

Course Code	DES302
Course Name	Animation and Graphics
Credits	4
Course Offered to	UG/PG
Course Description	This course will take you right through the fundamentals of Graphic Design from photorealism up to the point where fantasy and imagination begins. You will understand usage of the colour wheel. Through actual classroom exercises, you will be able to understand concepts of how to put 3D objects on a 2D paper. Visualise the physical space, create it through the computers, visualising scenes, lighting them, understanding surfaces, materials, animating anything you create, including objects, lights, cameras. Even studying the effects of weather on how you view things. For those who are creative even the sky is not your limit

Pre-requisites

Pre-requisite (Mandatory)	Pre-requisite (Desirable)	Pre-requisite(other)
None		Ability to turn creative ideas into enticing imagery is advantageous.

*Please insert more rows if required

Post Conditions*(For suggestions on verbs please refer the second sheet)

CO1	CO2	CO3	CO4
Be able to Create Digital Art	Understand concepts of Isometric and Orthographic drawings and create them	Modelling 3D Objects	Animating 3D Objects

Weekly Lecture Plan

Week Number	Lecture Topic	COs Met	Assignment/Labs/Tutorial
1 - 2	Visual Chemistry of Colours	C01	Educational Walks 1 & 2
3 - 4	Digital Art / Infographics	C01	Lab Assignments: DA1 to DA7
5 - 6	Principles of Engineering Drawing	C02	Lab Assignments: AC1 to AC5
7 - 8	Isometric Drawing and Perspective	C02	Autocad Project
9 - 10	Modelling of 3d Objects	C03	Lab Assignments: 3d1 to 3d3
11	Surface Mapping of Images and materials - Lighting	C03	

12 - 13	Principles of Animation, Creating Movement Paths , Camera Positioning	C04	Lab Assignments: 3d4 to 3d5

*Please insert more rows if required

Weekly Lab Plan - Not Applicable	
Week Number	Laboratory Exercise
	See above

*Please insert more rows if required

Assessment Plan	
Type of Evaluation	% Contribution in Grade
Mid-term Theory Exam	20
Digital Art Project	10
Assignments	30
Mid Term project	10
End Sem Project	20
Class Participation	10

Resource Material	
Type	Title
Textbook	The suggested text books for the course are:
	Grokking the GIMP: Advanced Techniques for working with Digital Images
	by Carey Bunks
	http://gimp-savvy.com/BOOK/
	3ds Max 8 From Modeling To Animation
	by Boris Kulagin(Author) BPB (Publisher)
	List Price: Rs 240/- ISBN-13: 978-81-8333-201-9
	Advance 3Ds Max 5 - Modeling & Animation

Other reference books are:

by Kulagin(Author) BPB (Publisher)
List Price: Rs 240/- ISBN-13: 978-81-7656-780-0
On-line resources
• 3ds Max 2008 Documentation