Shri Vaishnav Vidyapeeth Vishwavidyalaya, Indore.

SVIFA
M.F.A. – Animation

SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-101	History of Animation-I	4	0	0	4	60	20	20	0	0

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs): The students will be able to:

- To familiarize the students with the history of Animation.
- To acquaint the students the various techniques and styles that created the current scenario of Animation Industry.

Course Outcomes (COs): The student should be able to:

To enable the students to analyse the historical development of animation in order to create their original animation.

Paper I

AMFA-101

History of Animation-I

Unit I

Early approaches to motion in art, Chinese rotating lanterns, Shadow play, The Magic Lantern.

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Unit II

Animation before film- A brief introduction, Thaumatrope (1825), Phénakisticope (1833), Zoetrope (1833/1866), Flip book (1868), Praxinoscope (1877), Zoopraxiscope (1879).

Unit III

1888-1908: Earliest animations on film, Théâtre Optique, Standard picture film, Printed animation film, J. Stuart Blackton, Émile Cohl.

Unit IV

1910s: From original artists to "assembly-line" production studios, Winsor Mc. Cay, Barré Studio, Bray Productions, Hearst's International Film Service.

Unit V

Fleischer Studios, Felix the cat, Quirino Cristiani: the first animated features, 1920s: Absolute film, transition to synchronized sound.

Recommended Readings:

1. Chuck Thorndike, (2012). Cartooning, Caricature and Animation Made Easy, Dover Publication, New York.
2. Grant Write, (2018). The Art of Caricature, Chapel Hill NC.
3. Suzanne Buchan, (2013). Pervasive Animation, Routledge, New York.

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SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-102	Fundamentals of Animation	4	0	0	4	60	20	20	0	0

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs): The student will be able to:

- learn animation and its concepts.
- develop an approach towards Animation and other visual mediums.

Course Outcomes (COs): The student should be able to:

- Apply the concepts through animation and other visual mediums.

Paper II

AMFA-102

Fundamentals of Animation

Unit – 1

Introduction to animation. Animation Vocabulary. Five types of Animation including
3D Animation, 2 D Animation Hand Drawn, Vector, Stop Motion and Motion Graphics.

Unit – 2

The Process of Animation including Story, Script, Concept Art, Storyboard, Animatic, Creating Assets, Previs, Animating, Texturing, Lighting, Rendering, Editing, Color Correction, Music, Sound Design.

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Unit – 3

Animation Software and hardware. The twelve Principles of Animation - Squash and stretch, Anticipation, and Staging.

Unit – 4

Straight-ahead action and pose-to-pose, Follow through and overlapping action, Slow in and slow out, Arc.

Unit – 5

Secondary action, Timing, Exaggeration, Solid drawing, and Appeal. Appeal through Lines, Shapes, Forms, Color , Texture.

Readings:

- Collington, Mark (2017). Animation in Context: A Practical Guide to theory and Making, Bloomsbury Publishing, New York.
- Thomas, Frank (1981). The illusion of life: Disney animation, Abbeville Press, New York.

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SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-103	Character Design	0	0	8	4	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs): The students will be able to:

- To familiarize the students with Character design.
- To acquaint the students the various techniques and styles of making characters.

Course Outcomes (COs): The student should be able to:

- Apply the concepts of character design through animation and other visual mediums.

Paper III

AMFA-103

Character Design

Learning how to create appealing characters in film, games, animation, comics, and more. Creating minimum five original characters by developing the entire concept, style, and artwork of a character.

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						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-104	Basics of Computer Graphics	0	0	4	8	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs): The student will be able to:

- understand the basics of computer graphics
- acquaint themselves with digital art.

Course Outcomes (COs): The student should be able to:

• apply concepts of line, forms and textures and exhibit their creativity

Paper IV

AMFA-104

Basics of Computer Graphics

COURSE CONTENTS:

Creating compositions with the medium of digital art: line, forms and colors.

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						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-105	Storyboarding	0	0	8	4	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs): The student will be able to:

- understand the basics of storyboarding.
- acquaint themselves with storyboarding art.

Course Outcomes (COs): The student should be able to:

• apply concepts of composition, forms and textures to exhibit their creativity

Paper V

AMFA-105

Storyboarding

Creating Storyboards for Animation films, Video Advertisements, etc. using composition principles and animation principles.

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SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-106	Exhibition and Viva	0	0	0	4	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs): The student will be able to:

- To disseminate the know-how of creating and exhibiting their artwork.

- To familiarize the students to the skills of conducting an exhibition.

- The teachers will be able to judge the knowledge gained by students.

Course Outcomes (COs): After completion of this course the students are expected to be able to demonstrate following knowledge, skills and attitudes:

- Demonstrate the conceptual clarity about the subject studied.

- Overcome the inhibitions while answering the questions.

- To enable the students to create animations and organize or participate in contests, art exhibitions, etc.

Paper VI
MFA-105
EXHIBITION & VIVA

Exhibition & Viva: Creating original artwork, animations and participating in/organizing online and offline exhibition.

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SUBJECT CODE	NAME OF SUBJECT	Teaching Scheme/Week			CREDITS	EXAMINATION SCHEME				
						Theory			Practical	
		L	T	P		End sem university exam	Two Term Exam	Teacher * Assessment	End sem university exam	Teacher * Assessment
AMFA-107	Major Research Project on Clay Animation	0	0	0	4	0	0	0	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs): The student will be able to:

- To familiarize the students to the skills of conducting research on a given topic related to Animation.

Course Outcomes (COs): The student should be able to:

- To enable the students to conduct in-depth study about clay animation and document the study in prescribed format.

Paper V

AMFA-107

Major Research Project on Clay Animation

Major Research Project on Clay Animation: Major Research about Clay Animation. Developing a Clay Animation video.

The objectives of the course are to:

- Check the ability of students in terms of their writing regarding Animation.
- Identify the problems of students in developing their writing skills regarding Animation.
- Gather the opinion of the teachers on their students' performance regarding Animation.
- Improve the writing skills of students by suggesting some remedial measures regarding Animation.