Raja Mansingh Tomar

Music & Arts University,
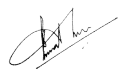
Gwalior, Madhya Pradesh

Certificate Animation

Scheme / Practical / Syllabus
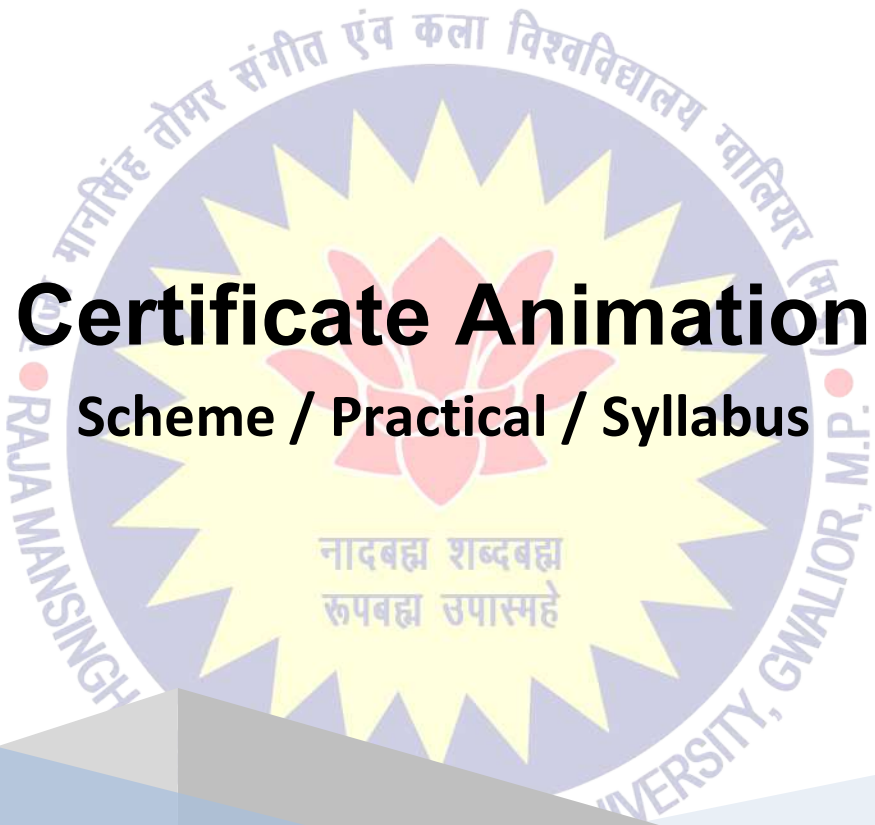
2021 - 2022

Certificate One Year (ANIMATION) - SCHEME

Paper	Time (In Hours)	Size	Ext. Marks	Total
THEORY (SUBJECT)				
1. History of Animation (Part – 1)	03	--	100	100
PRACTICAL				
1.Photo Editing / Digital Drawing (Part – 1)	03	--	100	100
2. 3D Animation (Part – 1)	12	--	100	100
TOTAL				300

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H.O.D Applied Arts &
Animation
RMT University, Gwl

Dr. Gauri Shankar Chauhan
Assistant Professor Fine Arts &
Music Department
DDU Gorakhpur University,
Gorakhpur

Dr. Sonali jain
Principal
Rahini College of Art &
Design, Mhow, Indore

Certificate One Year (ANIMATION) – PRACTICAL

1. PHOTO EDITING / DIGITAL DRAWING

Introduction & history of Drawing, types of drawing, Line, type of lines. Tone, Texture, Space, tools, Polygon, Eve level, 2D & 3D Drawing, Elementary perspective, Study from man- made objects, Study of human forms, light and shades, Principles of design, definition of raster graphics, understanding pixel and resolution. Application of Adobe Photoshop, Basic selection tools, color correction, edit Photoshop, trick photos
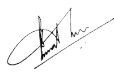
2. 3D ANIMATION

(MODELING) About the Software, tools, Shortcuts, Surface Modeling, Polygon Modeling

(TEXTURING) Texturing and Uses of texturing, basic color, Basic of assign materials, UV unwrapping, UV mapping, Create textures in Photoshop.

(LIGHTING & RENDERING) About Lighting & Rendering, Types of Lighting, Software & Mental ray rendering & lighting

(ANIMATION) Principle of Animation, Types of Animation

- **Work done in the class during the college / University hours shall be accepted for submission.**
- **Student shall have to submit one sessionals of each subject to the university / college.**

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Certificate One Year (ANIMATION) – THEORY – History of Animation – Paper – I

Introduction of drawing & Sketching

Introduction & history, types of drawing, Free drawing, geometrical drawing, representational drawings, contour drawing, gesture, drawing, nature drawing, object drawing, Observation of a scene, object & environment, Line, type of lines, straight, curved, converging, dotted, zigzag, soft and hard lines, Definition of colors, classification of colors: - primary colors & secondary colors, Tone: - Light tone, middle tone, dark tone, shadow & Depth, Texture, Space, Introduction to the equipment (tools), Polygon:- Circle, square, rectangle, triangle, cylinder, Line Drawing, object study, Eve level, Angle view: - Front & Back view, Top & Bottom view, Side view (Right & Left), 2D & 3D Drawing

Drawing from Objects

Elementary perspective: - H.L – V.P, 1 point, 2 point, 3 point perspective, Object Drawing: - Drawing form, geometric forms, Study from man- made objects, Projections

Human anatomy

Study of human forms, general forms and gesture, drawing from cast & figure – light and shades, basic properties, Balance – standing still or motion – perspective.
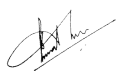
Introduction and Importance of Story Boarding

The art of story boarding, Story development, Character designing and development, Script Writing, Types of Script, Camera Angle, Timing / Spacing, Dialog Delivery – audio and video, Ideas of Visual concept

Adobe Photoshop (Basic)

Principles of design, role of image in animation, definition of raster graphics, understanding pixel and resolution, file format & operation, Application of Adobe Photoshop in raster graphics design, size of the canvas as per requirement – print / 2D Animation

Basic selection tools, layers, dodge and burn tools, brushes, filters, channel, color correction, color modes, layer mask, raster mask, vector mask, compositions, edit Photoshop, trick photos, mate painting, digital paintings.

Autodesk Maya (Modeling)

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About the Maya Software, Maya tools, Maya Shortcuts, Surface Modeling, Primitives guruj, cowboy hat, pocket watch, Objective modeling, Background modeling, Polygon Modeling, Objective Modeling, Background Modeling, Organic Modeling
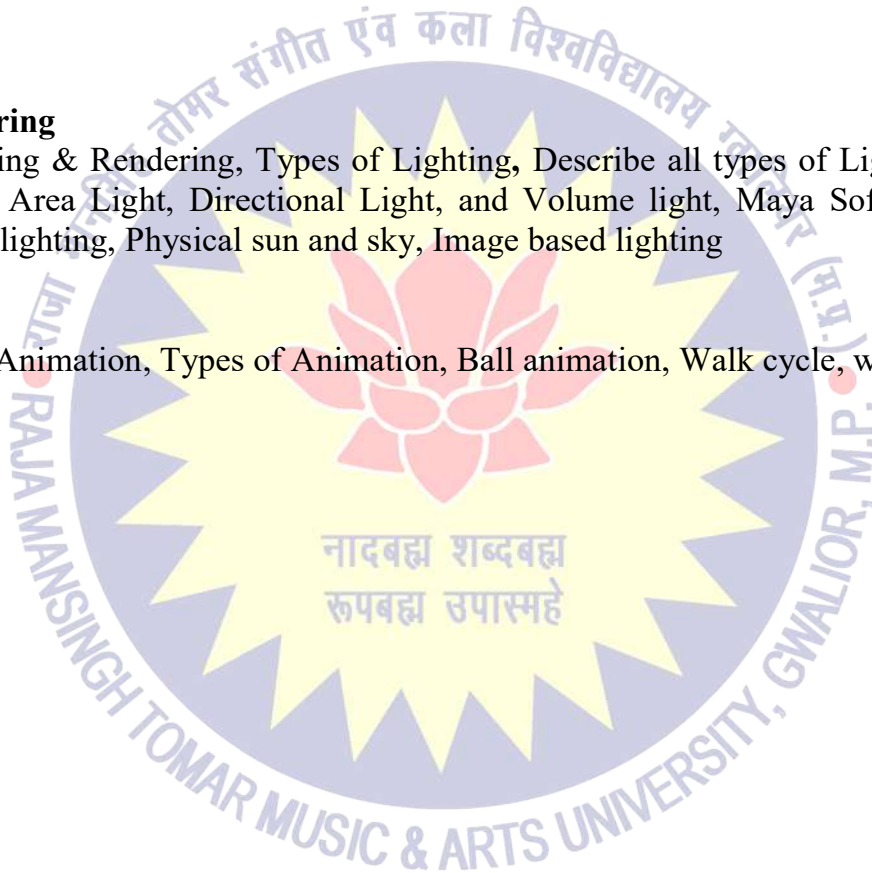
Texturing

Texturing and Uses of texturing, Basic color on object, Lambert, blin, Phong & Phong E, Basic of assign materials, UV unwrapping, UV mapping, Create textures in Photoshop, assign texture on objects, on B.G. Models, organic & inorganic models.

Lighting & Rendering

About Lighting & Rendering, Types of Lighting, Describe all types of Light - Ambient Light, Point Light, Area Light, Directional Light, and Volume light, Maya Software & Mental ray rendering & lighting, Physical sun and sky, Image based lighting

Animation

Principle of Animation, Types of Animation, Ball animation, Walk cycle, walk animation

<table>
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