

2019-2020

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Raja Mansingh Tomar Music & Arts University, Gwalior (M.P)

Scheme (C.F.A) Certificate Course (3D Animation) Regular (One Year Program)

S.No	Section – A Subject Nature Core Courses (Main Subject)	Subject Code	Total Marks Percentage	Passing Minimum Marks Percentage
	THEORY CORE – 1			
1.	History of Animation – Part – I	C1 – CFA – 201	50	17
	PRACTICAL CORE – 2			
2.	Photo Editing / Drawing	C2 – CFA – 202	50	17
3.	3D Animation	C2 – CFA – 203	50	17
TOTAL			150	

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Raja Mansingh Tomar Music & Arts University, Gwalior
(C.F.A) Certificate Fine Arts (3D Animation) Theory
History of Animation - Part - I

Subject Code	Total Marks Percentage	Passing Minimum Marks Percentage
C1 - CFA - 201	50	17

History of Animation

- Introduction & History of Animation, Modern Age, Principle of Animation.

Introduction of drawing & Sketching

- Introduction & history, types of drawing
- Free drawing, geometrical drawing, representational drawings, contour drawing, gesture drawing, nature drawing, object drawing.
- Observation of a scene, object & environment
- Line, type of lines, straight, curved, converging, dotted, zigzag, soft and hard lines.
- Definition of colors, classification of colors: - primary colors & secondary colors.
- Tone: - Light tone, middle tone, dark tone, shadow & Depth
- Texture
- Space
- Introduction to the equipment (tools)
- Polygon:- Circle, square, rectangle, triangle, cylinder, Line Drawing, object study, Eye level
- Angle view: - Front & Back view, Top & Bottom view, Side view (Right & Left)
- 2D & 3D Drawing


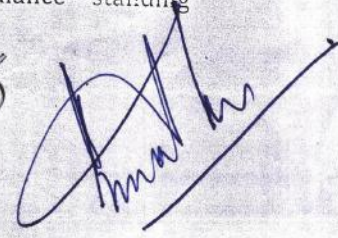
Drawing from Objects

- Elementary perspective: - H.L - V.P, 1 point, 2 point, 3 point perspective
- Object Drawing: - Drawing form, geometric forms,
- Study from man-made objects
- Projections

Human anatomy

- Study of human forms, general forms and gesture, drawing from cast & figure - light and shades, basic properties, Balance - standing still or motion - perspective.

Introduction and Importance of Story Boarding

- The art of story boarding
 - Story development
 - Character designing and development
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- Script Writing
 - ✓ Types of Script
- Camera Angle
- Timing / Spacing
- Dialog Delivery - audio and video
- Ideas of Visual concept

Image & 2D Editing Software (Basic)

- Introduction & History, Definition, About the Software, Principles of design, role of image in animation, definition of raster graphics, understanding pixel and resolution, file format & operation, Application of Adobe Photoshop in raster graphics design, size of the canvas as per requirement - print / 2D Animation
- Basic selection tools, layers, dodge and burn tools, brushes, filters, channel, color correction, color modes, layer mask, raster mask, vector mask, compositions, edit Photoshop, trick photos, mate painting, digital paintings.

3D Animation

- History & Introduction, Definition, About the Software, Layout

Fields

- Modeling
 - Tools, Shortcuts.
 - Surface Modeling
 - ✓ Primitives gurun, cowboy hat, pocket watch,
 - ✓ Objective modeling, Background modeling
 - Polygon Modeling
 - ✓ Objective Modeling
 - ✓ Background Modeling
 - ✓ Organic Modeling
- Texturing
 - Texturing and Uses of texturing, how to create Texture
 - Basic color on object, Lambert, blin, Phong & Phong E, Basic of assign materials, UV unwrapping, UV mapping, Create textures in Photoshop, assign texture on objects, on B.G. Models, organic & inorganic models.

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• **Lighting & Rendering**

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- About Lighting & Rendering
- Types of Lighting
- Software & Mental ray rendering & lighting
- Physical sun and sky
- Image based lighting

• **Animation**

- ✓ ○ Principle of Animation
- Ball animation
- Walk cycle, walk animation

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