

Dr. A. G. D. Bendale Mahila Mahavidyalaya, Jalgaon
Department of Computer Science

Course Name
Diploma in Animation

This diploma course will provide a foundation in the fundamentals of Artistic Design, Digital Content Creation and Portfolio Development. This course will help to gain skills in computer graphics and animation. Prepare for creative careers. Build a career in animation, graphics, and print & publishing.

This diploma graphic design and multimedia courses train you in understanding how images, symbols, words and letters together can be used as an effective means of communication and portray the appropriate message.

The contents of this Diploma course are dynamic and are based upon the industry trends.

Structure of Course

Module – I	CG and Fundamental of Computer Animation	100 Marks
Module– II	Advance Flash Animation & Particle Illusion	100 Marks
Module– III	Practical Based on Module –I & Module - II	100 Marks

Sr. No	Papers	Credit	Hours for Credit	Total	Total Marks
1.	Module- I	6	15	90	100
2.	Module- II	6	15	90	100
3.	Module - III	8	15	90	100

Objectives

The objectives of Diploma Courses shall be as follows :-

- To familiarize the students with various software approaches and techniques of Computer Graphics and Advance Animation Technology.
- To develop competencies and skills.
- Exploring different approaches in computer graphics and animation.

Duration

These three Modules of course is excepted to complete in 1 year

Medium of Instruction

The medium of instruction for the course shall be English.

Eligibility

Higher Secondary School Certificate (10+2) or its equivalent Examination

Intake Capacity

This course has intake capacity of 60 student

Course Mode

This course will be conducted as Part Time course

Detail course content of the certificate courses is as follows -

Diploma in Animation

Module - I

CG and Fundamental of Computer Animation

Unit I

Art Lecture - Drawing **Fundamentals, Basic Shapes Circle, Square , Triangle.** Skills that you will acquire are: Understanding Basic Shapes and Forms, Line Quality and Shading, Contour Drawing, Gesture Drawing, Modeled Drawing, Mechanical vs. Visual Perspective

(Lectures 15)

Unit II

Understanding the Graphics media, Use of Graphics media in Industries , Application of Graphics media in Industries , Expanding world of print and visual media by providing you a detailed insight on graphic and animation, Different software available for graphics designing..

(Lectures 15)

Unit III

Anatomy Drawing – Human and animal Character Designing layout designing. The only way to take your figure drawings up to the next level is to understand anatomy. This Unit will help you do just that. The bone structure and advance into muscle structure

(Lectures 15)

Unit IV

Introduction to Adobe Illustrator: Introduction to Adobe Illustrator, work area and workspaces and tools. Opening files, importing art work, viewing art work, rulers and grids, Drawing in Illustrator, drawing lines and shapes, pencil tool, pen tool, editing drawing, tracing, symbols, colouring, applying colours, swatches, adjusting colour and colour settings.

(Lectures 15)

Unit V

Painting with Illustrator, fills, strokes, brushes, transparency, blending, gradient, meshes and color blending. Selecting, transformation, scaling, grouping, reshaping, cutting, blending of object, creating 3D object, text and typing, special effects, filters, shadows, glow, feathering graphic styles.

(Lectures 15)

Text Books:

1. Experimental animation: an illustrated anthology Robert russett and Cecile Starr.
2. The Everything Drawing Book: From Basic Shapes To People and Animals by Helen south
3. A guide to learn Adobe Illustrator

Reference Books:

1. Adobe Illustrator CC Classroom in a Book (2015 release)
2. Fundamentals of Computer Graphics by Erik Reinhard, Kelvin Sung, Michael Ashikhmin,

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Module - II

Advance Flash Animation & Particle Illusion

Unit I

Review of Flash – What you learn before

Flash workflow & Workspace, Introduction to flash, Workspace overview, Customize the workshop using the stage and tools panel, Introduction to timeline, Using Flash panels, Property inspector Library panel, Movie explorer, History panel, Color panel, Working with Flash documents: Introduction to flash files, Create or open a document and set its properties, View a document when multiple documents are open. **(Lectures 15)**

Unit II

Working with Filter : Drop Shadow, Blur, Glow, Bevel., Adding and Formatting Static Text Tool. , Working with different Graphics Format. , Identifying the Development Cycle. Using Frames, Key Frames, and Blank Key Frames. Creating Motion Tween and Shape Tween. Using Frames, Key Frames, and Blank Key Frames.

Unit III

Working with Action Script: Introduction to action script , mode of action script in flash, expert mode , basic mode, elements of action scripts, where to apply action script, how to write action script, Creating button in flash, assigning action to button, controlling movie with action script. Various scripting effect **(Lectures 15)**

Unit IV

Particle illusion: Introduction to particle illusion, learning effect builder of particle illusion, studying various effects present in particle illusion, making new effect in particle illusion. **(Lectures 15)**

Unit V

Combining Particle illusion effect with Flash: making flash movie with lots of particle illusion effects, Adding sound to flash movie, working with Video in flash, making advertisement in flash **(Lectures 15)**

Text Books:

1. Adobe Flash Professional CS5 Classroom in a Book (Author: Adobe Creative Team) Adobe Press.
2. Flash + after effects by Chris Jackson (Focal press publication).

References:

1. Flash character animation: applied studio techniques By Lee Purcell (Sams publishing).
2. Adobe Flash Catalyst CS5 Classroom in a Book (Author: Adobe Creative Team).

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Module - III

Practical [LAB 1 and LAB 2]

1. Draw anatomy of human and animal.
2. Drawing of object with all drawing concept you have learn.
3. Create Background for animation using Adobe Illustrator
4. Create Visiting Card / Greeting in Adobe Illustrator
5. Complete walk cycle in Flash (walking animal or human)
6. Simple flash movie with button control (Start , Stop and Play button)
7. Importing Sound and Video in Flash
8. Creating Multimedia presentation in Flash
9. Understanding particle illusion effect
10. Use particle illusion effect in Flash movie
11. Small project in Flash (Advertise , cartoon film, presentation)



Head

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