

I. ANIMATOR (CREDITS: 4)

Section-A

Unit I: Animation History and Evolution: Introduction, History of Animation, Various Imaging Forms and Tools, Contemporary Animation and Its Future, Effective Communication Tool for “Education, Medical Sciences, Engineering, etc.”, Basic Drawing for Animation, Factors Behind Appeals of Drawings

Unit II: Perpetual System, Anatomy of various Characters, Visualization, Designing and Developing Capacity Building Skills: Introduction, Zoological Anatomy (Realistic, Unrealistic, Semi-Realistic, Surrealistic, Basic Animal Groups' Anatomies, Focus on Quadrupeds, Bipedes and Birds, Unrealistic, Semi-realistic and Surrealistic Anatomies and Referral Studies, Various Art Forms' Inspired Convergence and Permuted Designs, Objects, Props, Gadgets, Wardrobes etc., Animatable Aspects and Limits of the Designed Characters, Gestures, Appeals and Actions, Transposing: Humanistic to Other Families of Characters and Vice Versa, Model Sheets and Gesture Sheet Preparations, CG Asset Creations, 2D Characters Creation, 3D Characters Creation, Texturing, Lighting, Perspective and Layout, Various Perspectives, Other Species POV Visualizations

Section B

Unit III: Recreation of Life and Beyond with Cinematic Dimensions and Limits, Science of Movements, Classic Animation Principles, Practice & Audio for Animated contents: Introduction, Persistence of Vision, Archival and Reconstruction, Understanding and Observing Persistence of Vision, Time and Space, Real Time Division with Mapping by Major Standard Broadcast Formats, Cinematic Dimensions and Limits, Storyboarding and Compositions, Storyboarding Visualization and Design Process, Film Language Narrative and Script Break-Up, Shot Division, Board Designs and Drawings, Science of Motion, Basic Principles of Animation and Practice, Practicing Principles of Animation As Per the Laws of Motion and Animatic Exaggerations on Cross Platforms from 2D, 3D to Stop-Motion, Visual Effects: Reaction of Living World Phenomena observing Motion Physics, Animation Direction, Animatics (Leica Reel) and X-Sheet Preparations, Animation Direction, Animation Direction Process, Theatrical / Exhibition Format Conversion

Unit IV: Compositing, Editing, Audio for Animation and Production Management: Introduction, Digital Compositing, Understanding Basic Layering, Digital Compositing: Basics and Understanding Various UI, Traditional UI Software vs Node-Based Software, Advanced Motion Tracking and Match moving, Editing: Practice in Editing Software, Tools and Techniques, Editing For Animation (Special Lesson), Audio For Animation, Understanding Ambience and Ambiphonics, Voice for Animation, Narration Styles for Animation, Dialogues for Animation, Lip Chart Production, BGM for Animation, Songs and Melo-Sequence Production, Thematic or

Signature Music Scoring, Background Music for Mood and Scene Build-Up, Sound Effects for Realistic/Exaggerated Feel and Impact, Mixing and Ambiophonic Layering, Production Management, Decisive Factors for Strategic Process Planning, Optimising the Limits in Time, Money, Resources, Implementation of Production Pipeline