

MOBILE APPLICATION DEVELOPMENT
SEMESTER - II
DMAD-05T: IMAGE DESIGN AND ANIMATION

Total Marks: 100
External Marks: 70
Internal Marks: 30
Credits: 6
Pass Percentage: 40%

Objective:

Objective of this paper is to equip with skills of Image Designing & Animation, Image Designing in various domains and specifications.

Section-A

Unit I: Introduction to Image and Design, Image Design, Image Processing, Raster and Vectors, Elements and Principles of Design, Image Design, Principles of Design.

Unit II: Image Creation and Manipulation, Color Theory, Images Editing, Understanding Image Size and Resolutions, Creating Images for Print and Web, File Format & DPI Guide, Image Formats.

Unit III: Image Design Software, Drawing, Painting, Image Manipulation and Photo Editing Software, Introduction to Basics Tools in Image Design Software Interface, Drawing, Colouring and Editing of Basics Shapes, Introduction to Creation of Professional Image Design.

Section-B

Unit IV: Image Animation: Introduction, The Uses of Animation, Cartoons, Simulations, Scientific Visualization, Principles of Animation, Traditional animation, Stop Motion, Computer Animation.

Unit V: Dynamics of Computer Animation: Keyframing, Motion Capture, Techniques to Aid Motion Specification, Model Based Animation, Animation Production.

Unit VI: Animation Technology and Hardware: Film Technology, Video Technology, Animation Hardware, Animation Rendering, and Output Techniques, Animation Software: Maya, Inkscape.