

MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WB

Syllabus for B.Sc. in 3D Animation Film Making (BAFM) Programme

(Effective for Students Admitted in Academic Session 2019-2020)

SEMESTER II

Paper: ENGLISH – II

Code: BAFM -201

Contacts Hours / Week: 3L+1T

Credits: 3

Marks: 100

Module	List Of Topics and Exercises
1	Disaster Management <ul style="list-style-type: none">• Reading – The Cuddler Experience• Writing – Official reports• Listening – Listening for theme• Speaking – Congratulating, offering sympathy and condolences and making complaints• Grammar – Tenses• Vocabulary - Phrasal verbs
2	Humour <ul style="list-style-type: none">• Reading – Bubbling Well Road• Writing – Note making• Listening – Listening for details and taking notes• Speaking – Interview skills• Grammar – Adverbials and modal verbs• Vocabulary - Idioms
3	Films <ul style="list-style-type: none">• Reading – The Odds against Us• Writing – Information transfer• Listening – Listening to announcement and directions• Speaking – Making presentations• Grammar – Conjunctions and prepositions• Vocabulary- Technical vocabulary

Suggested Readings: A communicative approach in English by A. Rama Krishna Ra

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Paper: ENVIRONMENTAL STUDIES

Code: BAFM -202

Contacts Hours / Week: 3L+2T

Credits: 3

Marks: 100

Module	List Of Topics and Exercises
1	Environmental studies <ul style="list-style-type: none">The Multi-disciplinary nature of environmental studies Definition Scope and importance need for public awareness
2	Natural Resources Renewable and Non-Renewable: Natural Resources and Associated Problems Forest resources: Use and over-exploitation, deforestation, case studies, Timber extraction, mining, dams and their effects on forests and tribal people. Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems.

Paper: HISTORY OF ANIMATION

Code: BAFM -203

Contacts Hours / Week: 3L+2T

Credits: 3

Marks: 100

Module	List Of Topics and Exercises
1	History of animation a survey of the Heritage of Art & Architecture the methodology to analyse the language of the creative process and the principles of design, as well as techniques and materials.
2	Types of animation <ul style="list-style-type: none">Clay animation, Traditional animation, 3Danimation, Puppet/ toy animation, material animation. Why animation?To get rewarding careers in Entertainment Media, Feature Film, Television Episodes, Gaming, Web Animation, Ad agencies, E-Learning (Education)
3	History of Animation <ul style="list-style-type: none">Drawing in time -HistoryCharacters and StoriesTypes of Animations: Clay, Sand and Stop-Motion
4	Animation Production Process <ul style="list-style-type: none">Pre-productionProductionPost-production

Suggested Readings: Abby Maureen Furness

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Practical

Paper: CLASSICAL ANIMATION

Code: BAFM -291

Contacts Hours / Week: 2T+6T

Credits: 3

Marks: 100

Module	List Of Topics and Exercises
1	A beginning course for 2D animation character design this course provides students the fundamental skills required to develop Character Design <ul style="list-style-type: none">Realistic Character, Semi-Realistic Character, Cartoon Character
2	Background <ul style="list-style-type: none">Key Layout / Background Paint, Layout, Painting Layout design <ul style="list-style-type: none">Roles and responsibilitiesStudy of styles and detailsScene wise layout staging and background creation
3	Storyboard design <ul style="list-style-type: none">Creating the visual story using thumbnailsShot breakdown, shot types, continuity, camera angles, camera movements,Creating final storyboardCreating the Animatic
4	Classical Animation <ul style="list-style-type: none">Rolling Coin, Bouncing BallPendulum, Hand-lift and Flag
5	Digital Animation <ul style="list-style-type: none">Walk-Cycle, Run-CycleWalk-Run-StopLip Sync Action

Suggested Readings: The Animator's Survival Kit by Richard Williams

Suggested Software: Adobe animate

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Paper: GRAPHIC DESIGNING & VIDEO & AUDIO EDITING & MOTION GRAPHICS

Code: BAFM -292

Contacts Hours / Week: 2T+6P

Credits: 3

Marks: 100

Module	List Of Topics and Exercises
1	Raster Graphics, Working with Documents <ul style="list-style-type: none">• Understanding vector graphics: RGB vs. CMYK• Working with the Control panel• Creating files for the web & print
2	Advertisement Design Poster Design <ul style="list-style-type: none">• Invitation design, Advertisement design• Components of effective advertisement design Publication Design <ul style="list-style-type: none">• Understanding Publication elements• Essentials in publication design• Study of various publication designs Corporate Identity <ul style="list-style-type: none">• Components of an Identity Program• Essence of Corporate Identity Logo• Designing Letterhead, Envelope, Business Card
3	Video Editing: <ul style="list-style-type: none">• Editing from the Bin- Cutting down Your Sequence - Navigating the Timeline- Thinking Nonlinearly - Trimming Fundamentals - Methods of Trimming - Types of Trim• Importing and Exporting Motion Video, Types of Effects -Effect Design - Rendering – Key frames-
4	Motion graphics: <ul style="list-style-type: none">• Introduction to After effects• About Composition, Solid layer ,Shape layer,• Text animation ,Hud Effects, Info graphics• Motion graphics

Suggested Software: Adobe Photoshop

Adobe Premiere, after effects

Suggested Readings: 1. Adobe Photoshop CC Classroom Andrew Faulkner

2. Adobe Premiere CC Classroom Andrew Faulkner

3. Creating Motion Graphics with after effects Book by Chirs Meyer and Trish Meyer

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Sessional

Paper: INTERNSHIP

Code: BAFM -281

Contacts Hours / Week: 6P

Credits: 3

Marks: 100

1	Internship: Students have to undergo practical training for a period of 6 Practical's, on their own choice, the student has to submit the copy of the work done during the training process to the department for his assessment. The final evaluation is done through Viva-voce based on the work done during practical training.
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