**DEVIKTECH**

Curriculum for the course of

BASICS OF ANIMATION

Course Instructor –

**Learning Objectives**

In this course, the graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, refined communication skills, and the adaptability to work within a dynamic animation community. The participant can communicate ideas, believable action, and emotion into a video effectively by employing principles of animation.

**Learning Outcomes**

At the end of the course participants should be able to -

* Stop Motion Animation
* Video Editing
* Motion Graphics
* Basics of 3D Animation
* Communicate ideas, emotions, and intent effectively in visual, oral, and written forms

**Prerequisites**

There are no prerequisites required for the course. But a little knowledge of programming and high school mathematics is a benefit for candidate.

**Schedule**

|  |  |  |  |
| --- | --- | --- | --- |
| **No** | **Topic** |  | **Total hours** |
| 1 | 12 principles of animation |  | 2 |
| 2 | Stop Motion Animation/Pixilation |  | 3 |
| 3 | Introduction of Adobe premiere |  | 2 |
| 4 | Video Editing Project |  | 5 |
| 5 | 3D Maya Introduction |  | 2 |
| 6 | 3D Maya Animation |  | 26 |
| 7 | Final Project |  | 8 |

**CURRICULUM**

1. **Introduction**
2. What is Animation?
3. 12 Principles of Animation
4. **Stop Motion Animation**
5. Drawing frames for the given situations
6. The shooting of the situations
7. Presentation of the whole video

**Final Submission of the whole project**

1. **Introduction of Adobe premiere**
2. Installation of software
3. The Interface Tour of Adobe Premiere
4. **Video Editing**
5. Concept Discussion for advertisement
6. Finding Footages/Shooting
7. Footages/Shooting part2
8. Compiling Whole Video
9. Finalization of the advertising video

**Final Submission of the whole project**

1. **3D Autodesk Maya Introduction**
2. Installing Software
3. The Interface Tour of 3D Maya
4. **3D Maya Animation**
5. Bouncing Ball
6. Ball with Obstacles
7. Tail Overlap Animation

Parts included in the above :

* Draw Frames
* Storyboard
* Blocking in 3D Maya
* Blocking Plus
* Splinning
* Rendering

**Final Submission of the whole project**

1. **Final Project**