BA (HONS) ANIMATION AND COMPUTER GRAPHICS

The liberalization, globalisation and opening up of economy has led to the setting up of a host of 24X7 news channels as well as a large number of entertainment channels. Further, with the mindset of Indian masses undergoing sea change, the working in the entertainment Industry is no more a limitation. More and more young men and women are taking to entertainment industry. The program prepares the students to take challenges by imparting skills in interdisciplinary areas.

Eligibility Criteria: 10+2 or equivalent in any stream

To earn a BA (Hons) in Animation and Computer Graphics**,** a student has to earn a minimum of 90 credits. Minimum 24 credits are to be earned from Animation and Computer Graphics subjects and the remaining can be taken from any stream.

Every student has to attain a minimum of D grade in all courses, a student may however, repeat or change any course being offered. Notwithstanding, every student must acquire the desired number of credits. The detailed course structure under different categories is given in succeeding pages. Brief description of the course content follows thereafter.

Codes	Subject Name	Credit
16B.101	Creative Writing	4
16B.102	Still Photography	4
16B.103	Media Appreciation	4
16B.104	Performance and Creative Drama	4
16B.105	Clay Modelling	4
16B.106	Basic Drawing	4
16B.107	Story Telling	4
16B.108	Communication Theory and Research	4
16B.109	Basics of Computer Art	4
16B.110	Understanding Light	4
16B.111	Drawing	4
16B.112	Darkroom Practice	4
16B.201	Introduction to Theatre	4
16B.202	Script Writing	4
16B.203	Contextual Studies in Image and Animation	4
16B.204	Computer Art	4
16B.205	Introduction to Classical Animation	4
16B.206	Claymation I	4
16B.207	History of Animation	4
16B.208	Cut-Out Animation	4
16B.209	Flash Animation	4
16B.210	Cell Animation	4
16B.211	3D Animation Basics	4
16B.212	Claymation II	4
16B.301	Puppet Animation	4
16B.302	Advanced Computer Art	4
16B.303	Music and Sound Effects	4
16B.304	Advanced Drawing Techniques	4
16B.305	Undergraduate Advising	4
16B.306	Media Industries	4
16B.307	Cell and 2D Animation	4
16B.308	2-D Computer Animation	4
16B.309	3-D Computer Animation	4
16B.310	Claymation	4
16B.345	Project	4

16B.101 Creative Writing
Credit: 4
The exploration, development, and expression of ideas through writing. The student will learn where ideas come from, and how ideas can be developed and transformed through exploration and critical thinking. Reflection is an important part of the process. The role of literature in culture, the development of literature throughout history and various world cultures, and the factors that influence writing and writers. To learn to avoid making quick judgments of unfamiliar work and, instead, arrive at informed personal interpretations.

16B.102 Still Photography
Credit: 4
To understand Moving Image, it is imperative to understand a Still Image. This subject introduces the basics of Still Photography to the student. Content includes History of the Photography, Camera, lenses and accessories, Exposure and composition Under-standing light, Film and its Formats. Basic Assignment Projects. Black and White Film Processing and Basic Black and White Printing.

16B.103 Media Appreciation
Credit: 4
An introduction to the understanding of Media and Media Practices. Historical and contextual studies in Image, Photography, Mass media and Film language. Ideas of reportage/journalism versus subjective uses of media. History of image in ancient, medieval and modern art and culture. The idea of cinematic form, Cinema as spatiotemporal narration. The concept of filmic structure. Classification of Films-Short-Feature, Fiction-Nonfiction, Live Action, Animation, Record, Reportage, Documentation, Education, Motivation through the various genres of films. TV, Film, TV News-magazine.

16B.104 Performance and Creative Drama
Credit: 4
Students will participate in workshops in Dance, Drama and Music. Students will then look at how the three art forms work together to make imaginative theatre. A brief overview of performance forms and performers looking specifically at choreographers, practitioners, composers and their work.

16B.105 Clay modelling
Credit: 4
The student will learn 3D-visual thinking and creativity as fundamental to all art, design or craftwork. This subject will enable students to experiment with clay and other sculpture techniques in order to broaden their experience. The idea of a 'frame'. Basics of composition golden mean and rule of thirds. Interpreting word for visual. Students will be encouraged to use unusual materials along with clay and papier-mâché to explore expressive and sculptural possibilities.

16B.106 Basic Drawing
Credit: 4

Students will be guided to develop free-hand sketching. This subject will enable students to experiment with drawing approaches and techniques in order to broaden their experience and understanding of visual language. The idea of a 'frame'. Basics of composition golden mean and rule of thirds. Interpreting word for visual. Students will use materials and media which are specific to drawing but will also be encouraged to use unusual materials and media which may extend visual language and creativity.

16B.107 Storytelling
Credit: 4
This Subject will explore strategies for storytelling. A survey of traditional and non-traditional approaches to telling stories-the oral tradition, text, performance and now also the interactive digital space. The medium explored maybe primarily the written word but other forms like theatre, comics, performance are also encouraged.

16B.108 Communication Theory and Research
Credit: 4
A survey of models of communication, theories of communication and their application in creating effective work. Major theoretical perspectives in media theory and their applications. Media as Message-carriers; Types of Media.

16B.109 Basics of Computer Art
Credit: 4
Students are introduced to basics of computer graphics and image manipulation. The elements of graphics and understanding the digital environment. Systems of storage and operation. Students get acquainted with packages like Photoshop, corel draw and Illustrator. Work from the drawing or claymodelling class can used as starting material.

16B.110 Understanding Light
Credit: 4
Introduction to different types of lights and how the quality of light can enhance the mood and grace of the picture. Emphasis will be on how available light or natural light can be handled/ tackled according to the requirement of the subject. Understanding how to manipulate different light situations and understanding shadows. Mixed lighting system evaluate work produced. Use of different media in addition to photography is encouraged.

16B.111 Drawing
Credit: 4
Drawing at a more advanced level. The students prepare to be able to translate these skills to drawing for motion and cell-animation. Basic understanding of life drawing, colour, line, pattern, texture, form, structure and weight.

16B.112 Darkroom Practice
Credit: 4
The subject provides the opportunity for a student to develop a range of skills and knowledge associated with the processing and printing of black and white film and images.

Content: Process materials by hand and machine on B and W negative and paper. Print enlarger types and techniques, filters and masks, processing and print.

16B.201 Introduction to Theatre
Credit: 4
Background and foundation for appreciation and evaluation of theatre arts. The subject will include a study of dramatic structure, history of the theatre, plays and playwrights, and a study of contemporary theatre production.

16B.202 Script Writing
Credit: 4
This subject is devised to introduce the students to the practice of Scriptwriting for fictional projects. The subjects will focus on understanding the elements of a good script as well as building skills in creating a script. Aspects of story; Idea and developing an idea; Theme and genres. Aspects of narrative, structure, character and dialogue.

16B.203 Contextual Studies in Image and Animation
Credit: 4
This subject provides the student with the knowledge, understanding and skills to define and research historical context and relate it to the present. It also provides an opportunity for students to evaluate these references in the context of Animation. Content includes key movements, styles, influences in Art and Animation-Renaissance, Baroque and Rococo, Modern and 20th C Art. History of Animation-pioneers, Disney, Warner Brothers, MGM, TV and Recent work. Methods of research and information retrieval; comparative study and critical analysis.

16B.204 Computer Art
Credit: 4
Demonstrate use of digital media, processes, and techniques to produce images that reflect the elements of art and principles of design. Using the elements of art and the principles of design to solve specific art problems.

16B.205 Introduction to Classical Animation
Credit: 4
This subject is a foundation course for students in the Animation and Computer graphics track. It introduces the student to classical animation techniques with special focus on cell animation. The student will learn to draw by hand for cells and learn to create motion effects by scanning or recording each frame and playing back in normal video mode. Content: Basics of drawing for animation-flipbooks, zoetropes, path of movement. Adapting storyboard into continuous motion.

16B.206 Claymation I
Credit: 4
This subject is a foundational course and teaches basics of Claymation techniques, which can be used to create narratives or inserts into other forms of programming. This subject and its techniques require a high level of concentration and attention to detail. Content includes-Visualizing characters in 3-D, model sheets, design different movements. Understand the studio requirement for clay animation camera, lights, tripod, stage, set, or your Model.

16B.207 History of Animation
Credit: 4
A survey of a historical and contextual references for Animations. To develop an ability for critical analysis in terms of Aesthetics, content and cultural capital. Exposes the student to the rich history of temporal imagery from the invention of the zoetrope and kinetoscope and the development of the first animated films to present-day television. This course will provide an overview of the history of traditional hand-drawn cell animation and computer generated animation, from the early beginnings to the present day. In addition, the course will explore future trends in animation

16B.208 Cut-out Animation
Credit: 4
This subject delves upon the technique for producing animations using flat characters, props and backgrounds cut from materials such as paper, card, stiff fabric or even photographs.

16B.209 Flash Animation
Credit: 4
This subject is an introduction to working with computer generated 2-D animation. The student will explore importing ideas and drawings from other classes and work with them in the digital environment and explore possibilities in animation graphics for the web.

16B.210 Cell-Animation
Credit: 4
This Subject studies motion and gesture. Students draw from a moving model, from three-dimensional objects, and from other materials. The emphasis is on capturing gestures and basic movements in sequence. Drawings are periodically filmed on the animation stand so students can see time relationships in addition to sequential relationships.

16B.211 3D Animation Basics
Credit: 4
An introduction to fundamental three dimensional computer graphics and animation techniques as well as basic concepts. The techniques covered will include 3D modeling, surface and material attributes, digital lighting and shading, staging, animation, and basic desktop editing. Techniques and general aesthetic and technical concepts involved in the use of 3D animation as an art form will be explored.

16B.212 Claymation II
Credit: 4
The subject gives students the opportunity to animate and film their models/ puppets and sets. Special attention is paid to animation technique, lighting, camera movement, and framing as introduced through 3-D animated works and animation cameras and equipment. Sound is introduced as a guide to shooting, or edited after shooting. Students are exposed to examples of 3-D animated works, culminating in the screening of the students completed films.

16B.301 Puppet Animation
Credit: 4

This is a production class where students learn the production of sets and puppets, for stop-motion filmmaking. Students design and construct storyboards, puppets and sets for stop-motion filmmaking. Students consider lighting and framing, and finish the class with a series of cinematically lit slides that prepare them for the next phase of production: sound, shooting, and editing.

16B.302 Advanced Computer Art
Credit: 4
Practice effective control of media, techniques, and tools when communicating an idea in a two-dimensional environment. Use two-dimensional and three-dimensional media, techniques, tools, and processes to communicate an idea or concept based on research, environment, personal experience, observation, or imagination. Understand the implications of intentions and purposes in works.

16B.303 Music and Sound Effects
Credit: 4
The subject is an introduction to some basic concepts in music-Indian classical, Western and folk music. Music as used in films-Background music, music leitmotif, hindi film song. The function of the score-relation to texture, color, and drama in music. To evolve a musical style to enhance the visual statement. Methods of recording music. Business and legal aspects of the profession.

16B.304 Advanced Drawing Techniques
Credit: 4
This subject builds further skills in drawing for animation-focusing on line quality, mass, how to plot out movements, and most importantly, how to maintain the integrity of each cell as a good drawing. A student should complete a short animated film which is filmed section by section. Each week includes a drawing critique as well as independent and commercial animation screenings.

16B.305 Undergraduate Advising
Credit: 4
Advising helps plan educational goals and work to achieve them throughout a liberal arts education. With interests and goals in mind, academic advisors will help formulate academic plans. Advisors are dedicated to set and reach individual goals, explore and plan appropriate academic study, and prepare for success after graduation. The purpose of this subject is to show how to use the advising process at each step along the way.

16B.306 Media Industries
Credit: 4
The subject is an introduction to some basic concepts in media industry. The various organisations operating and their growth chart.

16B.307 Cell and 2D Animation
Credit: 4
An introduction to fundamental Cell and 2D animation computer graphics and animation techniques as well as basic concepts.

16B.308 2-D Computer Animation
Credit: 4
An introduction to fundamental 2D animation computer graphics and animation techniques as well as basic concepts.

16B.309 3-D Computer Animation
Credit: 4
An introduction to fundamental 3D animation computer graphics and animation techniques as well as basic concepts.

16B.310 Claymation
Credit: 4
The student will learn 3D-visual thinking and creativity as fundamental to all art, design or craftwork.

16B.345 Project
Credit :4