

Curriculum for the course of

BASICS OF ANIMATION

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.

Schedule

Topic	Total Classes
1. 12 principles of animation -	2 Classes
2. Stop Motion Animation/Pixilation	3 Classes
3. Introduction of Adobe premiere	2 Classes

4. Video Editing Project	5 Classes
5. 3D Maya Introduction	2 Classes
6. 3D Maya Animation	26 Classes
7. Final Project	8 CLasses
Total Class:- 48	

CURRICULUM

1. Introduction

- a. What is Animation?
- b. 12 Principles of Animation.

2. Stop Motion Animation

- a. Drawing frames for the given situations
- b. The shooting of the situations
- c. Presentation of the whole video

Final Submission of the whole project

3. Introduction of Adobe premiere

- a. Installation of software
- b. The Interface Tour of Adobe Premiere

4. Video Editing

- a. Concept Discussion for advertisement
- b. Finding Footages/Shooting
- c. Footages/Shooting part2
- d. Compiling Whole Video
- e. Finalization of the advertising video

Final Submission of the whole project

5. 3D Autodesk Maya Introduction

- a. Installing Software
- b. The Interface Tour of 3D Maya

6. 3D Maya Animation

- a. Bouncing Ball
- b. Ball with Obstacles
- c. 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

7. Final Project