

Raja Mansingh Tomar

Music & Arts University,

Gwalior, Madhya Pradesh

B.F.A. Animation

Scheme / Practical / Syllabus

2022 - 2023

B.F.A. Ist Year - FINE ARTS (Applied / Animation / Painting / Sculpture) - SCHEME

Paper	Time (In Hours)	Size	Ext. Marks	Midterm/CCE	Total
THEORY (SUBJECT)					
1. History of Art	03	--	70	30	100
2. Fundamental of Art	03	--	70	30	100
PRACTICAL					
1. Drawing	03	¼ Imperial	70	30	100
2. Painting / Composition	06	¼ Imperial	70	30	100
3. Applied Art	06	¼ Imperial	70	30	100
4. Sculpture	06	8"X10"	70	30	100
TOTAL					600

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Animation
RMT University, Gwl

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Assistant Professor Fine Arts &
Music Department
DDU Gorakhpur University,
Gorakhpur

Dr. Sonali Jain
Principal
Rahini College of Art &
Design, Mhow, Indore

B.F.A. Ist Year (FINE ARTS) - PRACTICAL

1. DRAWING

Man Made Object and Subject related to nature (Animal, Birds, and Vehicle Etc.)

2. PAINTING / COMPOSITION

Painting	-	Still Life & Nature Study
Composition	-	Animal, Birds, and Human Figure, Antique study in pencil

3. APPLIED ARTS

Roman Alphabets	-	Serif, San-serif (English), Gothic Style of lettering.
Devnagri Letters	-	Hindi and Script Writing.

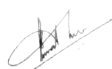
04. SCULPTURE

Decorative and Geometrical design (Relief), Human body parts (Nose, Eye and Ears)
Simple Composition with the use of human Figures and other forms (Nature, Animals, Birds)

NOTE

1. Make 05 Sheets / Work each on each subject Topic.
2. Use Poster & Water Color in Drawing & Painting Subject.
3. Use Pencil & Pencil Color in Composition Subject.
4. Use Clay & P.O.P in Sculpture Subject.

- Work done in the class during the college / University hours shall be accepted for submission.
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History of Art : Paper -1 (Pre- Historic Age to Pre Medieval)

Indian Art

UNIT-I

Prehistoric art – Rock Painting, Scraper tools , Fossils , Paleolithic , Mesolithic and Neolithic . The Quest of pre- Historic Paintings, Bhim Baithka Caves, Mirzapur, Raigarh, Pachmari, Hoshangabad. Subject matter and Style of Prehistoric Art. The Importance & Peculiarities Of Prehistoric Art. The Technique Of Prehistoric Art.

UNIT – II

Indusvalley Cvillzation – Harrapa & Mohenjodaro, Sculpture- Lime Stone, Torso, Beonze Dancing Girl, Seals, Terracotta- Mother Goddesses, Pottery & Jewellery.

UNIT – III

Buddha Period- Jogimara Caves, Painting Of Jogimara Caves.

Mauryan Empire- Pirrar Inscriptions, Sarnath Capital, Yaksha Figures, Lomarda Rishi Cave, Animal Gnving, Teriacoda

Sung- The Bharhut Stupa, Saachi Stupa , Stupas And Toranas, Sculpture And Panting. Relif Medallion Mirga Jataka Vihara And Chaityas (Karle And Bhaja)

Western Art

UNIT – IV

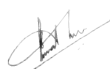
Rock Paintings Of Paleolithic and Neolithic Period with Special Reference To Europe Altamira (spain) Lascaux (France)

UNIT- V

Egyptian Art – Architecture & Painting .

Greek Art - - Architecture, Sculpture, Painting And Minor Art.

Roman Art - - Architecture, Sculpture, Painting Art.



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B.F.A. Ist Year (FINE ARTS) – THEORY (Fundamental of Art – Paper - II)

UNIT – I

What is art, Definition of Art, Importance and aim,
06 Limbs of Paintings.

UNIT – II

Elements of Art (Line, Form, Colors, Tone, Texture and Space).
Bifurcation of Art

UNIT – III

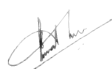
Theory of Composition (Unity, Harmony, Balance, Dominance, Rhythm, Proposition).
Creative Process (Observation, Perception, Imagination, Expression)

UNIT – IV

Perspective
Definition of Sculpture, Main Characteristics of Ancient Indian Sculpture

UNIT – V

Drawing and Rendering (2D and 3D Rendering)
Source of Indian Art with special reference to – Vishnu Dharamuttar, Puran's, Chitrastutam chapter



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THEORY (SUBJECT)					
1. History of Art	03	--	70	30	100
2. History of Animation	03	--	70	30	100
PRACTICAL					
1. FIGURE ANALYSIS, LIFE DRAWING & DYNAMIC ANATOMY.	18	Full Imperial	70	30	100
2. PRINCIPLES OF ANIMATION, ACTION ANALYSIS	18	Full Imperial	70	30	100
3. STORY DEVELOPMENT & DIMENSIONAL DRAWING, ANIMATION & LAYOUT	18	Full Imperial	70	30	100
4. INTRODUCTION TO DIGITAL TOOL	12		70	30	100
TOTAL					600

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

1. FIGURE ANALYSIS, LIFE DRAWING & DYNAMIC ANATOMY

Human Anatomy: Anatomy of different age groups (Babies, Kids, Teens, Young Adults, and Aged). Basic Proportions, Basic understanding of the skeletal and muscle system, Human forms in perspective. Male and female anatomy. Body Structure .Proportion and construction of body parts (Torso, Face, Eyes, Nose, Ears, Mouth, Hand, Feet etc.) Motion analysis, Study of poses. Anatomy of animals, birds, reptiles. Body structure: Basic forms, Proportion, and construction of body parts: head, legs, tails. Use of perspectives while drawing animals, birds, reptiles, and Insects. Understanding motion and grace.

2. PRINCIPLES OF ANIMATION, ACTION ANALYSIS

Twelve Principles of Animation (Timing, Ease In and Out (or Slow In and Out), Arcs, Anticipation, Exaggeration, Squash and Stretch, Secondary Action, Follow Through and Overlapping Action, Straight Ahead Action and Pose-To-Pose Action, Staging, Appeal, Personality) .

Arcs of motion, hook-up, & in-between, wave principal, S & C curve, follow through, & overlap Action. Posing and Gesture, blocking performance through thumbnails. Rough in-between, key frames. Character design & Character rotation. Turn around character developed both human & animal. Hook-up, In-between, Wave principal, S and C, Posing and Gesture curve

Mannequin for animation using basic shapes, Principles of the anthomorphic walking character, Extension and Application of Animation concepts, Create mouth shapes that synchronize with supplied dialogue.

Anthomorphic Walking Character , Walk Cycle, Head Turn and Lip Sync, Flour Sack Assignment, Animate flour sack, Output using line test camera.

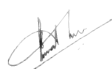
3. STORY DEVELOPMENT & DIMENSIONAL DRAWING, ANIMATION & LAYOUT

Analysis in Visual Storytelling, Fundamental Elements of Story, Storyboards - Layout Analysis, Color Analysis, Lighting Analysis. Principles of Composition, Perspective, Camera - Position /Angles, Types of Layout, Level separation (Foreground, middle ground, background).

4. INTRODUCTION TO DIGITAL TOOL

Introduction to hardware and software - Digital asset management and directory structure, Pros and Cons of Digital Animation, Digital vs. Analogue, Screen resolution: NTSC, Wide-screen, PAL

ADOBE PHOTOSHOP - Introduction to Photoshop, Using Layers, Using the scanner, Raster vs. Vector graphics, RGB vs. CMYK, Output formats and file compression, Additional tools and workflows, Using Alpha Channels and Layer Masks



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FLIPBOOK - Shooting, Timing, Scrubbing, Light Bulb feature, Cycle, Exporting, Coloring, Exporting Frames

TOONBOOM STORYBOARD PRO - Introduction to Storyboard Pro, Introduction to Animate Pro, Paperless traditional animation, Additional tools and work-flows, Working with textures, pegs and interpolation, Multi-plane backgrounds, Camera moves.

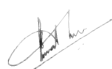
ADOBE FLASH – Make a sequence using flash.

ADOBE PREMIERE - Introduction to Premiere Pro, Scene editing and transitions, Working with sound

SUGGESTED READING

1. Animation from Pencils to Pixels: Classical Techniques for the Digital Animator by Tony White
2. Adobe Flash Professional CS5 Bible by Todd Perkins
3. Animate to Harmony: The Independent Animator's Guide to Toon Boom by Adam Philips
4. Color by Betty Edwards
5. Animation Survival Kit by Richard Williams
6. Carton Animation by Preston Blair
7. Timing for Animation by Harold Whitaker
8. An Atlas of Animal Anatomy for Artists by W.Ellenberger
9. Animal Anatomy for Artists: The Element of Form by Goldfinger
10. Adobe Photoshop CS6 Bible by Lina Danae Dayley
11. Animate to Harmony: The Independent Animator's Guide to Toon Boom by Adam Phillips
12. The Animation Book: A Complete Guide to Animated Filmmaking--From Flipbooks to Sound Cartoons to 3- D Animation by Kit Laybourne
13. Perspective Drawing Handbook by Joseph D Amelio
14. Film Directing: Visualizing from Concept to Screen (Michael Weiese Production) by Steven Katz
15. Five C's of Cinematography Motion Picture Filming Techniques by Joseph V. Mascelli
16. An Atlas of Anatomy for Artists by Fritz Schider, Anatomy & Drawing by Victor Perad.

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B.F.A. IInd Year (Animation) – Syllabus – History of Animation – Paper – II

UNIT - I

Pre-Cinema Visual Entertainment-puppets, magic lantern, comics, "The Persistence of Vision," flipbooks, the thaumatrope, the phenakistoscope, the zoetrope, Emile Reynaud and his Praxinoscope, the significance of the shutter to motion pictures. The Mechanics of Motion Pictures and the First Films, Legendary Women in Animation, Early Stop Motion Animation.

UNIT – II

Walt Disney's Beginnings - The Silent Era, MGM, Warner Brothers, Dream Works. The History of Indian Animation, Brief History of Russian Animation and Japanese Animation. Recent International Animation: Major Figures & Films – Ratatouille, Ice Age, Shrek, Up, Wall-E, Chicken Run, One Punch Man, Dragon Ball Super, Toy Story, How to Train Your Dragon, Shingeki no Kyojin, Inside Out, The Polar Express, Chota Bheem, The Tale of Princess Kaguya

UNIT – III

Twelve Principles of Animation (Timing, Ease In and Out (or Slow In and Out), Arcs, Anticipation, Exaggeration, Squash and Stretch, Secondary Action, Follow Through and Overlapping Action, Straight Ahead Action and Pose-To-Pose Action, Staging, Appeal, Personality) . Arcs of motion, hook-up and in-between, wave principal, S and C curve, follow through and overlap Action.

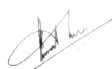
Proportion, Balance, Weight and Silhouette, What is Arc of movement? Its uses. Its importance in animation. Basic Principals of Animation in relation with walk cycle - Timing, staging, arc of motion, mass, and weight, center of mass, path of action, squash, and stretch

UNIT – IV

Different types animation - Rough in-between, key frames, (pose to pose) and straight-ahead animation, Principles of the anthropomorphic walking character. Character Types and their responses to aging. Types of Animation – Types of Animation, cell/paper animation, digital Animation, 3d Animation, puppet Animation, Clay Animation etc. Intro and Workflow Theory. Differences between Paperless Animation and Traditional Animation.

UNIT – V

Computer graphics; Definition of Computer graphics, Introduction to Raster & Vector Graphics, 3D computer graphics, Pixel, Resolution, Render, Anti-aliasing. Color Theory & Modes; Color Models (Additive Primary Colors & Subtractive Primary Colors), Color Modes; RGB, CMYK, Grey Scale, Indexed Color, etc., Primary color, Secondary & Tertiary Color, warm & cool color. Term definition: Hue, Saturation, tint, Brightness, Tone, Shade, Chrome.



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