**II Year - I Semester**

**Skill Oriented Course- 1**

1. **2D- Computer Animation**

**LAB CYCLE**

**Course Objectives:**

This Course will enable students to learn various aspects of animation using a variety of 2-D

Softwareand to implement advance principles of traditional drawing and animation in Adobe animate to create quality Animation for production

**Course Outcomes:**

At the end of the course the student will be able to:

1. Learn various tools of digital 2-D animation.
2. Understand production pipeline to create 2-D animation.
3. Analyze special effects in animation to bring interest and awe in the scenes andbackgrounds.
4. Apply the tools to create 2D animation for films and videos.

**Lab Cycle -1**

**Adobe Photoshop:**

1. Create your brochure
2. Create a posterof forthcoming film
3. Digital Matte Paint
4. Convert Black and White to Color
5. Convert Day mode to Night mode
6. Design Image restoration
7. Smooth skin and remove blemishes & scars
8. Timeline Animation

**Lab Cycle-2**

**Adobe Animate cc:**

1. BG creation
2. Character Tracing
3. Shape Tweening
4. Walk Cycle