

Amity University Mumbai

Minor Track Program

MT Animation - 18 credits

offered by Amity School of Communication

PROGRAMME STRUCTURE AND CONTENTS

Semester	Course Code	Title	L	Total Credits
1	ANI2151	Basics of Sketching & Drawing	3	3
2	ANI2251	Computer Lab on 2D Animation	3	3
3	ANI2351	Introduction to 3D	3	3
4	ANI2451	Maya Fundamentals	3	3
5	ANI2551	Digital Editing	3	3
6	ANI2651	Project	3	3

L = Lectures - Hours per week

Prerequisites (if any):

Maximum number of students in a class/ section:

MT ANIMATION

Course Title:	Basics of Sketching & Drawing	Semester:	I
Course Code:	ANI2151	Credits:	3

Objectives: This course will cover the fundamentals of drawing with a focus on shapes. It will address line of action, tone, volume, space, scale, Human body proportion and artistic expression. An emphasis on “process” will direct the momentum of this course.

Contents:

Module 1

Introduction to pose to pose sketching (Action analysis); Thumbnail sketching for storyboard; Rapid sketching from live models; Introduction to Human body proportion (human anatomy); Sketching from facial exercises; Line of Action from live models; Introduction to Rapid Sketching Techniques; Sketching from Memory; live action. Style breaking, Movements.

Module 2

Shading in different angles of pencil strokes; formatting in different textures with pencil shading; simple objects in drawing; simple shapes of geometrical shapes; roadsides, rivers, perspective in lines in landscapes; different head shapes, characters; Animation Principle.

Examination Scheme:

Internals			End Term	Total
Mid-Term	Assignment	Attendance	End Term Paper	100
15	10	5	70	
30			70	

Prescribed Textbooks: Drawing: The head and Figure; Jack Hamm;

Name and Publication: Penguin Publishers

Reference Material :Pencil Sketching: Thomas C Wang; John Wiley and Sons

Name and Publication

MT ANIMATION

Course Title:	Computer Lab on 2D Animation	Semester:	II
Course Code:	ANI2251	Credits:	3

Objectives: Develop a storyline concept. Outline conceptual ideas through storyboarding. Apply theories, techniques, and practices of user interface design, information design, Navigation design, and integration of text, graphics, animation, and sound into complex interactive web---based user experience and environments.

Contents:

Module 1

Flash workflow & Workspace

Introduction to flash

Workspace overview

Customize the workshop

Using the Stage and Tools panel; Timeline

Module 2

Working with Flash

Flash short films to be made

Importing artwork into Flash: (Working with Photoshop PSD files)

Examination Scheme:

Internals			End Term	Total
Mid-Term	Assignment	Attendance	End Term Paper	100
15	10	5	70	
30			70	

Prescribed Textbooks: How to Cheat in Flash CS3: The art of design and animation in Adobe Flash CS3 by

Czhris Georgenes.

Name and Publication

Reference Material: Adobe Creative Suite 6 Design and Web Premium Digital Classroom by Jennifer Smith, Jeremy Osborn and AGI Creative Team

Name and Publication

MT ANIMATION

Course Title:	Introduction to 3D	Semester:	III
Course Code:	ANI2351	Credits:	3

Objectives: This course is the first level of 3D animation and focuses on introduction 3D software and practicing each students existing motion skills.

Contents:

Module 1

Introduction to 3D, Interface of 3D Max, Basics of 3D Max Modelling , Exporting, Using the menus. Floating and docking, Using drag and drop feature, Introduction to different workspaces. Geometry, sub objects, Extruding, welding, bridging etc. recognizing the workspaces.

Module 2

Introduction to modifiers and modifier gizmos. Familiarity with common modifier like bend, edit poly, X form wave, lathe symmetry etc.

Examination Scheme:

Internals			End Term	Total
Mid-Term	Assignment	Attendance	End Term Paper	100
15	10	5	70	
30			70	

Prescribed Textbooks: How to Cheat in Flash CS3: The art of design and animation in Adobe Flash CS3 by Chris Georgenes Name and Publication.

Reference Material: Introduction to 3D; James McBennet

Name and Publication

MT ANIMATION

Course Title:	Maya Fundamentals	Semester:	IV
Course Code:	ANI2451	Credits:	3

Objectives: In this section, student will get an introductory look at the processes in Maya. Student will use a project-based approach as we cover the fundamentals of Maya, look at commonly used tools, and talk about some time-saving tips and techniques gleaned from production experience.

Contents:

Module 1

Introduction to the interface of Maya. Hotkeys. Using the spacebar. Manipulating a view. Creating objects. Simple primitives. Lights, cameras, selecting objects, types of selection- single selection, adding and subtracting selection, edit menu selection options. Marquee selection, Lasso selection, selection mask.

Module 2

Using hyper shade, relationship editor, hyper graph and outliner. The channel box. Duplicating objects, pivot points, introduction to snapping-2D snapping and 3D snapping. Using layers. Introduction to particles and materials.

Examination Scheme:

Internals			End Term	Total
Mid-Term	Assignment	Attendance	End Term Paper	100
15	10	5	70	
30			70	

Prescribed Textbooks: The Art of Maya: An Introduction to 3D Computer Graphics by Autodesk Maya Press

Name and Publication.

Reference Material: Maya Professional Tip and Techniques; Lee Lanier; John Wiley and Sons

Name and Publication

MT ANIMATION

Course Title:	Digital Editing	Semester:	V
Course Code:	ANI2551	Credits:	3

Objectives: This course aims to guide student through the various stages of digital editing and post-production phase of documentary production. Students will actively participate in the editing of their own material.

Contents:

Module 1

Basics of editing, Pal Video for windows, Pal quick time multimedia QuickTime, Using Project Window, Video Settings, Audio Settings, Compressor, Depth, Frame Size, Frame Rate, Importing still images, Using the monitor window, Viewing safe zones, use of editing and full knowledge about video editing.

Module 2

Creating transitions, Transition Settings, Image Mask Transition, Applying transitions, viewing transitions. Making movie.

Examination Scheme:

Internals			End Term	Total
Mid-Term	Assignment	Attendance	End Term Paper	100
15	10	5	70	
30			70	

Prescribed Textbooks: Editing Digital Video; The complete creative and Technical guide; Robert M Goodman

Name and Publication.

Reference Material: The Technique of Film and Video Editing: History, Theory, and Practice (Ken Dancyger),

Name and Publication

MT ANIMATION

Course Title:	Project	Semester:	VI
Course Code:	ANI2651	Credits:	3

GUIDELINES FOR MINI PROJECT/LIVE PROJECT:

It must be based on either Industry or Creating Computer Graphics. After selecting this option a Faculty Guide will be allocated to the student by HOI and concern student will have to work with allocated faculty guide for proper guidance to complete this project. Student can choose topic as per his/her area of interest & as per the suggestion given by Faculty guide.

EVALUATION PATTERN:

Project Report: 70 Marks

In this report student will have give details of his/her Topic with proper Introduction, Industry overview along with proper details of his/her area. For example if he/she is working on 2D animation or clip art so they must give details on these. Following points should be covered in it:

1. The project itself on the computer

2. Report comprising of:

1. Title page
2. Concept note/ Ideation
3. Storyboard
4. Objectives
5. Methodology
6. Learning Outcome
7. Conclusion

Presentation: 30 Marks

Students will have to make a Presentation (based on their Project Report) and it will be followed by a Viva Voice in front of a Panel of two or three faculty members.

Examination Scheme:

Report	Viva	Total
30	70	100