

Syllabus for V105: Diploma in Animation

V105: Diploma in Animation

Sr. No.	Course code	Title	Credits
1	DIA101	Storyboarding principle and Scripting	4
2	DIA102	Classical Animation	4
3	DIA103	Classical Animation	4
4	DIA104	Digital art I	4
5	DIA105	Digital art I	4
6	DIA106	Color Theory	4
7	DIA107	Digital art II	4
8	DIA108	Digital art II	4

D TA1 01. Storyboarding principal & Scripting (Theory)

- Unit.1: Introduction to Screenwriting : Scene headings, Character name ,Dialogue
- Unit.2: Drama and Comedy : Genre and plot, Approaches genre, Comedy and genre
- Unit.3: Characters: Characters
- Unit.4: Beginning middle and end: Set-Up Conflict, Structural examples, Action,
- Unit.5: The screenwriter's toolkit: Preparing your outline, Screenplay, Layout
- Unit.6: Rewriting: Sequences and scenes, Action and visual style, Dialogue
- Unit.7: Introduction Storyboards: Introduction
- Unit.8: Storyboards beginning: Preproduction team, storyboard
- Unit.9: Storyboard & Artist: Storyboard and artist
- Unit.10 : Principles of Storyboard: Drawing Skills, Building Storyboard, Classic Film
- Unit.11: Illustrating Action: Action & Storyboard
- Unit.12: The Shot: Montage, Editing, Dynamic Design
- Unit.13: Animatics: Sequencing, Editing, Special Effects

D T A1 02. Classical Animation (Practical)

- Unit.1: Squash and stretch:** Introduction and use

Unit.2: Anticipation: Introduction and use

Unit.3: Staging: Introduction and use

Unit.4: Straight ahead action and pose to pose: Introduction and use

Unit.5: Follow through and overlapping action: Introduction and use.

Unit.6: Slow in and slow out: Introduction and use

Unit.7: A r c s : Introduction and use

Unit.8: Secondary action: Introduction and use.

Unit.9: Timing: Introduction and use

Unit.10: Exaggeration: Introduction and use

Unit.11: Appeal: Introduction and use.

Unit.12: Solid drawing: Introduction and use

DIA103. Classical Animation (Theory)

Unit.1: Go for the Truth: Gesture, The Essence, Go For The Truth

Unit.2: The Animator's Sketchbook: Composition, Ron Husband's Sketchbook

Unit.3: A Visual Vocabulary for Drawing: Lines, Simple Approach to Drawing

Unit.4: The First Impression: Short-pose Sketching, Dividing the Body into Units

Unit.5: Elements of the Pose: Angles and Tension, Tennis and Angles.

Unit.6: Pushing the Gesture: Drawing Gesture from the Model, Stick to the Theme

Unit.7: Principles of Animation: Drawing Principles, Principles of Animation

Unit.8: A Sense of Story: A Sense of Story, A Thinking Person's Art.

Unit.9: Creative energy: Creativity

Unit.10: Introduction to timing of animation: General principles of timing,

Unit.11: Effects animation: flames and smoke, Water, Rain.

Unit.12: Characterization acting: The use of timing to suggest mood

DIA104. Digital art I (Practical)

Unit.1: Introduction To Digital Tools: Introduction and use

Unit.2: Layers Pattern: Introduction and use, using in pencil

Unit.3: Digital Drawing Tools: Introduction and, using in pencil

Unit.4: Bitmap drawing: Introduction and use Pencil Tool, Brush Tool

Unit.5: Vector drawing: Introduction and use Outline.

Unit.6: Canvas Navigation: Introduction

Unit.7: Cut-out animation: Introduction and use Frames per second,

Unit.8: 2D Animation production pipeline: Introduction and use Onion Skin

Unit.9: 2D digital animation software: Introduction and use Adjusting Keys

Unit.10: 2D animation pipeline I: Introduction and use Importing Images,

Unit.11: 2D animation pipeline II: Introduction and use Cameras,

Unit.12: 2D animation pipeline III: Introduction and use Sound

DIA105. Digital art I (Theory)

Unit.1: Introduction To Digital Tools: Key Maps

Unit.2: Layers Pattern: using in pencil

Unit.3: Digital Drawing Tools: using in pencil

Unit.4: Bitmap drawing: Pencil Tool, Brush Tool

Unit.5: Vector drawing: Outline.

Unit.6: Canvas Navigation: Introduction

Unit.7: Cut-out animation: Frames per second,

Unit.8: 2D Animation production pipeline: Onion Skin

- Unit.9: 2D digital animation software:** Adjusting Keys
- Unit.10: 2D animation pipeline I:** Importing Images,
- Unit.11: 2D animation pipeline II:** Cameras,
- Unit.12: 2D animation pipeline III:** Sound

DIA106. Colour Theory (Theory)

- Unit.1: Introduction World Color:** World of Color, Source of Color
- Unit.2: The Primary Color:** Uses in Design
- Unit.3: Binary Color:** How to Use Them
- Unit.4: Color Values:** Tint and Shades
- Unit.5: Complementary Color:** Neighboring or Analogous Color, Triad and Split.
- Unit.6: Color Triad:** Triad and Split
- Unit.7: Color in Various:** Intensity or Grayed Color
- Unit.8: The Psychology of Color:** Psychology of Color.
- Unit.9: Harmonies Color:** Harmonies of Costume, Color in Commercial Dising
- Unit.10: Design, Basic:** Rule of thirds,
- Unit.11: Adding Reality with Perspective:** Perspective, Classic film examples.
- Unit.12: Design, Composition and Colour:** Light and Shadow, Importance of Colour

DIA107. Digital Art II (Practical)

- Unit.1: Introduction To Digital Tools:** Transform the Image
- Unit.2: Digital; Photo Editing:** Photo Editing
- Unit.3: Working With Layer:** layer example.
- Unit.4: Digital Drawing :** Introduction,
- Unit.5: Working With Selection:** Selection
- Unit.6: Digital Photo Editing:** Photo Editing.
- Unit.7: Filter and Effects :** Foreground mask
- Unit.8: Color:** Coloring
- Unit.9: Advance Digital Drawing:** Concept.
- Unit.10: Image Manipulation:** Introduction,
- Unit.11: Plug-ins and Scripting:** simple stroke
- Unit.12: Advance Topics :** Introduction

DIA108. Digital Art II (Theory)

- Unit.1: Introduction to Digital tools:** Structure of the book, Introduction tool
- Unit.2: Digital photo editing:** Opening file, Scaling, The scale tool
- Unit.3: Working with layer:** What's layer, Using layer
- Unit.4: Digital Drawing:** Layer and Drawing, Drawing line and curves
- Unit.5: Working with selection:** Select menu, Moving selection.
- Unit.6: Digital Photo touch-up:** Darkroom work, Smudging blemishes
- Unit.7: Filter and Effect:** Image window filter , Filter for image
- Unit.8: Color:**.RGB and CMY color
- Unit.9: Advance digital drawing:** Mask tricks
- Unit.10: Image manipulation:** Colorizing image, Patterns with textures
- Unit.11: Plug-ins and scripting:** Plug-in,
- Unit.12: Additional topic.** Printing, Setting and Adjust