

Swami Ramanand Teerth Marathwada University Nanded

BA (Computer Animation and Web Designing)

Second Year

Syllabus of

Semester III and IV

2010-11

Swami Ramanand Teerth Marathwada University, Nanded
B.A. (COMPUTER ANIMATION & WEB-DESIGNING)
DRAFT SYLLABUS 2010-11
2nd Year

BAAW		3rd Semester					
Subject	CODE	A		B			Total
		Theory		Practical			
		Theory	Internal	Practical	Int.	Ext.	A+B
Total							450
1. Compulsory English	BAAW 3.1	40	10				50
2. Character Design	BAAW 3.2	40	10	0	25	25	100
3. BG/Prop Design	BAAW 3.3	40	10	0	25	25	100
4. Web Design	BAAW 3.4	40	10	0	25	25	100
5 Project: (Practical)	BAAW 3.5	NA	NA	0	50	50	100

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B.A. (COMPUTER ANIMATION & WEB-DESIGNING)
DRAFT SYLLABUS 2010-11
2nd Year

BAAW		4th Semester					
Subject	CODE	A		B			Total
		Theory		Practical			
		Theory	Internal	Practical	Int.	Ext.	A+B
Total							450
1. Compulsory English	BAAW 4.1	40	10				50
2. Rigging and Animation	BAAW 4.2	40	10	0	25	25	100
3. Traditional Animation Principles	BAAW 4.3	40	10	0	25	25	100
4. Character Animation	BAAW 4.4	40	10	0	25	25	100
5. Project I: Animated Short Film	BAAW 4.5	NA	NA	0	50	50	100

Swami Ramanand Teerth Marathwada University, Nanded

BA (Computer Animation and Web Designing)

Second Year:

Semester III

BAAW 3.1: Compulsory English

Total Marks: 50

Description Radiance

As per the syllabus prescribed by SRTMU. Nanded for the II year III sem of Degree courses like B.A, B.com .BSC

BAAW 3.2: Character Design

Total Marks: 100

Description: In this section students are required to understand the fundamentals of designing a character based on the character description of a sample script. They need to convert the character concept into a three dimensional CG character using a 3d software like 3DMax or Maya.

Course Details:

- 1) Intro to character design
- 2) Model a character in 3d Software and Texturing using Photoshop
- 3) Make a turntable animation for the final portfolio.

Software used: 3DMax or Maya, HeadsUV and Photoshop

BAAW 3.3 : BG/Prop Design**Total Marks : 100**

Description: A Background is a composition of various elements of 3D as per the requirement of the scene. A scene is composed of Background and its elements called props which are objects and entities found in real world e.g weapons, vehicles, elements other than main characters.

Course Details:

- 1) Create 2BG scenes based on the story by Modeling and Texturing
- 2) Create all props from the story by Modeling and-Texturing
- 3) Create CG lighting and Render the complete scene.

Courseware: To be provided by DASA

BAAW 3.4: Web Design**Total Marks: 100**

Description: A web site is a collection of documents and files that can be viewed in a web browser program. A typical web site consists of pages, called web pages. These pages can contain text and multimedia elements such as images, video, audio or animation embedded.

Course Details:

- 1) Learn how to use Photoshop and Dreamweaver.
- 2) Designing web pages in Photoshop and applying links in Dreamweaver.
- 3) Uploading images on internet.

BAAW 3.5 Project: (Practical)**Total Marks: 100**

Students are needed to create small presentation film on either of the two subjects of character design, BG/Prop Design as part of there final portfolio submission. This will be considered during the campus application at the end of course.

Swami Ramanand Teerth Marathwada University, Nanded

BA (Computer Animation and Web Designing)

Second Year: Semester IV

BAAW 4.1: Compulsory English

Total Marks : 50

Description Radiance

As per the syllabus prescribed by SRTMU, Nanded for the II year IV sem of Degree courses like B.A, B.com .BSC

BAAW 4.2: Rigging and Animation

Total Marks : 100

Character animation is a specialized area of the animation process concerning the animation of one or more characters featured in an animated work. It is usually as one aspect of a larger production and often made to complement voice acting. Character animation is artistically unique from other animation in that it involves the creation of apparent thought and emotion in addition to physical action.

Course Details:

- 1) Rigging a character
- 2) Skinning and Binding process
- 3) Animation Basics: Make a ball bounce across the screen
- 4) Animate the legs of a character walking
- 5) Full body walk cycle.
- 6) Understanding weight: Animate a character leaning over and picking up an object to convey the weight of the object and the struggle the character has in
- 7) ~~Animate~~ Animate a jump, run or skip

Courseware: To be provided by DASA

BAAW 4.3: Traditional Animation Principles**Total Marks : 100**

Description: They form the most basic building blocks of any animation and are required to master for a quality animation of any genre.

Course Details:

1. Squash and stretch
2. Anticipation
3. Staging
4. Straight Ahead Action and Pose to Pose
5. Follow Through and Overlapping Action
6. Slow In and Slow Out
7. Arcs
8. Secondary Action
9. Timing
10. Exaggeration
11. Solid Drawing
12. Appeal

Courseware: To be provided by DASA

Suggested learning Books: "Illusion of Life" by Frank Thomas and Ollie Johnston

BAAW 4.4: Character Animation**Total Marks: 100**

This paper covers larger details of character animation process and wherein student would be learning more techniques of animation to be incorporated in a film. They shall also learn the lip sync and acting process that adds life to the film.

Course Details:

1. Drawing the character in 10 different poses, select the best 3 and create them
2. Pose-to-pose Animation: Animate the character moving between the 3 Poses selected.
3. Create a storyboard, scene description and character bio for short animated film. Create test animation based on the storyboard using acting principles and lip

Courseware: To be provided by DASA

Software used: Maya



BAAW 4.5: Project I: Animated Short Film

Total Marks: 100

Students are required to create a video portfolio of the exercises completed in the semester using individual ideas. They need to create a complete 2-3 animation film based on a short story as sanctioned by the Project Director.

