Name of the Program	B.A. / B.Sc. (LIBERAL EDUCATION)			Year/ Semester:		1st / 1st
Course Name	Fundamentals of Animation and Design	Course Code:	ANI101	Type:		Theory
Credits	05			Total Sessions Hours:		75 Hours
Evaluation Spread	Internal Continuous Assessment:	50 Marks		End Term Exam:		50 Marks
Type of Course	⚪ Compulsory	⦿ Core		⚪ Creative		⚪ Life Skill
Course Objectives	1. The prime objective of this course is to introduce the students to graphic design and animation concepts. 2. To develop an approach for design and message conveying through vector graphics and other visual mediums. 3. Demonstrates the skill of effective usage of color with exercises on color contrasts from examples and natural objects. 4. We can create professional artwork like logo designs, illustrations, book designs, banners, holding designs, etc.					

Course Outcomes(CO): *After the successful course completion, learners will develop following attributes:*

Course Outcome (CO)	Attributes
CO1	To familiarize the students with various approaches, methods, and techniques of animation technology. To develop expertise in life-drawing and related techniques.
CO2	The student will learn to emphasize conceptualization, creativity, and visual aesthetics. Develop expertise in life-drawing and related techniques in the digital medium. Students will be able to learn the latest trends in various subjects of computers and information technology.
CO3	The student will demonstrate skills in designing with color while developing sensitivity through hue, value, intensity, proportion, and placement in a composition. Upon gaining visual awareness and critical observation of color, the student will be better equipped to problem-solve in the visual media marketplace.
CO4	Students will understand the comprehensive processing of words and publishing integration. through Adobe Photo shop's latest version. Apply the basic principles, techniques, and algorithms for generating and interacting with simple graphical objects on a display screen. Have a basic understanding of typography, color, layout, tables, images, graphics, and styles and interactive elements. Adobe Photoshop helps you create and modify objects for graphic design purposes
Pedagogy	Interactive, discussion-bases, student-centered, presentation.
Internal Evaluation Mode	Mid-term Examination: 20 Marks Activity: 10 Marks Class test: 05 Marks Online Test/Objective Test: 05 Marks Assignments/Presentation: 05 Marks Attendance: 05 Marks

Session Details	Topic	Hours	Mapped CO
Unit 1	**Principals and Types of Animation** • The main purpose of these principles was to produce the illusion that cartoon characters obeyed the basic laws of physics, but they also dealt with more abstract issues such as emotional timing and character appeal. 12 principals and 4 types of animation • Traditional Animation, 2D Animation, 3D Animation, Motion Graphics, Stop Motion **Activity:** Drawing of the principals of animation and types of animation. Hand-drawing using fundamental principles Use a variety of tools and technologies to create, capture, and animate elements	16	CO1
Unit 2	**Introduction to Design Concepts** Concept design simply refers to a phase of the design process. It is the point within the development cycle that typically sits between the product requirements and detailed design. • Methods of design: exploring, redefining, managing, and prototyping. • Designing for different needs • Designing for industry, designing for visual art (graphics, web, and animation), • Designing for a process, designing for manufacturing, designing for products and services. **Activity :** Create freehand drawing and rendering skills in different mediums and use them as a tool for expressing ideas. Designing visual art through their imaginations. Draw the principles of design and its trends.	19	CO2, CO4
Unit 3	**Color Theory** Color theory is a collection of rules and guidelines that designers use to communicate with users through appealing color schemes in visual interfaces. • Color theory: overview • Color harmony • psychology of color **Activity:** Design a color wheel and methods of hue, value, and saturation. How do you apply your newfound knowledge of color theory to choosing the right colors?	21	CO3
Unit 4	**Adobe Photoshop** It is raster-based software used for photo editing, image editing, and design editing, using various effects on images with tools as well as design work for advertisements. • Masking or clip masking • vector art • Matte painting • Digital painting • Color Correction **Activity:** Social Media Post, Typography, Photo Editing, Photo Manipulation, Mock Up Designing Invoices, Label Book Covers, Postcard Invitations, and Magazine Cover	19	CO4, CO3,CO2

CO-PO and PSO Mapping

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO6
CO1	1			2		1			2				1	
CO2		2	2	3	1		1			2	1			
CO3	1					2		2				2	1	
CO4				3	3					2				

Strongcontribution-3, Averagecontribution-2, Lowcontribution-1,

Suggested Readings:

Text- Books	1. The Animator's Survival Kit by Richard Williams 2. Interaction of Color by Josef Albers 3. Contemporary Color Theory & Use, 2nd Edition by Steven Bleicher
Reference Books	2. The Elements of Color by Johannes Itten 3. How to Make Animated Films by Tony White's
Para Text	**Unit 1:** 1. https://www.youtube.com/watch?v=uDqjIdI4bF4 2. https://www.youtube.com/watch?v=LmyRZR8MaJI **Unit 2:** 1. https://www.youtube.com/watch?v=UmHMVU6dceA 2. https://www.youtube.com/watch?v=cQOIDhZfJkA **Unit 3:** 1. https://www.youtube.com/watch?v=oxr-5CIQm1c 2. https://www.youtube.com/watch?v=XNkV6m4fosw 3. https://color.adobe.com **Unit4:** 1.https://www.photoshoptutorials.ws/ 2.www.photoshop.com/tutorials

Recapitulation & Examination Pattern

Internal Continuous Assesment:

Component	Marks	Pattern
Mid Semester	20	**Section A:** Contains **10** MCQs/Fill in the blanks/One Word Answer/ True-False type of questions. Each question carries **0.5 mark.** **Section B:** Contains **07** descriptive questions out of which **05** questions are to be attempted. Each question carries **03 marks**.
Activity/ Practical	10	Will be decided by subject teacher
Class Test	05	Contains **05 descriptive questions.** Each question carries **01** mark.
Online Test/ Objective Test	05	Contains **10 multiple choice questions.** Each question carries **0.5** mark.
Assignment/ Presentation	05	Assignmet to be made on topics and instruction given by subject teacher
Attendance	05	As per policy
Total Marks	**50**	

Course created by: **Ms. Iffat Jahan** Signature:	Approved by: **Mr. Gaurav Rawat** Signature: