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This is to certify that Mr .Md.Hifaz Ali Khan Roll No 949 of IIIrd Semester of Diploma in information tecnology of Institute, GOVERNMENT POLYTECHNIC has completed the **Micro Project satisfactorily** in Subject -AMT(22024) for the academic year 2019- 2020 as prescribed in the curriculum.

Place: Nanded

Date: ……

Subject Teacher	Head of the Department	Principal
MR B.K.BOKARE	MR S.N DHOLE	DR G.V. GARJE

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This is to certify that Mr.Amaan Khan Pathan Roll No. 948 of IIIrd Semester of Diploma in information tecnology of Institute, GOVERNMENT POLYTECHNIC has completed the **Micro Project satisfactorily** in Subject -AMT (22024) for the academic year 2019- 2020 as prescribed in the curriculum.

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Subject Teacher	Head of the Department	Principal
MR B.K.BOKARE	MR S.N DHOLE	DR G.V. GARJE

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This is to certify that **Mr.Harsh Santosh Zanwar** Roll No. **945**of I**IIrd** Semester of Diploma in **Information Tecnology** of Institute, GOVERNMENT POLYTECHNIC has completed the **Micro Project satisfactorily** in Subject -AMT(22024) for the academic year 2019- 2020 as prescribed in the curriculum.

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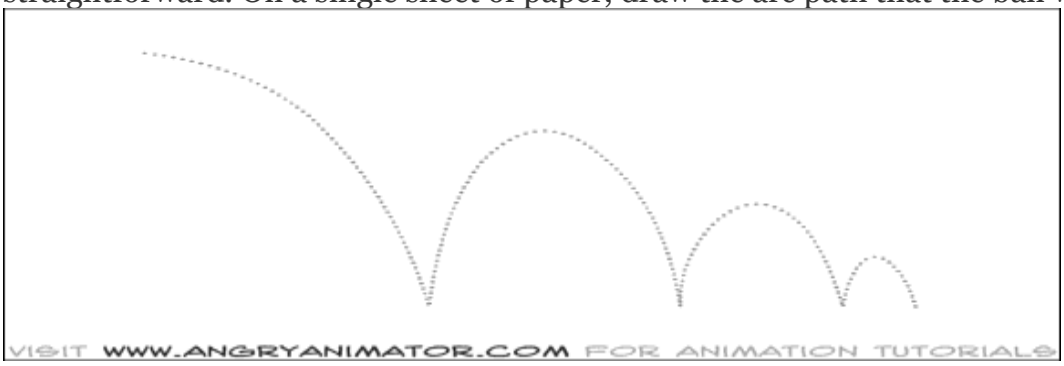
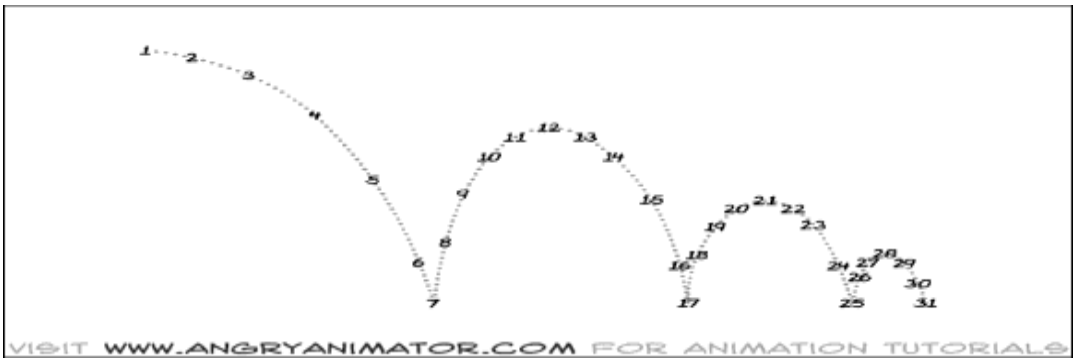
MR B.K.BOKARE	MR S.N DHOLE	DR G.V. GARJE

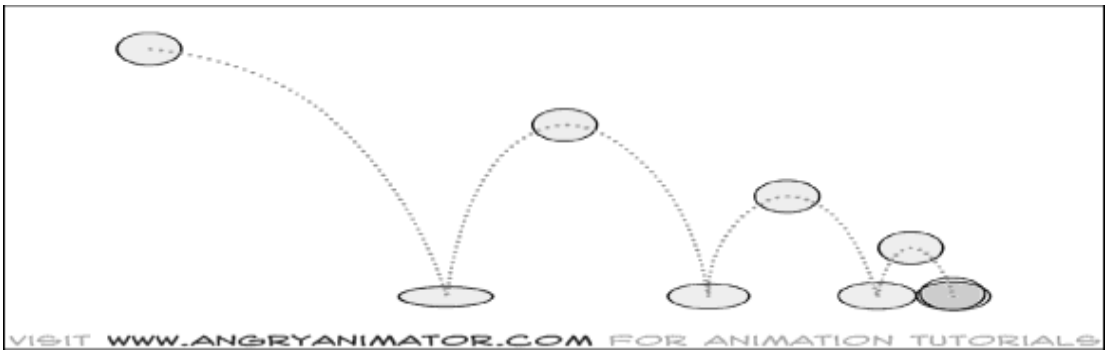
How to animate the ball. The process of animating the ball is straightforward. On a single sheet of paper, draw the arc path that the ball will follow.



On this drawing, tick off the position of each ball on the arc path with an X. Be sure to number them. In feature and tv animation, frames are usually numbered 1,3,5,7,9 and so on. To simplify things here, let's number them 1,2,3,4, etc. For an explanation of why odd numbers are used in animation, see the appendix at the bottom of the page. It's really boring, and should be a really nice cure for insomnia.



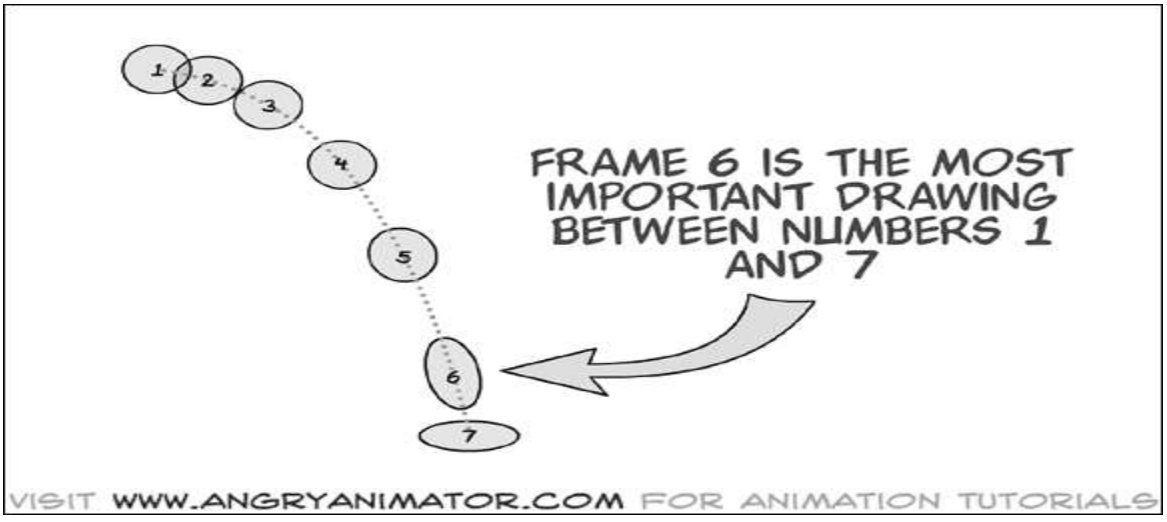
If you have a backlight, then switch it on. Put a clean sheet over the arc path drawing. Now you are ready to begin drawing the "Key" drawings of the animation: the points where the ball is at its most extreme. In this example, its highest and lowest points in the bounce.As you can see, frame 1 is the first and highest point in the sequence. It is therefore an extreme drawing. Frame 7 is the squash drawing where the ball hits the ground. It is also an extreme, as are drawings 12,17,21,25,28 and 31.



On seperate sheets of paper, you should draw the different key frames as named above. If done correctly you should have a series of drawing numbered 1,7,12,17,21,25,28 and 31.Be sure that you write the frame numbers on the top right and bottom right of each drawing. If your drawing is a key frame (as these are) then put a circle around the number.

Place them on the peg bar with the lower numbers on the bottom and the higher numbers on the top. Now you are ready to "roll" the drawings.

How to Roll the drawings:A lot of people working in animation seem to forget how tricky this is. It is a fairly easy skill, it just takes a little practice. Do it slowly at first, as you progress you'll begin to do it instinctively. There are people working in the industry who aren't smart enough to chew gum and fart at the same time, and they can do it. So don't worry. It takes a little time, but you'll get the hang of it.



GOVERNMENT POLYTECHNIC, NANDED

MICRO PROJECT

Academic year: 2019-20

TITLE OF THE PROJECT

2D ANIMATION FOR BOUNCING AND ROLLING BALL DOWN

Program: Information Tech. **Program code: IT 3 I**

Course: AMT **Course code:22024**

Name of Guide:- MR B.K.BOKARE

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Place: Nanded

Date: ……

Subject Teacher	Head of the Department	Principal
MR B.K.BOKARE	MR S.N DHOLE	DR G.V. GARJE

WEEKLY PROGRESS REPORT

TITLE OF THE MICRO PROJECT:- 2D ANIMATION FOR BOUNCING AND ROLLING BALL DOWN

W E E K	A C T I V I T Y P E R F O R M E D	SIGN OF GUIDE	DATE
1ST	Discussion and finalization of Topic		
2ND	Discussion and finalization of Topic		
3RD	Preparation and submission of Abstract		
4TH	Literature Review		
5TH	Collection of Data		
6TH	Collection of Data		
7TH	Collection of Data		
8TH	Collection of Data		
9TH	Discussion and Outline of Content		
10TH	Formulation of Content		
11TH	Editing and 1st Proof Reading of Content		
12TH	Editing and 2nd Proof Reading of Content		
13TH	Compilation of Report and Presentation		
14TH	Seminar		
15TH	Viva-voce		
16TH	Final submission of Micro project		

Sign of the student **Sign of the faculty**

945 HARSH S. ZANWAR **MR B.K.BOKARE**

948 AMAAN KHAN PATHAN

949 MD HIFAZ ALI KHAN

ANEEXURE II

Evaluation Sheet for the Micro Project

Academic Year: 2019-20 **Name of the Faculty: MR B.K.BOKARE**

Course: AMT **Course code: 22024** **Semester: III**

Title of the project: 2D ANIMATION FOR BOUNCING AND ROLLING BALL DOWN

Cos addressed by Micro Project:

A: Formulate grammatically correct sentences.
B: Give presentation by using audio visual aids.
C: Communicate Skillfully.
D: Write reports using correct guidelines.

Major learning outcomes achieved by students by doing the project

(a) Practical outcome:
1) Deliver presentation (seminar) effectivel.

(b) Unit outcomes in Cognitive domain:
1) Prepare the points for computer presentation.
2) Make seminar presentation.

(c) Outcomes in Affective domain:
1) Function as team member.
2) Follow Ethics.
3) Make proper use of computer and Internet

Comments/suggestions about team work /leadership/inter-personal communication (if any)

Roll No	Student Name	Marks out of 4 for performance in group activity (D5 Col.8)	Marks out of 2for performance in oral/ presentation (D5 Col.9)	Total out of 06
945	HARSH S.ZANWAR			
948	AMAAN KHAN PATHAN			
949	MD HIFAZ ALI KHAN			

(Signature of Faculty)

MR B.K.BOKARE

GROUP DETAILS

ROLL NO	NAME	ENROLLMENT NO
945	HARSH S.ZANWAR	1800200119
948	AMAAN KHAN P.	1815660
949	MD.HIFAZ A.KHAN	1815660141

COURSE: AMT

NAME OF GUIDE: MR B.K. BOKARE

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INTRODUCTION

Let's have a rendezvous with the traditional form of animation that marks its presence since the 19th century. Before delving into details, come let us try to know what Animation basically means and deals with. The literal definition of Animation is, the technique of photographing successive drawings or positions of puppets or models to create an illusion of movement when the film is shown as a sequence.

referred to as the quickly 'playing' of a series of frames along a reel of film. This works on the principle of PERSISTENCE OF VISION wherein these images are present on the retina of our eye for just one twenty-fifth of a second!

In this hi-tech age of social networking stealing every bit of our interest and time, Animation has made the mass interactions colorful and lively. Animation has the power to entertain and display data in a way that is intuitive to the user. It adds new dimension to entertainment.

Even the world of comics, which plays an integral part of fun-learning in childhood, is now projected more in animated form.Classic 2D animation can be regarded as a straightforward approach in creating animation in a two dimensional context. It involves drawing each and every frame of each scene painstakingly. Of late, it is not just paper and pencils that animators use to create these animations. Several companies wrestle to mark its product as the best animation software.