



SARVEPALLI RADHAKRISHNAN UNIVERSITY

COURSE - B.A(ANIMATION & DESIGN) SCHEME & SYLLABUS

FIRST YEAR

EFFECTIVE BATCH - 2017-18

SUBJECT CODE	SUBJECT NAME		THEORY			PRACTICAL			TOTAL
			TH	CCE	TOTAL	PR	CCE	TOTAL	
FC101	FOUNDATION COURSE	FC-12 ENGLISH	30	5	35				100
		FC-11 HINDI	30	5	35				
		FC-13 ENTERPRENEURSHIP	25	5	30				
BAA101	CONCEPTS OF FILM MAKING	PAPER-I	42.5	7.5	50	40	10	50	150
		PAPER-II	42.5	7.5	50				
BAA102	DESIGN & COMPOSING	PAPER-I	30	5	35	40	10	50	150
		PAPER-II	30	5	35				
		PAPER-III	25	5	30				
BAA103	MAX MODELING & ANIMATION	PAPER-I	42.5	7.5	50				150
		PAPER-II	42.5	7.5	50				
		PAPER-III	42.5	7.5	50				



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FIRST YEAR

FOUNDATION COURSE

ENGLISH

CODE- FC12

Unit 1

Where the mind is without fear: Rabindra Tagore

The Hero: R.K Narayan

Tryst with Destiny: Jawaharlal Nehru

Indian Weavers: Sarojini Naidu

The portrait of a Lady: Kushwant Singh

The solitary reaper: William Wordsworth

Unit 2

Basic language skills: Vocabulary, synonyms, antonyms, word formation, prefixes and suffixes

Unit 3

Basic language skills: Uncountable nouns, verbs, tenses, adverbs

Unit 4

Comprehension/ unseen passage

Unit 5

Composition and paragraph writing



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FIRST YEAR

FOUNDATION COURSE

ENTREPRENEURSHIP

CODE- FC 13

Unit 1 Entrepreneurship development: concept and importance, function of entrepreneur, goal determination- problems, challenges and solutions

Unit 2 Project proposal- needs and objects- nature of organization, production management, financial management, marketing management and consumer management

Unit 3 Role of regulatory institutions, role of development organizations, self-employment oriented schemes, various growth schemes

Unit 4 Financial Management for project- Financial Institutions and their role, capital estimation and arrangement, cost and price determination, accounting management

Unit 5 Problem of entrepreneur- Problem relating Capital, problem relating registration, administration problem and how to overcome from problems



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CONCEPTS OF FILM MAKING

PAPER-I

Basics of Film Making I

Introduction to Cameras
Camera Operations
Types of Camera Angles-I
Types of Camera Angles-II
Lighting in Cinematography- I
Lighting in Cinematography-II
Composition - I
Composition - II
Story Development and Screenplay -I
Story Development and Screenplay –II
Stop motion introduction, Cutout animation
Pixilation
Claymation
Creating a film with stop motion

PAPER-II

The Art of Editing - Sound Editing

Using the workspace of Sound Editing Software
Importing and recording Sound
Editing audio
Cleaning and restoring audio

Paper-III

The Art of Editing - Video Editing

Broadcasting standard and Types Of Editing
New Project setting, Importing footage, Lineup on timeline
Adding Transition, Refining edit, Trimming, Using Editing tools
Titling and Video effects
Color correction
Integrating Audio on Timeline
Audio filters
Rendering the final Output



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DESIGN & COMPOSING

PAPER-I

Pre Production

Introduction to Drawing
Film Viewing
Perspective Study
Background and Layout Design
Anatomy Study -I
Anatomy Study -II
Body Language
Posing
Character Design-I
Character Design-II
Story Boarding-I
Story Boarding-II

PAPER-II

Digital Design

Introduction to Photoshop Working with selection tools and layers Typography and Film Poster (artistic color wheel) Working with Brushes Working with Color Channels and Masking Gradient and Blending Modes Color Correction (tech color wheel) Image Restoration Create clean plate for VFX Vanishing Point ,Lense Distortion Correction Matte Painting Working with Vector shapes, Logo Creation Digital Painting - Creating Product Creating Digital Painting Filters Effects-I

Filters Effects-II
Creating Panaroma and HDR images

PAPER-III

Basics of Compositing

New Compostion,Animation and Blending in Layers
Text Layer,Animating Text
Deinterlacing a footage,Masking,Rotoscopy-shape based
Rotoscopy- character
Keying Basics
Color Correction
Advanced Keying with CC
Tracking and Stabilizing



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3D Interface and 3D Camera Tracking

Wire Removal

Sequence painting with Photoshop

Displacement Map

AFX particles

Motion Graphics

Motion Graphics

Pack Shot-TVC



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MAX MODELING & ANIMATION

PAPER-I

Max-Modeling

Introduction to 3D Studio Max(interface & tools)
working with primitive geometry
Working with spline and modifiers-Extrude, Lathe, Bevel profile
Working with Modifiers-Bend,Taper,Twist,Noise,Ripple,Wave
Modeling Operations-Pro Boolean,Loft
Introduction to Poly Tools- exploring tools
Introduction to Poly Tools- creating an object
Image based Modeling - blocking
Image based Modeling - detailing of elements
Cyborg Modeling - Blocking whole body
Cyborg Modeling - Body detailing
Cyborg Modeling - Face detailing
Cyborg Modeling - detailing Mechanical limbs
Character Modeling - Creating Morph targets

Max-Texturing

Introduction to Texturing & material editor
Procedural mapping
Basics of UV Mapping
Basics of material
Ray trace: Materials and Maps
Advanced Material: Multi-Object with ink & paint
Adv. Material: Blend, Composite, Matte shadow, Double sided
Introduction to UV Unwrap
Texturing a Background- camera projection
Unwrapping a Cyborg
Texturing a Cyborg - Face & body
Texturing a Cyborg (Limbs & Accessories)

PAPER-II

Max-Lighting

Introduction to Standard Lights / Shadows
Basic 3 Point Light Setup
Day & Night lighting
Introduction to Mental Ray: Global Illumination
Mental Ray - Final Gather & IBL
Mental Ray Shaders Architectural materials
Mental Ray - Caustic (Reflective & Refractive)
Lighting with Render elements
Lighting a CG element with Live plate
Lighting a CG environment with Live character
Mental Ray - Day Light System with MR proxy
Render to Texture

Max-Rigging

Introduction to Rigging - Child parent relationship, Constraints
Working with constraints
Wire Parameters & Reaction Manager



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Introduction to Bones & creating bone setup
IK & FK controllers- Creating custom attributes
Skinning
Facial Rig (Morpher & bones setup)
Rigging Cyborg Mechanical- Limbs
Rigging Cyborg Mechanical - Accessories
Introduction to Character Studio (Figure mode)

PAPER-III

Max-Animation

Introduction to Timeline & key frame animation
Bouncing ball (Working with Dope Sheet and Curve Editor)
Pendulum swing
Mechanical animation - vehicle
Creating strong poses
Rotomation
Cyborg Walk Cycle
Working with Facial Animation
Character Studio - Footstep mode
Character Studio - Key frame Animation
Character Studio - Animation with Props
Motion flow and motion mixer

Max-Dynamics & FX

Intro to Particle System & Space Warps
Parray and Particle Instancing
Introduction to Event based particle system
Working with Operators in particle flow
Working with Test in particle flow
Working with Materials in particle flow
Introduction to Rigid Body Dynamics
Working with advanced Rigid Body Dynamics
Intro to Cloth (Cloth modifier)
Creation of Garments (Garment Maker)
Introduction to Hair & Fur
Hair Styling and Rendering