SANT GADGE BABA AMRAVATI UNIVERSITY GAZETTE- 2018 - PART TWO - 642

NOTIFICATION

No. 111/ 2018   Date : 12 /10/2018

Subject:- **Introduction of Syllabi for Bachelor of Science (Animation) in the faculty of Inter-disciplinary Studies.**

It is notified for general information of all concerned that the authorities of the University have accepted the Syllabi for **Bachelor of Science (Animation)** in the faculty of Inter-disciplinary Studies Semesters I to II which is to be implemented from the Academic Sessions 2018-19, is appended herewith as Appendix – "A"

Sd/-
(Dr. Ajay Deshmukh)
Registrar
Sant Gadge Baba Amravati University,
Amravati

Appendix – "A"

SEMESTER - I
Subject Code: 1ANI101
Subject: Communication Skill-I

Theory   **Maximum Marks 40**

Objective : Learning Grammar, Communication, Art Information & Presentation

Unit 1. Proficiency in languages and Visual Arts for communication
- Vocabulary for communication in English
- Grammar for communication in English

Unit 2. Visual Arts for communication
- Using Visual Arts for communication
- Language and artistic communication-based

Unit 3. Acquisition of Languages
- Listening Skills
- Reading Skills
- Speaking Skills
- Writing Skills

Unit 4. Life & Works of Writers ,screenplay &Dialogs
- Charlie Chaplin
- Mario Puzo
- George Lucas
- Gulzar
- Salim Khan
- Javed Akhter

Unit 5. Life & Works of Directors, Actors, Actress, Film Makers
- Walt Disney
- Steven Spielberg
- James Cameron
- Gurudatta
- Rajkumar
- Satyajit Ray

Internal Assignment:
1) Vocabulary
2) Grammar Related
3) Visual Communication
4) Artistic Communication
5) Listening Test
6) Speaking Test
7) Reading Test
8) Writing Test
9) Role Playing of Any One of the Prescribed Actor, Director & Film Maker

OR

Mime or Skit on the Events of Any One of the Prescribed Actor, Director & Film Maker

References :

1. **Title** :- "Stories",
   Author :- Robert Mckee
   Publisher:- Reaan Book Publication..
2. **Title** "Fade In -The screenwriting Process",
   Author :- Robert A Berman
   Publisher:- Michael Wiese Production
3. **Title** :- "Animation 101"
   Author :- Ernest Pintoff
   Publication :- Michael Wiese Production
4. **Title** :- "History of Indian Cinema"
   Author :- Renu Saran.
5. **Title :-** "English Grammar& Composition"
   Author:- Wren & Martin.

Subject Code: 1ANI102
Subject: History Of Art-I

Theory   **Maximum Marks 40**
Objective : Learning World Wide Various Civilization, Architecture, Arts, Fashion, Art
          Schools & Scientific Development

Unit 1 : The Significance at the History of Art & Culture
  ➢ Turning points in the history of Indian art.
  ➢ Prehistoric Indian arts.

Unit 2 : Pre Historic Indian Art
  ➢ The Indus valley civilization
  ➢ The origin of Aryan Art
  ➢ The Rise of Buddhist Art
  ➢ The Mauryan Art
  ➢ The Development of The Stupa Architecture
  ➢ The Age of the Chaityas.
  ➢ Viharas and Cave temples.
  ➢ The Origins of the Buddha Sculpture
  ➢ The Mathura style of sculpture

Unit 3 : The Golden Age of the Indian Art
  ➢ The development of Architecture in Golden era

Unit 4 : Gupta & Mughal Period
  ➢ The Post-Gupta period
  ➢ Temples of North India: The Nagar style
  ➢ Temples of South India: The Dravidian style

Unit 5 : The Art of British & Post Independence Period
  ➢ The beginning of text ornamentation
  ➢ The Rajput style of Miniature Paintings
  ➢ Moghul Miniature Paintings

Internal Assignment:
  • Visit to Historic Places
  • Autobiographical Studies
  • Visit or Participate at Art Exhibition

References:

1. Title :   Indian Art History
   Author :   Prof. Jayprakash Jagtap
   Publisher : Jagtap Publication House

Subject Code: 1ANI103
Subject: Colours

Theory   Maximum Marks 120

**Objective : Learning Colours & its Scientific Information For Creating Colorful Art &
        Animation Film Design**

Unit 1 : Colors Identification & Colour Theory
➢ Colors Knowledge (Light, Eyes, Mind)
➢ Colors Pigment (Definition)
➢ Newton's Theory of Light (Definitions)
➢ Artists Colors Theory
➢ Physicist's Colors Theory
➢ Psychologist Colors Theory.

Unit 2 : Color Mixture & Colors Characteristics & Value
➢ Primary Colors
➢ Secondary Colors
➢ Tertiary Colors
➢ Quaternary Colors
➢ Intermediate Colors
➢ Color wheel & Colors
➢ Scheme
➢ Colors Harmony
➢ Colors scheme
➢ Colors Definitions
➢ Dimensions
➢ Symbolic Meanings of Colors
➢ Perception of Colors
➢ Gray Scale
➢ Key & Contrast
➢ Tint, Tone, Shade
➢ Colors Gradation

Unit 3 : Visual Effects of Colors
➢ Illusion
➢ After Image
➢ Colors Simultaneous
➢ Contrast
➢ Visibility
➢ Attention Power
➢ Focusing
➢ Fast & Fugitive Colors
➢ Normal Colors
➢ Advancing Colors
➢ Retiring Colors

Unit 4 : Importance & Uses of Colors
How Colors are important in our life & how today we are using it in various field like paintings
&film presentation & Lecture on importance & uses of Colors in paintings photography &films.

Unit 5 : Uses of Colors in Paintings
How Colors are important part of Paintings, How the particular effects can create with the help of
colors & How philosophically Sociologically colors are important in paintings

Internal Practical's &Assignment:
1) Diagram of Eye & Colors Spectrum through Prism

2) (Theory & Practical) a. Artists Primary Colors b. Physicist Primary Colors c. Psychologist
Primary Colours

3) Colors Wheel : a. Primary Colors. Secondary Colors. Tertiary Colors. Quaternary Colorse. Intermediate Colors

4) Colors Characteristics & Value : a. Hue, Value & Chroma b. Symbolic Meaning of Colors c. Perception of Colors
d. Key & Contrast e. Tint Tone Shade f. Colors Gradations

5) Visual Effects of Colors : a. Illusion. After Image. Simultaneous Contrast
d. Simultaneous Contrast of Brightness or Tone. Simultaneous Contrast of Colors
f. Successive & Mixed Contrast. Visibility. Attentive Power& Focusing
I. Fast & Fugitive Colors. Normal, Advancing, Retiring & Neutral Colors
k. High key & low Keys. The visual effects of the dimension of Colors. Colors Wash

6) Presentations & Lectures

7) Abstract Paintings

8) Figurative Paintings

9) Mural Paintings

10) Creative Paintings

References :
   1. Title :   Colour Theory
      Author: Jayprakash Jagtap.
      Publisher: Jaypraskash Jagtap Publishing House, Pune.
   2. Title :   Basic Colour Theory"
      Author :   Pattil Mollica.
      Publisher: Walter – Foster Publishing, US.

Subject Code: 1ANI104
Subject: Computer Fundamentals
Theory   Maximum Marks 40
Objective : Learning Computer Information &Technology its Use For Art, Graphic Design & Computer Animation

Unit 1 : Introduction to Computers
   ➢ Introduction
   ➢ Characteristics of Computers
   ➢ Block diagram of computer
   ➢ Types of computers and features
   ➢ Information Data and its Organization
   ➢ Types of Memory (Primary And Secondary Storage Devices FD, CD, HD, Pen drive)
   ➢ Input /Output Devices

Unit 2 : Introduction to Software
   ➢ Software, need for S/w, system & application & free domain S/W, Embedded Software
   ➢ Introduction to computer language
   ➢ Application Software and its types and Uses
   ➢ Virus, Types of viruses, virus detection and prevention
   ➢ Operating System & different operating

Unit 3 : Introduction to Internet & Multimedia
   ➢ Concept of Analog and Digital Signal
   ➢ Communication types-Simplex, Half Duplex, Full Duplex
   ➢ Networks: Type of Networks (LAN, MAN,WAN), Network configuration
   ➢ Introduction to Internet
   ➢ Introduction to Multimedia

Unit 4 : Introduction to Microsoft Word
- Creating and formatting Documents

Unit 5 : Introduction to Microsoft Power Point & Excel
- Creating, Manipulating & Enhancing Slides
- Inserting Organizational Charts, Excel Charts
- Using Word Art
- Putting Animations and Sounds
- Inserting Animated Pictures Inserting Recorded Sound Effect
- Spreadsheet
- Charts
- Computation Data

Internal Assignment:-
1. Introduction to Hardware
2. Assembling Computers Hardware's
3. Creating Formal Letter
4. Creating Advertisement
5. Creating Notice
6. Creating Tabular format
7. Mail Merge
8. Creating Simple Presentation
9. Presentation with Charts
10. Creating Mark sheet
11. Selecting, formatting, labeling, scaling
12. Creating Invoice Creating informatics

References :-
1. Title :   Foundation Computing
   Author :   Pradeep K Sinha & Prit Sinha
   Publisher : BFB Publication-2006.

2. Title :   Computer Fundamentals
   Author :   B.Ram
   Publisher: New Age International Publishers 2006.

3. Title :   Tech Yourself Office 2000
   Publisher: Brain under DG Book" - India(p) Ltd

4. Title :   internet & web design edition
   Author :   Shashank & Sathish Jain
   Publisher: BPB Publication

Subject Code: 1ANI105
Subject: Acting

Theory   **Maximum Marks 40**
Objective :-Learning Action Representation for Drama, Films & Animation

Unit 1: Acting & Communication
- Introduction to Acting
- Various kinds of Acting & description
- Real communication
- False communication

Unit 2: History of Acting
- Early Communication
- Purpose of Communication & Acting
- Purpose of Entertainment
- Early Dramas
- Journey of Drama to Film
- Today's Dramas & Film Scenery

Unit 3: Purpose of Acting
- ➤ Creating illusion Through Acting
- ➤ Acting Through Experience

Unit 4: Rules of Acting
- ➤ Rules of drama
- ➤ Rules of films

Unit 5: Nav Rasa
- ➤ Basic of Nav Rasa
- ➤ Actor's Body & Voice
- ➤ Actor & His acting

Internal Assignment:-

1) Vocal Acting (Wachik Abhinaya)
a. Lecture/ Demo/ Practical :- Information of vocal variation& its uses.
2). Body Acting. (Aangik Abhinaya)
a. Lecture/ Demo/ Practical :- Study of body Languages & body rhythm. Body Movement
3) Illusory Action (Satvilk Achjinaya)
a. Lecture/ Demo/ Practical :- Study of stories create acting through imagination giving the massage of the truth and illusion to audience.
4). Acting through Pros (Aaharya Abhinaya)
a. Lecture/ Demo/ Practical :- Acting through using Background & hand Properties
5) Real communication
a. Lecture/Demo/ Practical:- Study of real life & communication (all universal living nonliving things)
b. Lecture/Demo/ Practical:- Study of dramatic communication (all universal living & non living things)
6) False communication
a. Lecture/Demo/ Practical:- Study of dramatic communication(all universal living &non living things)
7) To create illusions & experience acting
a. Lecture/ Demo/ Practical:- Actors acts on the ideas of writer on given situation using acting variations craters an impact on audience
8) Rules of Drama
a. Lecture/ Demo/ Practical:- To Create exaggeration for stage drama, one scene of drama actor on live stage he is not allow to repeat same act
9) Rules of Films
a. Lecture/ Demo/ Practical:- Exaggeration is not necessary, actor can retakes his acting again & again till goo shot
10) Drama Practice
11)Drama Characters & Props
12)Acting & dialogs delivery
13) Drama Sets & Backdrop

References:-
1. "Vachik Abhinay" – by **Dr Shriram Lagoo.**
2. "Abhinay Sadhna" – by **A Narayan Kale**
3. "An Actor Prepares" – by **Constantin Stanislavski**
4. "Acting for Animators" – by **Ed Hooks**
5. "Acting- the first six lessons" – by **Richard Boleslavsky**
6. "Natyashastra" – by **Bharat Muni**

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Subject Code: 1ANI106
Subject: Drawing & Painting-I
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Practical   **Maximum Marks 80**
Objective :-Learning Drawing, Anatomy, & Painting and its used in Animation Film Making & Print Media

Unit 1 : Handling Drawing Tools
- ➤ Application of drawing tools and colours on various papers and surface

Unit 2 : Work of Right-Side Brain
- Riyaz of drawing with the both Hands
- Memory Drawings
- Drawing with closed eyes

Unit 3 : Dynamic Gesture (Human /Animal/ Birds)
- Basics gesture of Human, Animals, Birds

Unit 4 : Basic Anatomy (Human /Animal/ Birds)
- Basics anatomy study of Human, Animals, Birds

Unit 5 : Sketches (Human /Animal/ Birds)

- Basics of Sketching
- Simple Sketches
- Group Sketches
- Outdoor Sketches

Internal Practical's &Assignment:-

1)Handling Drawing tools
2) Right Side Brain Activation Assignments
    a. One minute Memory Drawing
    b. Contour Drawing
    c. Drawing with both hands
    d. Drawing with closed eyes
    e. Drawing by feeling the another objects
    f. Drawing from collective thoughts
    g. Drawing with Virtual Mass
3) Gesture Drawing (Human, Animal, Birds)
    a. Drawing in Simple Form
    b. Basics of Skeleton
    c. Sketches in Details
    d. Group & Outdoor Sketches

References :

1. Title :   Drawing On The One Side Of The Brain
   Author :   Betty Edwards.
   Publisher: Jeremy P. Tarcher / Putman a member of Penguin Putman Inc. New York.
2. Title :   Drawing tools & Materials
   Author :   Walter Foster Creative Team
   Publisher: Walter Foster Publication.

3. Title :   The Art of Basic Drawing
   Author :   Walter Foster
   Publisher: Walter Foster Publication.
4. Title :   Bridgman's Complete Guide to Drawing
   Author: George B. Bridgman
   Publisher: Sterling Publication Co. Inc.
5. Title: Vilppu Drawing Manual
   Author: Glenn V. Vilppu
   Publisher: Vilppu Studio, Special Edition (30th Dec. 2007).
6. Title: Anatomy and Drawing
   Author: Victor Perard
   Publisher: Grace publication.

Subject Code: 1ANI107
Subject: Perspective

Practical   **Maximum Marks 40**

Objective :-Learning Orthographic & Isographic View of Nature & Manmade Objects for Creating Depth of Field & illusion in Art & Films Pictorial Composition

Unit- 1 Introduction of Perspective & it's use in Painting & Film
- Perception of Perspective
- Vanishing Line
- Vanishing Points
- Cone of Vision
- St. Point
- Eye Levels
- Below Level
- Above Eye Level
- Orthographic & isographic View

Unit-2. Types of Perspective (Methodical Perspective)
- One Point
- Two Point
- Three Point
- Multipoint
- Over Head
- Bird's Eye & Warms Eye Views

Unit-3. Light & Shadow
- Light & Shadow

Unit- 4. Atmospheric Perspective
- Layers Of Backgrounds
- Middle Grounds
- Fore Grounds
- Depth of Field
- Colors Illusion & Perspective
- Drawing Perspective

Unit- 5. Background Design
- Landscapes & BG
- Design (Physical & Digital Coloring)

Internal Practical's &Assignment :-
1) Perspective Riyaz
    a. Isographic & Orthographic View
    b. Perspective View
    c. light & Shadow
2) One Point Perspective
3) Two Point Perspective
4) Three Point Perspective
5) Multipoint Point Perspective
6) Birds Eye & Warms Eye Views
7) Curvature Perspective
8) Light & Shadow
9)Basics of Atmospheric Perspective
10) Background Design
    a. One Field Layouts
    b. Pan Field Layouts

References:
1. Title : Perspective made easy"
   Author: Ernest R Norling
2. Title :Perspective Drawing Hand book
   Author : Joseph D'Amelio
3. Title : Perspective for comic book"
   Author : Davind Chelsea

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Subject Code: 1ANI108
Subject: Landscape Design-I
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Practical   **Maximum Marks 40**

Objective :- Learning various Type of Scenery for Creating Good Background for Animation Film Design

Unit- 1- Handling Pencils Brush & Colour
- ➢ Drawing composition
- ➢ Angle
- ➢ Lighting
- ➢ Perspective

Unit- 2- How to Compose
- ➢ Basics of composition

Unit- 3- Creating depth light & dynamic Angels
- ➢ Basics of Lighting and Angels

Unit- 4- Colour Application
- ➢ Methods of Colours application

Unit- 5- Indoor and on the spot of landscaping
- ➢ **Indoor landscaping**
- ➢ **Landscaping on Various spots**

Practical's

1) How to handle pencil & Brushes for washes & Rendering

2) Layout & Composition

3) Using Natural and Manmade element for doing landscape

4) Ground, Stones and Hills

5) Ground, Stones,Greenery with Hut

6) Hill Side

7) Farming Land

8) Village Side

9) City Scape

10) Landscape design of various place

References :
1. **Title :** Water Color landscape step
   Author : Milind Mulick
   Publisher: Jyotsna Prakashan, Pune.

2. **Title :** Opque colour
   Author : Milind Mulick
   Publisher: Jyotsna Prakashan, Pune.

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Subject Code: 1ANI109
Subject: Design & Composition-I
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Practical   **Maximum Marks 40**

Objective :-Learning Drawing, Anatomy, & Painting and its used in Animation Film Making & Print Media

Unit 1 : Dots Lines & Forms & its Applications
(A) Space & Division (B) Dots   (C) Lines   (D) Forms   (E) Rhythm (F) Force   (G) Balance   (H) Weight   (I) Solidity   (J) Contours (K) 2d& 3D

Unit 2: Basics of Design
  - Symmetrical & Non Symmetrical Design
  - Rhythm
  - Force
  - Balance
  - Aesthetic

Unit 3: 2D Design
  - Understanding of composition, rendering, design, aesthetics & styles

Unit 4: 3D Design
  - Understanding of 3D composition, structure, rhythm, force, balance, aesthetics & styles

Unit 5: Application of Design
  - **Learning application of design in various media, live art, Animation & Print**

Practical
1) Dots, Lines, Forms & Design Formation

2) Design with Basic Forms
3) Symmetrical & Non-Symmetrical Design
4) Alphabetical Designs(Fonts)

5) Calligraphically Design

6) Design with Illusions

7) Subjective Design

References:
1. **Title:** Visual Art-Basic Study
   Author : Gajanan Bhagawal& Arvind Desai
   Publisher – Directorate of Maharashtra State, Mahadev Satwatekar.
2. **Title**: Creative Illustration
   Author :Andrew Loomis
   Publisher: The Viking Press, New York.

SEMESTER -II

Subject Code: 1ANI201
Subject: Communication Skill-II
Theory   **Maximum Marks 40**

Objective : Learning Grammar, Communication, Art Information & Presentation

Unit 1. Phonetics and Phonology
  - Introduction to Phonetics
  - Articulatory phonetics
  - Acoustic phonetics
  - Auditory phonetics

Unit 2. Creative Writing & Content Writing
  - Basics of Creative
  - Writing
  - Script Writing
  - Story Writing
  - Poetry Writing
Unit 3. Written Communication
  - Letter Writing (Formal)
  - Letters
  - CV/ Resume
  - Agenda
  - Minutes

Unit 4. Secrets of Oscar Winning Animation
- ➢ Behind the scenes
- ➢ classic short Animation.
- ➢

Unit 5. The Great Story Teller
- ➢ The Stories of Some of the great story tellers in the world.

Internal Assignment:
- • Write Transcription of Given Passage or PPT on Phonetics
- • Script Writing
- • Story Writing
- • Dialogue Writing
- • Paragraph Writing
- • Letter Writing (Formal)
- • CV/ Resume
- • Agenda
- • Minutes
- • Presentation

References :
1. **Title** :- "Stories",
   Author :- Robert Mckee
   Publisher:- Reaan Book Publication..

2. **Title** "Fade In -The screenwriting Process",
   Author :- Robert A Berman
   Publisher:- Michael Wiese Production
3. **Title** :- "Animation 101"
   Author :- Ernest Pint off
   Publication :- Michael Wiese Production
4. **Title** :- "History of Indian Cinema"
   Author :- Renu Saran.
5. **Title :-** "English Grammar & Composition"
   Author:- Wren & Martin.

Subject Code: 1ANI202
Subject: History of Art-II

Theory   **Maximum Marks 40**

Objective : Learning World Wide Various Civilization, Architecture, Arts, Fashion, Cultures
            & Scientific Development

Unit 1. Art from Aborigine to the Pre – Middle Ages
- ➢ The Art of the Middle Ages

Unit 2. Gothic Art
- ➢ The Early Renaissance

Unit 3.The High Renaissance
- ➢ Mannerism
- ➢ Baroque Art

Unit 4.Rococo Art
- ➢ Neo – classicism

Unit 5.Romanticism
- ➢ Realism
- ➢ Nature Painting in the Middle Age

References:
1. **Title** -"Indian Art History"
   Author – Prof. Jayprakash Jagtap
   Publisher – Jagtap Publication House

Subject Code: 1ANI203
Subject: History of Animation-I
Theory   **Maximum Marks 40**
Objective : Learning History of Animation with Content Early Communication, Starting of Animation Film Making, Famous Animation Films, Films Studio & Styles, Today's Animation & Future of Animation

Unit 1. Early approaches to motion in Art
➢ Motion
➢ Paleolithic Cave Paintings
➢ Shadow play

Unit 2. Animation before films
➢ Prelude
➢ Thaumatrope (1825)
➢ Phénakisticope (1833)
➢ Zoetrope (1866)

Unit 3. Earliest Animating on Film
➢ Theater Optique
➢ Standard picture film
➢ Printed animation film

Unit 4.Traditional Animation
➢ The silent era
➢ Walt Disney & Warner Bros.
➢ Snow White and the Seven Dwarfs

Unit 5. Animation Techniques
➢ Stop motion
➢ CGI animation

Internal Assignment :
• Digital Presentation and demos

References :
1. **Title -** "Books of Animation Art Illustration of Life"
   Author – Walt Disney
2. **Title -** "Cartoon Animation"
   Author – Walt Disney

Subject Code: 1ANI204
Subject: Music
Theory   **Maximum Marks 40**

Objective : Learning Music & Music Compositions are Important Content of Film Design, its Creates Life in Film Panorama so Animation Filmmaking Students Should know it.

Unit 1. Introduction of Music
➢ What is music
➢ Indian Music
➢ Western music
➢ History of Indian and Western Music
➢ Folk music
➢ Classical Music
➢ Fusion

Unit 2. Rhythm
➢ Indian Rhythm
➢ Western Rhythm

Unit 3. Introduction to Instruments
➢ Study of Indian Instruments
➢ Study of Western Instruments
➢ Uses of Different instruments
➢ Uses of Instruments in Live Performance, Film & Drama

Unit 4. Use of Music
- Music For Film & Television
- Music for Advertisements
- Music For jingles
- Music for Drama
- Music for Animation Films
- Music for Songs
- Folly Music
- Music Effects

Unit 5. Introduction to Recording Software
- Dubbing & Recording
- Compositing
- Mixing
- Mastering

Internal Assignment :
1. Learning Musical Instruments
2. Vocal Practices
3. Listening Music
4. Operating Software
5. Dubbing Practices
6. Study of Films, Advertising, Songs & Folly Music
7. Observe Musical Demos, Performance Live & Online

References :
1) **Title:**- Bharatiya Sangit Gurupushpa
   Author:-Devendra N. Deshmukh
   Publication:-Swaranjali Prakashan Akola

2) **Title**:- Listen
   Author:- Joseph Kerman, Gray Tomlinson
   Publication:-Sant. Martins Publication

Subject Code: 1ANI205
Subject: Drawing & Painting-II

Practical   **Maximum Marks 80**
Objective : Learning Drawing, Anatomy, & Painting and its used in Animation Film Making & Print Media

Unit 1. Simple Anatomical Structure
- Humans Anatomy
- Animals Anatomy
- Birds Anatomy

Unit 2. Simple Muscles Structure
- Humans Muscles
- Animals Muscles
- Birds Muscles

Unit 3.Head study
- Humans
- Animals
- Birds

Unit 4.Simple hands, Legs and figures study
- Humans
- Animals
- Birds

Unit 5. Simplified Drawing Methods
  ➢ Simple Line Structure
  ➢ Overlap Line
  ➢ Stylize Line
  ➢ Line for Mass

Internal Assignment:
1) Basics of Anatomy (Human, Animals, Birds)
2) Basic of Muscles Structure (Human, Animal, Birds)
3) Figure Drawing (Human, Animal, Birds)
4) Head Study (Human, Animal, Birds)
5) Figure with Environment (Human, Animal, Birds)
6) Figure Composition (Human, Animal, Birds)
7) Drawing for Animation

References :-
  1. **Title** "Drawing On The One Side Of The Brain"
     Author - Betty Edwards**.**
     Publisher - Jeremy P. Tarcher / Putman a member of Penguin Putman Inc. New York.
  2. **Title** :- "Drawing tools & Materials"
     Author – Walter Foster Creative Team
     Publisher – Walter Foster Publication.
  3. **Title** -"The Art of Basic Drawing"
     Authors– Walter Foster
     Publisher – Walter Foster Publication.
  4. **Title** -"Bridgman's Complete Guide to Drawing"
     Author – George B. Bridgman
     Publisher – Sterling Publication Co. Inc.
  5. **Title** :- "Vilppu Drawing Manual"
     Author – Glenn V. Vilppu
     Publisher – Vilppu Studio, Special Edition (30th Dec. 2007).
  6. **Title** :- "Anatomy & Drawing"
     Author – Victor Perard
     Publisher – Grace Publication.

Subject Code: 1ANI206
Subject: Design & Composition-II
Practical   **Maximum Marks 40**
Objective :Learning Design & Composition Which is Most Important to Create Good Pictorial Design for the Process of Making Animation Films

Unit 1. Figurative Design
  ➢ Space Division
  ➢ Rhythm
  ➢ Force
  ➢ Balance
  ➢ Aesthetics
  ➢ Pictorial Composition

Unit 2. Non Figurative Design
  ➢ Space Division
  ➢ Rhythm
  ➢ Force
  ➢ Balance
  ➢ Aesthetics
  ➢ Pictorial Composition

Unit 3.Design with 3d effects
  ➢ 2D Design with 3D Effects

Unit 4.3D Design and composition
 ➢ 3D Based Assignment with various materials.
Unit 5 Abstract Design and Composition
 ➢ Paintings
 ➢ Murals
Internal Assignment:

1) Figurative Design
2) Non Figurative Design
3) Design with 3D Effects
4) Clay
5) Paper
6) Wood
7) Plaster of Paris
8) Spare Parts
9) Any kind Of Material
10) Mural Design

References:
 1. **Title** -"Visual Art-Basic Study"
    Author– Gajanan Bhagawal & Arvind Desai
    Publisher – Directorate of Maharashtra State, Mahadev Satwatekar.
 2. **Title** -"Creative Illustration"
    Author– Andrew Loomis
    Publisher – The Viking Press, New York.

Subject Code: 1ANI207
Subject: Landscape Design-II

Practical   **Maximum Marks 40**

Objective : Learning Various Type of Nature & Manmade Scenery & Learning Background
       for Animation Film Design

Unit- 1. Basics of Digital Landscapes.
 ➢ Learning Basics of Digital Landscape on Photoshop and flash.

Unit- 2. Digital landscape on various spots
 ➢ On the spot landscaping

Unit- 3. Matte Painting Basics
 ➢ Learning basics of Digital Matte Painting on Photoshop and Flash.

Unit -4. Copy Matte Paints by Great Artist
 ➢ Copy of Matte Paintings from Famous Matt Painters.

Unit -5. Subjective Matte Paintings
 ➢ Design Concept Art
 ➢ Design Colour Keys

Internal Practical & Assignment:

1. Learning Digital Landscape
2. Digital Landscape on various spot
3. Basics of Matte Painting
4. Subjective Matte Paintings

SANT GADGE BABA AMRAVATI UNIVERSITY GAZETTE- 2018 - PART TWO - 657

References :

1. **Title** :   "Water Color landscape step"
   Author: Milind Mulick
   Publisher: Jyotsna Publication, Pune

2. **Title** :   "Opque Colour"
   Author: Milind Mulick
   Publisher: Jyotsna Publication, Pune

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Subject Code: 1ANI208
Subject: Nature and ManMade-I

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Practical   **Maximum Marks 40**

Objective : This Subject is Based on Naturals Things & Man Made Objects its Study can
Creates Good Character & Props Design which are Most Important Contents of
Animation Film Making

Unit – 1. Nature & Manmade Drawing in Pencils
➢ Pencil drawings of Nature and Manmade object with shades and light

Unit – 2. Nature & Manmade Drawing in Colours
➢ Colour application & rendering of Nature and manmade objects with shades and lights

Unit – 3. Nature & Manmade Drawing with Contour lines.
➢ Design horizontal, vertical and cross contour lines.

Unit – 4. Nature & Manmade Drawing in Design
➢ Design forms from Nature and Manmade objects.

Unit – 5. Nature & Manmade Drawing for Animation
➢ Use of Nature and Manmade object in Animation art as a character and props.

Internal Practical & Assignment:

1) Tree branch & earthen Lamp
2) Grapes & Plates
3) Brinjal, Tomato & knife
4) Onion & Sambar
5) Lady Finger, Flower & Big spoon
6) Custard apple & Glass
7) Orange & Guava Juice Jar
8) Pomegranate & Cold Drink Bottle
9) Banana
10) Pineapple
11) Coconut
12) Peacock Feather

References:

1. **Title**   : "The Art of Basic Drawing" –
   Author   : Walter Foster
   Publisher : Walter Foster Publication
2. **Title**   : "The Fundamental of Drawing in Calour"
   Author : Barrington Barber
   Publisher: Capella Publication
3. **Title**   : "The complete book of drawing technique"
   Author :   Peter Stanyer

Subject Code: 1ANI209
Subject: Animation-I

Practical   **Maximum Marks 80**
Objective : Learning Action with Emotion Through Physical Drawing and 3D Characters.

Unit-1. Introduction of Animation

A) Brief animation history, use of animation in various field like film, television, ads., sp. effects, interactive presentation, web, medical, engineering, defense, virtual reality, augmented reality, animatronics, motion capture etc.

B) Information regarding required material like animation papers (sun id & executive bond papers) paper tape, scale, shade squire, light box, punch machine, peg bar, bar sheet, field chart, action board sheet, software's hardware, reference book , films & web

Unit-2. Basic Principles of Animation (2D, Stop Motion)
 ➢ Basic Principle like path Timing Weight & Volume.
 ➢ Manipulation
 ➢ Bounce
 ➢ Wave
 ➢ Character Animation
 ➢ Effects Animation

Unit-3. Character Animation

Unit-4. Special Effects
 ➢ Speed
 ➢ Wave
 ➢ Thunder
 ➢ Rain
 ➢ Smoke
 ➢ Candle Flame
 ➢ Fire
 ➢ Clouds
 ➢ Lightning

Unit-5. Stop Motion Animation
 ➢ Making 3D models
 ➢ Making 3D sets
 ➢ Making of stop motion, animation from script to screen.

Internal Practical &Assignment:

1) Subject Know how by Digital Presentation & Lecture
2) Manipulation
3) Bouncing Ball
4) Wave Principle
5) Stuby
6) Sack
7) Sea Weave & Boat
8) Clouds & Speed
9) Flame, Fire & Smoke
10) Water Ripple
11) Lighting & Twister
12) Rain & Rainbow
13) Waterfall & River Water

References:
 1. **Title**   : Animators Survival Kit
     Author : Richard Williams
     Publisher: Faber and Faber

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2. **Title**   : Cartoon animation
   Author : Preston Blair
3. **Title**   : Timing for Animation
   Author : John Halas, Harold Whitakar
   Publisher: Focal Press
4. **Title**   : Illusion of Life
   Author : Ollie Johnston, Frank Thomas
   Publisher: Abbeville Press

Subject Code: 1ANI210
Subject: Graphic Design

Theory   **Maximum Marks 40**

Objective : Learning Design With Graphic Presentation Photoshop & Corel Draw these are the Appropriate Software for Creating Good Graphic Design

Unit 1. Adobe Photoshop Interface
➢ Know How the Software Work
➢ Interface Introduction through presentation& Demos
➢ Practice
➢ Assignments Practical's

Unit 2. Compositions
➢ Information for Composition & Practice

Unit 3.Product Design, Illustrator& Matt Painting
➢ Information for Product Designing& Practice
➢ Information for Illustrator & Practice
➢ Information for Matt Painting & Practice

Unit 4. Corel Draw Interface
➢ Title Bar
➢ Menu Bar
➢ Standard Bar
➢ Property Bar
➢ Toolbox
➢ Colour palette

Unit 5. Advertising

Internal Practical & Exercise :
1) Interface (Demo & Lecture)
 (a) Tool Bar (b) Menu Bar (c) Layers (d) Canvas (e) Option Bar (f) Color pellet
(g) Text Option (h) Filters (i) Layer Style (j) Image Editing Option (k) Effects
(l)Color Adjustment (m) Create Custom Shapes
2) Create Simple Composition
3) Product designing & Illustrations
4) Create Stylize Illustrations
5) Photographic Illustration
6) Mat Painting
7) Symbol
8) Logo
9) Mascot
10) Visiting Card
11) Letter Head
12) Envelope
13) Leaf-lets
14) Press Ad
15) Magazine Ad
16) Outdoor Ad

References :
1. **Title**   : The Best of Newspaper Design
   Author : Rockport.
   Publisher : Society for News Design
2. **Title** : The Techniques of Graphic Art
   Author : H. Van Kruihingen

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