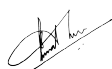


B.F.A. IIIrd Year (Animation) - SCHEME

Paper	Time (In Hours)	Size	Ext. Marks	Midterm/CCE	Total
THEORY (FOUNDATION)					
1. Hindi Language & Moral Value	03	--	30	5	35
2. English Language	03	--	30	5	35
3. Basic of Computer	03	--	20	5	30
THEORY (SUBJECT)					
1. History of Art	03	--	80	20	100
2. Acting for Animation	03	--	80	20	100
PRACTICAL					
1. FIGURE ANALYSIS – MORPHING, CHARACTER DESIGN	18	¹ / ₂ Imperial	80	20	100
2. VISUAL DEVELOPMENT, SEQUENTIAL NARRATIVE & DIGITAL LAYOUT PAINTING	18	¹ / ₂ Imperial	80	20	100
3. 2D APPLICATIONS	18		80	20	100
4. 3D MODELING & RIGGING, ANIMATION & LEICA REEL	12		80	20	100
TOTAL					700



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B.F.A. IIIrd Year (Animation) - Practical

1. FIGURE ANALYSIS – MORPHING, CHARACTER DESIGN

Morphing object, shapes, and alphabets. Lip synch principles, Lip Synchronization – Use Exposure sheet, Caricature, Animating clothing, Character designing, Features of a character, Types/Kinds of characters, Designing props and assets of character, Creating turnarounds/Character model sheets, Blueprints, Character size comparison charts, Character attitude poses, Clay sculpture

2. VISUAL DEVELOPMENT, SEQUENTIAL NARRATIVE & DIGITAL LAYOUT PAINTING

Animation- dialogue and design, Beat boards and character sketches Storyboard pitches, Exterior study with painting (outdoors), effect of light on mood, layout with vertical panning, layout with horizontal panning, BG layout with color of interior. Multi-plane layout, Layout package, and labeling, Case Study of movies – Study the layouts & style of the following movies. Introduction to advanced concept art. Create television storyboards & sequences of feature storyboards using professional terminology & templates.

3. 2D APPLICATIONS

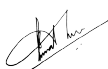
Introduction and Workflow Theory, Paperless Drawings and Color Management, Use of Camera and Pegs, Symbol Based Animation.

PHOTOSHOP - Horizontal Pans and Working with Underlay and Overlays, TOONBOOM ANIMATE PRO - Camera moves & Compositing effects, Introduction to Cut-Out Animation, Cut-Out character break-down and rigging & Cut-Out animating, FLASH - Motion Twins and Shape Twins & 3D Transformation - Inverse Kinematics

4. 3D MODELING & RIGGING, ANIMATION & LEICA REEL

Introduction to Maya and 3ds max. 3D Modeling Interface, use of mouse and keyboard, basic tools to be used in creating polygonal shapes and models. Descriptions of polygons, and the elements that make up a polygon in Maya, such as vertices, edges, faces, and UVs. Overview of file keeping, saving files and workspace views. Moving, scaling, rotating and placement of objects in the 3D environment. 3D character modeling, environment modeling, fur, hair, Flag stimulation, Character Rigging, Texturing, Lighting, Rendering.

SUGGESTED READING



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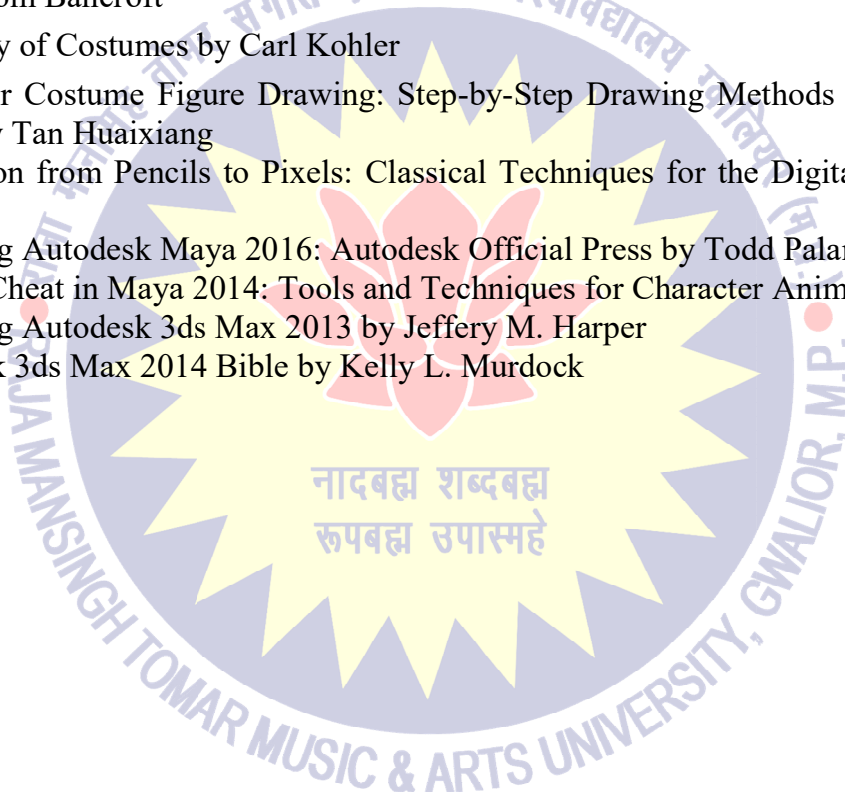


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1. Dream Worlds: Production Design for Animation by Don Hahn
2. Setting the Scene: The Art & Evolution of Animation Layout
3. Layout & Composition for Animation by Ed Ghertner
4. How to write for animation by Jeffrey Scott
5. Digital Modeling by William Vaughan
6. Maya Character Creation: Modeling and Animation Controls by Chris Maraffi
7. Rig it Right! Maya Animation Rigging Concepts by Tina O'Hailey
8. Character Design from the Ground Up: Make Your Sketches Come to Life by Kevin Crossley
9. Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels by Tom Bancroft
10. A History of Costumes by Carl Kohler
11. Character Costume Figure Drawing: Step-by-Step Drawing Methods for Theatre Costume Designers by Tan Huaixiang
12. Animation from Pencils to Pixels: Classical Techniques for the Digital Animator by Tony White
13. Mastering Autodesk Maya 2016: Autodesk Official Press by Todd Palamar
14. How to Cheat in Maya 2014: Tools and Techniques for Character Animation by Kenny Roy
15. Mastering Autodesk 3ds Max 2013 by Jeffery M. Harper
16. Autodesk 3ds Max 2014 Bible by Kelly L. Murdock



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B.F.A. IInd Year (Animation) – Syllabus – Acting for Animation – Paper – II

UNIT - I

History of Acting

UNIT - II

Stage Actor Versus Animator, Illusion of life vs. Moving Illustration.

UNIT - III

Seven Essentials Acting Principles, Animation Dialogue

UNIT - IV

Movement & Body Language. Importance of Body Language.

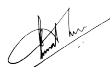
UNIT – V

Character Tempo & Rhythm

SUGGESTED READING

Acting for Animation by Ed Hooks

नादबद्ध शब्दबद्ध
रूपबद्ध उपास्महे



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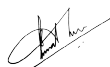


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B.F.A. IVth Year (ANIMATION) - SCHEME

Paper	Time (In Hours)	Size	Ext. Marks	Midterm/CCE	Total
THEORY (SUBJECT)					
1. History of Art / Aesthetics	03	--	80	20	100
2. VISUAL EFFECTS, DIGITAL COMPOSITING MOTION CAPTURE	03	--	80	20	100
PRACTICAL					
1. STOP MOTION SET & CHARACTER DESIGN	18	½ & Full Imperial	80	20	100
2. STOP MOTION ANIMATION	18	नादब्रह्म शब्दब्रह्म रूपब्रह्म रपास्महे	80	20	100
3. VISUAL EFFECTS	18		80	20	100
4. PROJECT 3D SHORT FILM PROJECT	12	50 Pages (minimum) A4 Size & Show reel	80	20	100
TOTAL					600

B.F.A. IVth Year (ANIMATION) - Practical



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1. STOP MOTION SET & CHARACTER DESIGN

Types of stop motion animation, set creation for different types of stop motion, character construction for stop motion. Camera and light set up.

2. STOP MOTION ANIMATION

Make a short film in various type of stop motion animation.

3. VISUAL EFFECTS

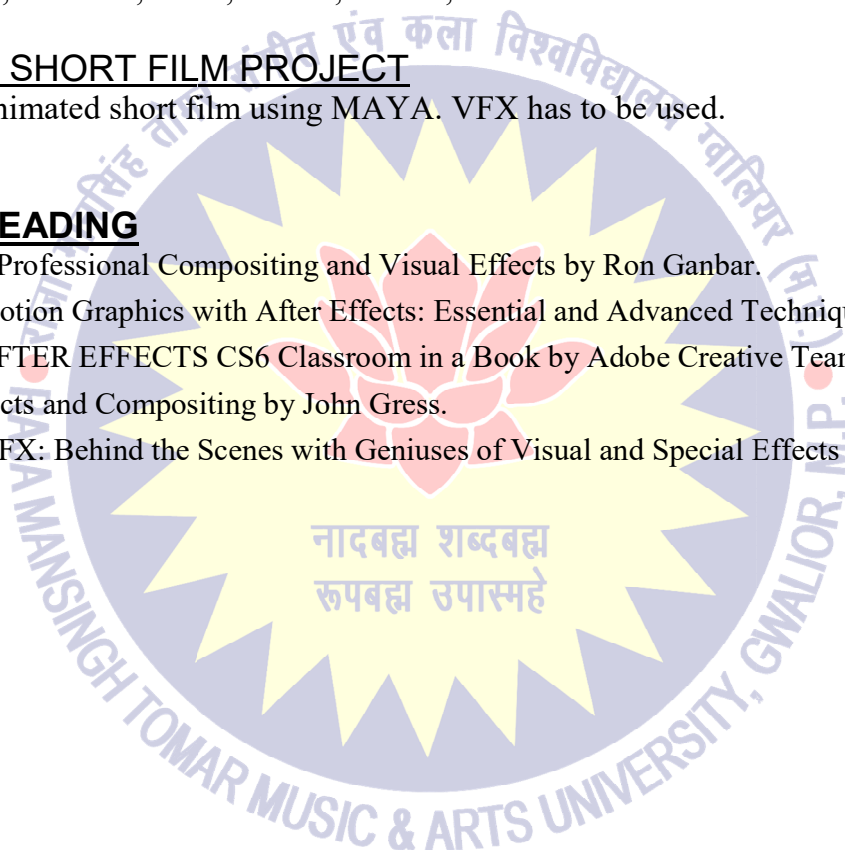
After Effects, Pf Track, Nuke, Fusion, Mocha, Real Flow

4. PROJECT 3D SHORT FILM PROJECT

Make a 3d animated short film using MAYA. VFX has to be used.

SUGGESTED READING

1. Nuke 101: Professional Compositing and Visual Effects by Ron Ganbar.
2. Creating Motion Graphics with After Effects: Essential and Advanced Techniques by Chris Meyer.
3. ADOBE AFTER EFFECTS CS6 Classroom in a Book by Adobe Creative Team.
4. Visual Effects and Compositing by John Gress.
5. Masters of FX: Behind the Scenes with Geniuses of Visual and Special Effects by Ian Failes.



B.F.A. IVth Year (Animation) – Syllabus – VISUAL EFFECTS, DIGITAL COMPOSITING MOTION CAPTURE – Paper – II

UNIT - I

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Intro to the Motion Picture/VFX Pipeline. What is movie making & VFX? Principles of motion picture & VFX. Origins of Visual Effects & VFX concepts. Structure of Digital Images –The Pixel, Grayscale Images, Colour Images & Four Channel Images. Different of Visual & Special effects, Image Resolution, Image Aspect Ratio, Pixel Aspect Ratio, Display Aspect Ratio, Bit Depth, Floating Point, Photographic Images vs. Graphics.

UNIT - II

The tools of Cinematography – The frame, the lens, light and colour, texture, movement, establishing, point of view. Shooting methods – What is cinematic, the frame, cinema as a language, master seen method, coverage, overlapping or triple take method, free form method

UNIT - III

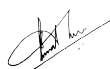
Cinematic Continuity – Shooting for editing, Types of continuity, The prime directive, screen direction, issues in continuity, types of cuts – Content cut, action cut, POV cut, Match cut, conceptual cut, zero cut .Camera Movement – Types of moves, Moving shots, camera mounting, the crab dolly, cranes, car shots, aerial shots, other types of camera mounts

UNIT - IV

Rotoscoping, Motion Tracking & 2D Match moving – The golden rules of roto, Types of 2D motion tracking, comparing good & bad tracking targets & 2D motion tracking applications. How 3D CGI is created & its applications. 3D motion tracking & its applications.

UNIT - V

Compositing –Compositing Applications, Layer Based Compositors, Nodal Based Compositors, Keyer Types & Concepts. Different between live action & CGI. What is Blue screen & Green screen? & their use in VFX. Methods of warping & morphing



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