editing commands

Unit - III

Chapter: 6 Working with clips and markers

6.1 Program Monitor controls

6.1.1 Controlling resolution

6.1.2 Using markers

6.1.3 Using Sync Lock and Track Lock

6.1.4 Finding gaps in the Timeline

6.1.5 Moving clips

6.1.6 Extracting and deleting segments

Chapter: 7 Adding transitions

7.1 What are transitions?

7.1.1 Edit points and handles

7.1.2 Adding video transitions

7.1.3 Using A/B mode to fine-tune a transition

7.1.4 Adding audio transitions

Reference Book:-

1. Adobe-premiere-pro-cs6-classroom-in-a-book

Course: B.Sc.(Animation)

Semester : V

Paper Title: Corel Draw

Paper Code: AN502-T

Unit - 1

Chapter: 1 Corel DRAW Basics

- 1 Workspace overview
- 1.1 Starting a Documents
 - 1.1.1 Zooming, Panning and scrolling
 - 1.1.2 Creating Objects
 - 1.1.3 Working with Bitmap
 - 1.1.4 Selecting, Sizing and transforming objects
 - 1.1.5 Coloring and styling objects
 - 1.1.6 Positioning objects
 - 1.1.7 Grouping and combining objects
 - 1.1.8 Organizing Objects
 - 1.1.9 Working with Pages
 - 1.1.10 Sharing your work
 - 1.1.11 Setting Preferences

Chapter: 2 Corel PHOTO-PAINT Basics

- 2.1 Workspace overview
- 2.2.1 Acquiring Images
- 2.2.2 Cropping and rotating
- 2.2.3 Changing Images size and resolution
- 2.2.4 Retouching
- 2.2.5 Adjusting color and tone
- 2.2.6 Working with masks
- 2.2.7 Working with objects and lenses
- 2.2.8 Sharing your work
- 2.2.9 Setting Preferences

Unit - II

Chapter: 3 Color Basics

- 3.3.1 How are colors defined?
- 3.3.2 Choosing a color mode
- 3.3.3 Choosing colors
- 3.3.4 Working with color styles and harmonies
- 3.3.5 Using document Palette, Color Styles palette, and Image Palette
- 3.3.6 Creating custom palettes

Chapter: 4 Working with Text

- 4.4 Adding artistic and paragraph text
- 4.4.1 Adding text in Corel PHOTO-PAINT
- 4.4.2 Formatting Characters
- 4.4.3 Working with open Type font
- 4.4.4 Spacing, Aligning Text
- 4.4.5 Additional text effects
- 4.4.6 Working with text frames

Unit - III

Chapter: 5 Illustration

- 5.1 Setting up the documents
 - 5.1.1 Setting up a pen tablet
 - 5.1.2 Sketching by hand
 - 5.1.3 Drawing Brush strokes
 - 5.1.4 Drawing objects
 - 5.1.5 Applying color
 - 5.1.6 Applying effects

Chapter: 6 Page Layouts

- 6.1 Setting up the Documents
 - 6.2.1 Adding Text
 - 6.2.2 Adding Images
 - 6.2.3 Preparing the file for output

Reference Book:-

1. **Corel-CorelDRAW-Graphics-Suite-X6-Guide Book**

Course: B.Sc.(Animation)

Semester : V

Paper Title: 3D Max Animation - I

Paper Code: AN503-T

Unit -I

Chapter: 1 Introduction

- 1 Exploring the 3ds Max Interface
- 1.2 Controlling the Max Interface
- 1.3 Working with Files, Importing and Exporting
- 1.4 Transforming Objects, Pivoting, Aligning and Snapping
- 1.5 Grouping, Linking and Parenting Objects

Chapter: 2 Modeling in 3ds Max

- 2.1 Exploring the Model Types and Modeling Concept
- 2.2 Modifiers and Modifier Stack
- 2.3 Splines and Shapes
- 2.4 Modelling with Polygons and Patches

Unit - II

Chapter: 3 Materials and Shading

- 3.1 Using the Material Editor
- 3.2 Using Shading Types
- 3.3 Material Details with Maps
- 3.4 Compound Materials
- 3.5 Material Modifiers

Chapter: 4 Introduction to Animation

- 4.1 Using the Time Controls
- 4.2 Working with Key
- 4.3 Understanding Controllers Types
- 4.4 Using Constraints
- 4.5 Animating Objects

Unit-III

Chapter: 5 Cameras, Lighting & Rendering

- 5.1 Configuring and Aiming Cameras
- 5.2 Basic Lighting Techniques
- 5.3 Rendering a Scene and Enabling Quicksilver

Reference Book:

1. **3Ds Max –Bible 2011** By Kelly L. Murdock - Wiley Publications
2. **3ds Max 2008** by Sham Tickoo (Pearson Publications)

Course: B.Sc.(Animation)

Semester : V

Paper Title: After Effects – I

Paper Code: AN504-T

Unit - I

Chapter: 1 Getting to know the Workflow

- 1 Creating a project and importing footage
- 1.1 Creating a composition and arranging layers
 - 1.1.1 Adding effects and modifying layer properties
 - 1.1.2 Animating the composition
 - 1.1.3 Previewing your work
 - 1.1.4 Customizing workspaces
 - 1.1.5 Controlling the brightness of the user interface

Chapter: 2 Projects and compositions

- 2.1 Projects
 - 2.2.1 Timecode and time display units
 - 2.2.2 Composition basics
 - 2.2.3 Precomposing, nesting, and pre-rendering

Unit - II

Chapter: 3 Importing footage

- 3.3.1 Importing and interpreting video and audio
- 3.3.2 Working with footage items
- 3.3.3 Importing from After Effects and Adobe Premiere Pro
- 3.3.4 Preparing and importing 3D image files
- 3.3.5 Animating imported Photoshop text
- 3.3.6 Preparing and importing still images

Chapter: 4 Layers and properties

- 4.4 Creating layers
 - 4.4.1 Selecting and arranging layers
 - 4.4.2 Managing layers
 - 4.4.3 Layer properties
 - 4.4.4 Blending modes and layer styles
 - 4.4.5 3D layers
 - 4.4.6 Cameras, lights, and points of interest

Unit - III

Chapter: 5 Views and previews

5.1 Previewing

5.1.1 Modifying and using views

Chapter: 6 Animation and Keyframes

6.1 Animation basics

6.1.1 Setting, selecting, and deleting keyframes

6.1.2 Editing, moving, and copying key frames

6.1.3 Assorted animation tools

6.1.4 Keyframe interpolation

6.1.5 Speed

6.1.6 Tracking and stabilizing motion

6.1.7 Tracking 3D Camera Movement (CS6)

6.1.8 Animating with Puppet tools

6.1.9 Time-stretching and time-remapping

Reference Book:-

- 1. ADOBE® AFTER EFFECTS® Help and tutorials.**
- 2. ADOBE® AFTER EFFECTS Classroom in a Book.**

Course: B.Sc.(Animation)

Semester : V

Paper Title: Motion Graphic Design – I

Paper Code: AN505-T

Unit I

A Brief History of Motion Graphics

- Precursors of Animation
- Early Cinematic Inventions
- Experimental Animation
- Motion Graphics in Film Titles
- Motion Graphics in Television

Motion Graphics in Film and Television

- Film Titles
- Network Branding
- Commercials
- Public Service Announcements
- Music Videos

Unit II

Motion Graphics in interactive Media

- The Interactive Environment
- Motion over the Web
- Motion in Informational Kiosks
- Motion in Multimedia
- Motion in DVD-Video

Motion Graphics in the Environment

- New Technologies
- Immersive Environments
- Animated Exteriors
- Digital Signage
- Performance
- Alternate Spaces

Unit III

Motion Literacy: Choreographing Movement

- The Language of Motion
- Spatial considerations
- Temporal Considerations
- Coordinating Movement

Images, Live-Action and Type

- Visual Properties
- Image Considerations
- Live-Action Considerations
- Typographic Considerations
- Integrating Images, Live-Action, and Type

Books:

1. *Motion Graphic Design: Applied History and Aesthetics. Author: Jon Krasner. ISBN: 9780240809892. Publisher: Focal Press.*

Course: B.Sc.(Animation)

Semester : V

Paper Title: Advertising & Legal Aspects

Paper Code: AN506-T

Unit - I

Chapter: 1 Introduction of Advertising

- 1.1 What is advertising?
- 1.2 Features of Advertising
- 1.3 Objective of Advertising
- 1.4 Importance of Advertising
- 1.5 Role of Advertising in society

Chapter: 2 Integrated marketing communication

- 2.1 Meaning of IMC (Integrated marketing communication)
- 2.2 Tools of IMC
- 2.3 Importance of IMC
- 2.4 Framing Integrated marketing

Unit - II

Chapter: 3 Classification of Advertising

- 3.1 Classification of Advertising
- 3.2 Types of Advertising
- 3.3 Determinants of Advertising Media
- 3.4 Radio Advertising
- 3.5 Internet Advertising
- 3.6 Television Advertising
- 3.7 Press Advertising
- 3.8 Film Advertising
- 3.9 Purchase Point Advertising
- 3.10 Specialty Advertising
- 3.11 Video Advertising
- 3.12 Outdoor or Mural Advertising
- 3.13 Emerging Media options
- 3.14 Display or Indoor Publicity

Chapter: 4 Creativity in Advertising

- 4.1 Consumer Psychology
 - 4.1.1 Buying Motives
 - 4.1.2 Selling Points
 - 4.1.3 Visualization
 - 4.1.4 Copy
 - 4.1.5 Headline
 - 4.1.6 Slogan
 - 4.1.7 Logo

Unit - III

Chapter: 5 Economic and social aspects of advertising

5. Social Aspects of Advertising

5.1.1 Ethics in Advertising

5.1.2 “Truth” in Advertising

Chapter: 6 Regulation and control on Advertising

6.1 Advertising Standards Council of India (ASCI)

6.1.1 Doordarshan code

6.1.2 Ministry of Information and Broadcasting

Reference Book:

1. ADVERTISING(Under Distance Education Council Grant)

Web Link:

http://archive.mu.ac.in/myweb_test/sybcom-avtg-eng.pdf

Course : B.Sc.(Animation)

Semester : V

Paper Title: Pr.Based on Adobe Premiere

Paper Code: AN507-P

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

Course : B.Sc.(Animation)

Semester : V

Paper Title: Pr.Based on CoralDraw

Paper Code: AN508-P

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

Course : B.Sc.(Animation)

Semester : V

Paper Title: Pr.Based on 3-D Max

Paper Code: AN509-P

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

Course : B.Sc.(Animation)

Semester : III

Paper Title:Pr.Based on After Effect-I

Paper Code: AN510-P

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

Semester : VI

Course: B.Sc.(Animation)

Semester : VI

Paper Title: Adobe Premiere-II

Paper Code: AN601-T

Unit - I

Chapter: 1 Advanced editing techniques

1 Four-point editing

1.1 Retiming clips

1.1.1 Replacing clips and footage

1.1.2 Advanced trimming

Chapter: 2 Multicamera Editing

2.1 The multicamera process

2.2.1 Creating a multicamera sequence

2.2.2 Switching multiple cameras

2.2.3 Finalizing multicamera editing

2.2.4 Additional multicamera editing tips

Unit-II

Chapter: 3 Editing and mixing Audio

3.3.1 Setting up the interface to work with audio

3.3.2 Examining audio characteristics

3.3.3 Adjusting audio volume

3.3.4 Adjusting audio gain

3.3.5 Normalizing audio

3.3.6 Creating a split edit

3.3.7 Adjusting audio levels in a sequence

Chapter: 4 Adding video effects

4.4 Working with effects

4.4.1 Keyframing effects

4.4.2 Effects presets

4.4.3 Frequently used effects

Chapter: 5 Colour correction and Grading

5.1.1 Color-oriented workflow

5.1.2 An overview of color-oriented effects .

5.1.3 Fixing exposure problems

5.1.4 Fixing color balance

5.1.5 Special color effects

5.1.6 Creating a look

Unit-III

Chapter: 6 Exploring compositing Techniques

6.1 What is an alpha channel?

6.1.1 Using compositing in your projects

6.1.2 Working with the Opacity effect

6.1.3 Working with alpha-channel transparencies

6.1.4 Color keying a green screen shot

Chapter: 7 Creating titles

7.1 An overview of the Titler window

7.1.1 Video typography essentials

7.1.2 Creating titles

7.1.3 Stylizing text

7.1.4 Working with shapes and logos

7.1.5 Making text roll and crawl

Chapter: 8 Exporting frames, clips, and Sequences

8.1 Overview of export options

8.1.1 Exporting single frames

8.1.2 Exporting a master copy

8.1.3 Working with Adobe Media Encoder

8.1.4 Exchanging with other editing applications

8.1.5 Recording to tape

Reference Book:-

- 1. Adobe-premiere-pro-cs6-classroom-in-a-book**

Course: B.Sc.(Animation)

Semester : VI

Paper Title:

Paper Code: AN602-T

Unit - I

1. Understanding the Maya Interface

- i. Exploring Interface
- ii. Views
- iii. Time Slider
- iv. Range Slider
- v. Toolbox Window
- vi. Shelves
- vii. Creating Primitives
- viii. Moving Views and Manipulating Objects
- ix. Using Maya Windows and Menus
- x. Setting Preferences
- xi. Preferences Window

2. Introduction to Animation in Maya

- i. Scene-File Management
- i. Creating and Animating a Bouncing Ball
- ii. The Resolution Gate
- iii. Setting Movement Key frames
- iv. Refining Movement in the Graph Editor
- v. Adjusting Spline Tangents
- vi. Breaking Tangents for Fast Direction Changes
- vii. Animation Principles
- viii. Creating a Playblast of Your Animation

Unit II

3. Modeling with Polygons

- i. Understanding Polygons
- ii. Constructing a Model
- iii. The Importance of Quads
- iv. The Problem with Ngons
- v. Using the Main Modelling Tools
- vi. Setting Up View Planes
- vii. Starting with a Cube
- viii. Extruding Faces
- ix. Box Modelling

Unit III

4. Autodesk Maya Lighting

- i. Basic Lighting Concepts
- ii. Maya Lights
- iii. Light Linking
- iv. Adding Shadows
- v. Raytracing Soft Shadows
- vi. Mental ray Lighting
- vii. Mental ray Physical Sun and Sky
- viii. Lighting Effects

Books:

- 01) *Introducing Autodesk Maya 2014: Autodesk Official Press. Author: Dariush Derakhshani. ISBN: 9788126543007*
- 02) *Autodesk Maya 2014 Essentials: Autodesk Official Press. Author: Paul Naas. ISBN: 9781118575079*

Course: B.Sc.(Animation)

Semester : VI

Paper Title: 3D Max Animation – II

Paper Code: AN603-T

Unit - I

Chapter: 1 Advance Modeling

- 1.1 Building Complex Scenes and working with the Schematic View
- 1.2 Deforming Surface and Using the Mesh Modifiers
- 1.3 Working with Compound Objects
- 1.4 Working with Solids and Body Objects
- 1.5 Adding and Styling Hair and Fur Using Cloth

Chapter: 2 Unrapping UVs and Mapping Textures

- 2.1 Mapping Modifiers
- 2.2 Using the Unwrap UVW Modifier
- 2.3 Using Pelt Mapping
- 2.4 Creating Baked Textures and Normal Maps

Unit- II

Chapter: 3 Advance Animation Techniques

- 3.1 Animation Layers, Modifiers and Complex Controllers
- 3.2 Animating with the Expression Controller & Wiring Parameters
- 3.3 Working with Functions Curves in the Track View
- 3.4 Understanding Rigging and Working with Bones
- 3.5 Working with Inverse Kinematics

Chapter: 4 Advance Lighting & Rendering

- 4.1 Lighting, Light tracing and Radiosity
- 4.2 Using Atmospheric and Render Effects
- 4.3 Rendering with Mental Ray
- 4.4 Batch and Network Rendering

Unit-III

Chapter: 5 Dynamic Animation

- 5.1 Creating Particles
- 5.2 Particle Flow
- 5.3 Simulation Cloth Dynamics
- 5.4.1 Making hair live

Reference Book:

1. 3Ds Max –Bible 2011 By Kelly L. Murdock - Wiley Publications
2. 3ds Max 2008 by Sham Tickoo (Pearson Publications)

Course: B.Sc.(Animation)

Semester : VI

Paper Title: After Effects – II

Paper Code: AN604-T

Unit - I

Chapter: 1 Color

- 1 Color basics
 - 1.1 Color management

Chapter: 2 Drawing, painting, and paths

- 2.1 Paint tools: Brush, Clone Stamp, and Eraser
 - 2.2.1 Overview of shape layers, paths, and vector graphics
 - 2.2.2 Creating shapes and masks
 - 2.2.3 Managing and animating shape paths and masks
 - 2.2.4 Shape attributes, paint operations, and path operations for shape layers

Unit - II

Chapter: 3 Text

- 3.3.1 Creating and editing text layers
- 3.3.2 Formatting characters and the Character panel
- 3.3.3 Formatting paragraphs and the Paragraph panel
- 3.3.4 Preparing and importing 3D image files
- 3.3.5 Animating text

Chapter: 4 Transparency and compositing

- 4.4 Compositing and transparency overview and resources
 - 4.4.1 Alpha channels, masks, and mattes
 - 4.4.2 Keying
 - 4.4.3 Roto Brush and Refine Matte

Unit - III

Chapter: 5 Effects and animation presets

- 5.1 Effects and animation presets overview
 - 5.1.1 Effect list
 - 5.1.2 3D Channel effects
 - 5.1.2 Audio effects
 - 5.1.3 Blur and Sharpen effects
 - 5.1.4 Channel effects
 - 5.1.5 The rolling shutter repair effect
 - 5.1.6 Color Correction effects
 - 5.1.7 Keying effects
 - 5.1.8 Noise and Grain effects

Chapter: 6 Rendering and Exporting

6.1 Basics of rendering and exporting

6.1.1 Rendering and exporting for Flash Professional and Flash Player

6.1.2 Rendering and exporting still images and still-image sequences

6.1.3 Converting movies

6.1.4 Export an After Effects project as an Adobe Premiere Pro project

Reference Book:-

- 1. ADOBE® AFTER EFFECTS® Help and tutorials.**
- 2. ADOBE® AFTER EFFECTS Classroom in a Book.**

Course: B.Sc.(Animation)

Semester : VI

Paper Title: Motion Graphics Design-II

Paper Code: AN605-T

Unit - I

01) The Pictorial Composition

Space and Composition: An Overview, Principles of Composition
Constructing Space

02) The Sequential Composition

Overview, Forms of continuity, Forms of Discontinuity, Montage

UNIT- II

03) Conceptualization

Assessment, Formulation, Cultivation, Storyboards, Animatics

04) Animation Processes

Frame-by-frame Animation, Interpolation, Spatial Interpolation
Visual Interpolation, Temporal Interpolation
Coordinating Movement

UNIT- III

05) Motion Graphics Compositing

Compositing: An Overview, Blend Operations, Keying
Alpha Channels, Mattes, Masks, Nesting, Color Correction

06) Motion Graphics Sequencing

Editing: An Overview, Cuts, Transitions, Mobile Framing
Establishing Pace, Establishing Rhythm, Birth, Life, and Death

Books:

- Motion Graphic Design: Applied History and Aesthetics. **Author:** Jon Krasner.
ISBN: 9780240809892. **Publisher:** Focal Press.
- Premiere Pro CS6 Digital Classroom. **Author:** Jerron Smith, AGI Creative Team.
ISBN: 9781118553008. **Publisher:** John Wiley & Sons, 2012.

Course: B.Sc.(Animation)

Semester : VI

Paper Title: Character Designing

Paper Code: AN606-T

Unit – I

Chapter 1: Introduction

- a) Getting started
- b) Shape up
- c) Head over Heels
- d) Let's face it

Chapter 2:

- a) Mood swings
- b) Body Building
- c) You know the type
- d) Measuring up

Unit II

Chapter 3:

- a) Lights, Camera, Action!
- b) Body language
- c) Dress up
- d) Props

Chapter 4:

- a) Males body construction
- b) Women's body construction
- c) Kidding Around
- d) Grow up

Unit III

Chapter 5:

- a) Forget me not
- b) Opposites attract
- c) It's Alive
- d) Get Graphics
- e) Find your own style

Books:

01) *Character Design (Learn the art of cartooning step by step) , Author: Sherm Cohen*

Course : B.Sc.(Animation)

Semester : VI

Paper Title: Pr.Based on 3-D MAX

Paper Code: AN607-P

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

Course : B.Sc.(Animation)

Semester : VI

Paper Title: Pr. Based on After Effect-II

Paper Code: AN608-P

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

Course : B.Sc.(Animation)

Semester : VI

Paper Title: MAJOR PROJECT

Paper Code: AN609-P

Major Project: As per the complete syllabus using the software studied during the course time.

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