DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS
KURUKSHETRA UNIVERSITY, KURUKSHETRA

Part A - Introduction			
Subject	COMPUTER SCIENCE		
Semester	I		
Name of the Course	Animation		
Course Code	B23-VOC-101		
Course Type: (CC/MCC/MDC/CC-M/DSEC/VOC/DSE/PC/AEC/VAC)	VOC		
Level of the course (As per Annexure-I			
Pre-requisite for the course (if any)			
Course Learning Outcomes(CLO):	After completing this course, the learner will be able to: 1. understand the basic idea of 2-D animation. 2. Using Photoshop for animation. 3. Using Corel-Draw and paint for animation 4. Using Macromedia Flash for animation _____ 5*. Implementing the animation using Photoshop, Corel-Draw, Paint and Flash.		
Credits	Theory	Practical	Total
	3	1	4
Contact Hours	3	2	5
Max. Marks:100(70(T)+30(P)) **Internal Assessment Marks:30(20(T)+10(P))** **End Term Exam Marks: 70(50(T)+20(P))**	**Time: 3 Hrs.(T), 3Hrs.(P)**		
Part B- Contents of the Course			
Instructions for Paper- Setter			

Unit	Topics	Contact Hours
I	Introduction to 2D Animation: Basic of sketching, still life and assignment of basic drawing, Composition of basic elements, Creating Digital Layout, Working with visual images, Paint & animate (scanning, tracing, ink & Paint)	10
II	Drawing concept, Work in different media, such as drawing, collage, and painting, Professional image editing (PHOTOSHOP), Story Boarding, Understanding Background	10

	composition	
III	Colour theory & basics, Explore the relationship between elements and principal, Advertising and relevant case ,Graphics and illustration (Corel Draw, Paint), Titles and Credit Making, Basic Understanding of 2D animation and technique.	10
IV	Incorporating sound into 2D animation, Pixel and resolution: Vector and Bitmap Graphics, Vector Composition , 2D animation (Macromedia Flash), Stop motion animation, Animation with flash, Portfolio Making	10
V*	• Drawing fundamentals using lines • Sketching of cartoon characters • 2D Logo designing • Storyboarding of a 30 seconds film • Portfolio making of an organization	25
Suggested Evaluation Methods		
Internal Assessment: ➢ **Theory** • Class Participation: 5 • Seminar/presentation/assignment/quiz/class test etc.: 5 • Mid-Term Exam: 10 ➢ **Practicum** • Class Participation: 5 • Seminar/Demonstration/Viva-voce/Lab records etc.: 5 • Mid-Term Exam: NA		**End Term Examination:** A three hour exam for both theory and practicum.
Part C-Learning Resources		
Recommended Books/e-resources/LMS: • The Illusion of Life: Disney Animation, Ollie Johnston and Frank Thomas, Disney Editions. • Blender Production Creating Short Animations from Start to Finish, Roland Hess, Routledge. • Animating with Blender: Creating Short Animations from Start to Finish, Roland Hess, Focal Press • Simplified Drawing for Planning Animation, Wayne Gilbert, Anamie Entertainment Ltd. • Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels, Tom Bancroft, Watson-Guptill • Force: Dynamic Life Drawing for Animators, Mike Mattesi, Focal Press		