

JSS COLLEGE FOR WOMEN (Autonomous)

Saraswathipuram Mysore-9

Choice Based Credit System

CBCS Scheme

VAP in Animation

(2018-19)

DEPARTMENT OF COMPUTER SCIENCE

Proposed Regulations for the Career Oriented Programme in ANIMATION

Preamble

The course of study for the career oriented programme is an add on course. Any Degree student of the college may be admitted. The rules and regulations for admission for the course shall be in accordance with those framed by the college from time to time.

The course of study is taught in two years under semester scheme. The first year course is entitled “CERTIFICATE COURSE IN ANIMATION”. It shall be of one academic year with two semesters/term of 15 weeks each.

The second year course is entitled “DIPLOMA COURSE IN ANIMATION”. It shall be of one academic year with two semesters/term of 15 weeks each. However, to join this course the candidate should have completed the Certificate course.

A candidate is awarded with the respective certificates at the end of each course with marks obtained.

JSS COLLEGE FOR WOMEN (AUTONOMOUS)**SARASWATHIPURAM MYSURU-570009****CBCS Syllabus – COP in Animation for 2018-2019 onwards**

Year	Sem	Corse	Title	Hours / Week			Credits			Maximum Marks						Exam Duration	Total Marks
										Th IA		Pr IA		Exam			
				L	T	P	L	T	P	C1	C2	C1	C2	Th	Pr		
I	I	DSC 1	Introduction to Flash	2	0	2	2	0	1	05	05	05	05	60	20	2 Hours	100
	II	DSC 2	Audio and Video in Flash	2	0	2	2	0	1	05	05	05	05	60	20	2 Hours	100
II	III	DSC 3	Maya Modeling and Texturing	2	0	2	2	0	1	05	05	05	05	60	20	2 Hours	100
	IV	DSC 4	Animation in Maya and Rendering	2	0	2	2	0	1	05	05	05	05	60	20	2 Hours	100

Proposed syllabus for the Certificate course in Animation:-

SEMESTER-1

Credit (L: T: P = 2: 0: 1)

DSC 1:

Introduction to Flash (Theory)

UNIT-1 Introduction to Animation

15hrs

Meaning of animation,

Types of animation,

Principles of animation,

Color theory,

Basic Art, Advanced Art: Character creation, Perspective drawing, Background creation.

Introduction to flash cs5:-

New feature in flash cs5, launching flash on the computer, creating a new flash file, exploring flash cs5 interfaces, working with workspace.

UNIT-2

15hrs

Drawing Tools:

Exploring drawing mode in flash, working with drawing tools in flash, using colors in flash, adding filters.

Working with objects and text:

Selecting objects in flash, moving an object, copying an object, deleting an object, editing objects, transforming objects, working with text in flash, editing text field.

DSC 1: Introduction to Flash (Practical): As per the syllabus

Text Book

Adobe Flash professional CS5 Bible by Todd Perkins published by Willey

Reference Book

Adobe flash CS5 in Simple Steps by Kogent Solution Inc, Published by Dreamtech Press

SEMESTER-2
Credit (L: T: P = 2: 0: 1)
DSC 2:
Audio and Video in Flash/After Effects (Theory)

Unit-1 **15hrs**

Working with Time line:

Working with frames and key frames, working with layers and layer folders

Symbols, instances and library:

Exploring the type of symbols, creating symbols modifying symbols, working with instances, library panel in flash.

Unit-2 **15hrs**

Working with sound, video and animation:

Working with sounds in flash, working with video in flash, understanding tweened animation, creating motion tween, editing the motion path of a motion tween, motion presets in flash, understanding classic tween, frame by frame animation, shape tweening in flash, shape hints in flash, understanding mask layers.

DSC 1: Audio and Video in Flash (Practical): As per the syllabus

Text Book

Adobe Flash professional CS5 Bible by Todd Perkins published by Willey

Reference Book

Adobe flash CS5 in Simple Steps by Kogent Solution Inc, Published by Dreamtech Press

Proposed syllabus for the Diploma course in Animation:-

SEMESTER-3

Credit (L: T: P = 2: 0: 1)

DSC 3:

Maya Modeling and Texturing (Theory)

3D Animation in Maya

Unit 1: Introduction to Maya

15hrs

Introduction, workflow of 3D contentment Development: Preproduction stage, production stage, post production stage. Features of Maya, Maya user interface: Workspace, menu bar and menu sets, status line, shelf, tool box, channel box and layer editor, asset editor, outliner, hotbox and marking menus, time slider and range slider, command line and help line.

Unit 2: Polygonal Modeling

15hrs

Types of objects, Polygonal modeling: Describing the components of a polygon mesh, creating a polygon mesh, creating symmetrical polygon mesh, modifying a polygon mesh

NURBS modeling: Components of NURBS, creating a NURBS curve, Editing NURBS curve, creating NURBS surface, editing NURBS surface, working with maya texture and types of texture.

DSC 3: Maya Modeling and Texturing (Practical): As per the Syllabus

Text book

Maya 2009 in Simple Steps by Kogent Solution Inc, Published by Dreamtech Press

Reference book

Mastering in Maya 2009 by John Kundert – Gibbs, Eric Kunzen Dort, Dariush Derakhashani, Mick Larkins, Eric Keller, Boaz Livny, Mark E.A. de Saura, Published by Willey

SEMESTER-4
Credit (L: T: P = 2: 0: 1)
DSC 4:
Animation in Maya and Rendering (Theory)

Unit 1: Animating a Objects in Maya

15hrs

Types of Animation, Exploring animation control, working with key frame animation, working with animation layer, previewing an animation

Unit 2: Shades, Lights and

15hrs

Working with shades, hyper shade window, exploring lights,

Types of Rendering and Renders, Rendering methods, Operations for rendering, rendering nodes, Render layer using the mental ray for maya renderer

DSC 4: Animation in Maya and Rendering (Practical): As per the Syllabus

Text book

Maya 2009 in Simple Steps by Kogent Solution Inc, Published by Dreamtech Press

Reference book

Mastering in Maya 2009 by John Kundert – Gibbs, Eric Kunzen Dort, Dariush Derakhashani, Mick Larkins, Eric Keller, Boaz Livny, Mark E.A. de Saura, Published by Willey

Question Paper Pattern

Theory (2 Credits)

Time: 2 Hours

Max. Marks: 50

Part – A

I. Answer all Questions.

05 X 02 = 10

- 1.
- 2.
- 3.
- 4.
- 5.

Part - B

II. Answer any Four Questions out of given four Questions. 4X 10 = 40

- 6.
- 7.
- 8.
- 9.
- 10.
- 11.