

Bharathiar University- Coimbatore -46

School of Distance Education (SDE)

B.Sc. Animation,Game Design &amp; Development Degree course

Annual Pattern (with effect from 2011 -12 Batch onwards)

Scheme of ExaminationsDuration of Exam: Theory – 3 hours practical- 5 hoursMax marks: Theory -25Practical – 75First Year

Paper	Subject	Theory	Practical	Total Marks
1	English in Animation	100	NA	100
2	Language II- French	100	NA	100
3	Animation Art	25	75	100
4	History of art and Color Theory	25	75	100
5	Digital Image Compositing	25	75	100

Second year

Paper	Subject	Theory	Practical	Total Marks
6	Modeling	25	75	100
7	Texturing	25	75	100
8	Lighting	25	75	100
9	Rigging	25	75	100
10	Animation	25	75	100

Third year

Paper	Subject	Theory	Practical	Total Marks
11	3D Interactive Basics	25	75	100
12	Game environment	25	75	100
13	3D interactive scripting	25	75	100
14	3D Game Scripting & Virtools SDK basics	25	75	100
15	Game Project			100
	TOTAL MARKS			1500

For Project and Viva voce (External) Break up

Project Evaluation : 75

Viva Voce : 25

## Paper I - English in Animation

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#### UNIT -1- ANIMATION PROSE

1. LIFE HISTORY OF WALT DISNEY .....	3
2. THE ART OF RAY HARRYHAUSEN.....	7
3. THE JOURNEY OF EADWEARD MUYBRIDGE.....	12
4. THE SECRET OF PIXAR STORY TELLING.....	15

#### UNIT -2 STORY TELLING

1.NORMAL STORY TELLING AND STORY TELLING IN ANIMATION.....	17
2.FEATURES OF ANIMATION STORY TELLING.....	22
3. USE OF SOUND IN ANIMATION.....	28
4. LEARNING STORIES LIFE EXPERIENCE, TIME SPACE TELLING & SHARING.....	25
5. CINEMATIC SEQUENCE - DEFINING THE MOMENT, FRAMING, SOUND & LIGHT, CONTINUITY, PARTICIPATION & INTERPRETATION .....	30

#### UNIT -3 COMMUNICATION SKILLS

1.PERSUADING AND DEBATING.....	32
2. SOUNDS AND SYMBOLS IN ENGLISH.....	33
3.WORD AND SENTENCE STRESS.....	38
4. EFFECTIVE USE OF INTONATION.....	40

#### UNIT -4

1.EFFECTIVE LISTENING .....	43
2.UNDERSTANDING THE AUDIENCE .....	52
3.INTERPERSONAL COMMUNICATION AND AWARENESS GAP.....	55
4.ROLES OF VERBAL COMMUNICATION.....	60
5.ROLES OF NON-VERBAL COMMUNICATION.....	65

#### UNIT-5 HISTORY OF ANIMATION

1. HISTORY AND PROCESS OF 2D ANIMATION.....	70
2.PROCESS OF ANIMATION.....	73
3.HISTORY AND PROCESS OF STOP MOTION.....	75
4.HISTORY AND PROCESS OF 3D ANIMATION.....	82

**Paper III - Animation Art (P)**

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<b>Chapter</b>	<b>Subject</b>	<b>Page</b>
<b>1</b>	<b>Man made drawing and painting (P)</b>	<b>2</b>
<b>2</b>	<b>Organic drawing and painting (P)</b>	<b>66</b>
<b>3</b>	<b>2D Composition &amp;Memory Drawing (P)</b>	<b>107</b>
<b>4</b>	<b>Preproduction 1 (Character design &amp; Story board ) (P)</b>	<b>123</b>
<b>5</b>	<b>Art &amp;craft (p)</b>	<b>121</b>
	<b>Total</b>	<b>220</b>

## Paper IV - History of art and Color

<b>Chapter</b>	<b>Subject</b>	<b>Page</b>
<b>1</b>	<b>History of Indian art</b>	<b>2</b>
<b>2</b>	<b>History of Western Art</b>	<b>11</b>
<b>3</b>	<b>History of Contemporary Art</b>	<b>35</b>
<b>4</b>	<b>Computer art</b>	<b>70</b>
<b>5</b>	<b>Color theory</b>	<b>83</b>
	<b>Total</b>	<b>99</b>

## **SUBJECT: ENGLISH IN ANIMATION**

### **UNIT -1**

**Animation Prose** Life History of Walt Disney, The Art of Ray Harryhausen, Edward Muybridge – biography and The Secret of Pixar story telling

### **UNIT -2**

**Story telling** Normal story telling & story telling in animation, Features of animation story telling, Difference between normal story and animation storytelling, Learning stories life experience, time space telling & sharing and Cinematic sequence - Defining the moment, framing, sound & light, continuity, participation & interpretation

### **UNIT – 3**

**Communication Skills** Persuading and Debating, Sounds and Symbols in English, Word and Sentence Stress and Effective use of Intonation

### **UNIT - 4**

**Interpersonal Communication** Effecting Listening, Understanding the Audience, Interpersonal communication and awareness gap, Roles of verbal communication and Role of Non-verbal Communication

### **UNIT – 5**

**History of Animation** History & process of 2d animation (Traditional & Classical), History & process of stop motion, History & process of 3D animation, Motion capture technique & its application and Application of 3D Animation in various fields (departments) & its pipeline

**SUBJECT : LANGUAGE (FRENCH)**

As per BU examination pattern.

**SUBJECT : ANIMATION ART**

**Unit - I**

Man made drawing , Intro to art & tools Handling, Tonal values-shadings-lightings-shadings, Human anatomy, Live model study, Birds & animal study

**Unit - II**

Drawing and painting , Intro to Painting & Color mixing ,Still life Organic drawing, Still life (Inorganic) drawing & painting.

**Unit - III**

2D Composition &Memory Drawing , perspective drawing, Landscape painting, Outdoor drawing and painting, Indoor drawing and painting, BG Designing- drawing and painting.

**Unit - IV**

Preproduction , Intro to storyboard-camera angles- Character design, BG & lay out Design, Script writing, Storyboard.

**Unit - V**

Art & craft , Clay modeling- Portraits, Clay modeling- Character modeling, Mask making, Set designing, Painting

**REFERENCE:**

Story boarding the Simpsons way - Chris roman

How To Draw Anime & Game Characters - Tadashi Ozawa

Perspective - A Guide for Artists, Architects and Designers - Gwen White

How to draw Portrait Drawing A Step-By-Step Art Instruction Book (2005) - Watson-Guptill

Perspective Drawing Handbook - Joseph D'Amelio

## **SUBJECT: HISTORY OF ART & COLOR THEORY**

### **Unit – I**

History of Indian art -Art history-Ancient art- Art by region-Centuries in art- Islamic ascendancy-Indian fresco- Contemporary art- Indian architecture- Indian painting

### **Unit - II**

History of Western Art - Ancient Classical art -Medieval- Renaissance- Early Renaissance- High Renaissance- Mannerism-Baroque-Rococo- Modern art

### **Unit - III**

History of Contemporary Art- Abstract Expressionism-Computer art- Conceptual art- Minimalism- Neo-Dada- Pop Art- Post minimalism- Installation art- Photorealism- Graffiti Art

### **Unit - IV**

Color theory -Color theory-about colors-RGB-RYB-CMYK-primary colors-secondary colors-tertiary colors-rays colors-Ink colors-tint-shades

### **Unit - V**

Color Practical color mixing-color making-applying colors-Secondary color mixing-tertiary color mixing-making- color wheel-define colors-cool colors-Warm colors Color tint & Shades ( P)about tint and shades- making tints-making shades about black and white

### **REFERENCE:**

The Animator's Workbook - Antony white

Watercolour Landscape - David Bellamy

## **Subject : Digital Image Compositing**

### Unit - I

Introduction to Photoshop - Interface overview -Tools & Techniques- About Menu bar and Panels - Resolution- Color mode

### Unit - II

Color Correction(Auto Levels, Contrast, and Colors-Hue saturation adjustments-make duotone and sepiatone-Replacing color- background effect) - Black& white coloring (Pen tool,Create New layer and Adjustments)- Retouching (Patch tool,Clone tool,Healing Brush,Red Eye Tool and Blur .

### Unit - III

Layer Blends-Using the Styles Panel- Creating Custom Layer Styles - Smart Filters - Sharpen and Blurs- Noise Filter - Filter Gallery - Liquify Filter - Pen Tool- Pen Tool to Create Paths - Understanding paths - Clicking and dragging your way down the path of knowledge-A closer look at the Paths panel .

### Unit - IV

Masking-The mask-related selection commands - Editing an alpha channel- Working in Quick Mask mode-Masking with vector paths- Tracing( Pen tool- Selection-Fill and Storke)

### Unit - V

Collage- Poster Design - Rules in poster design- Poster Layout Design -Typing the Text In Poster Layout - Add Title - Create Matte painting in Photoshop (Sketch - Masking - Adjustments and painting tools)

### **REFERENCE:**

Photoshop book for Digital Photographers - Scott Kelby

The Technique of Film and Video Editing, Fourth Edition: History, Theory, and Practice - Ken Dancyger