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COURSE CODE	CATEGORY	COURSE NAME	TEACHING &EVALUATION SCHEME								
			THEORY			PRACTICAL		L	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
MFAA-101	CC	**Historical Development of Animation**	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

- **CEO 1** To familiarize the students with the history of animation.
- **CEO 2** To acquaint the students with the various techniques and styles that created the current scenario of Animation Industry.
- **CEO 3** To develop understanding of the first animated features and transition to synchronized sound in students.
- **CEO 4** To apply knowledge obtained to create: Flip Book, Thaumatrope, Phénakisticope and Zoetrope.

Course Outcomes (COs): The student should be able to:

- **CO 1** Demonstrate working knowledge of early approaches to motion in art
- **CO 2** Explain the concept and working Thaumatrope, Phénakisticope, Zoetrope, Flip book, Praxinoscope, Zoopraxiscope.
- **CO 3** Describe understanding of the first animated features and transition to synchronized sound.
- **CO 4** Apply knowledge obtained to create: Flip Book, Thaumatrope, Phénakisticope and Zoetrope

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Paper I

MFAA-101

Historical Development of Animation

Unit I

Early approaches to motion in art, Chinese rotating lanterns, Shadow play, The Magic Lantern.

Unit II

Animation before film- A brief introduction, Thaumatrope (1825), Phénakisticope (1833), Zoetrope (1833/1866), Flip book (1868), Praxinoscope (1877), Zoopraxiscope (1879).

Unit III

1888-1908: Earliest animations on film, Théâtre Optique, Standard picture film, Printed animation film, J. Stuart Blackton, Émile Cohl.

Unit IV

1910s: From original artists to "assembly-line" production studios, Winsor Mc. Cay, Barré Studio, Bray Productions, Hearst's International Film Service.

Unit V

Fleischer Studios, Felix the cat, Quirino Cristiani: the first animated features, 1920s: Absolute film, transition to synchronized sound.

PRACTICAL COURSE CONTENTS:
Applying Knowledge obtained to create practical assignments.

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MFAA-101	CC	**Historical Development of Animation**	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Recommended Readings:

1. Chuck Thorndike, (2012). Cartooning, Caricature and Animation Made Easy, Dover Publication, New York.

2. Grant Write, (2018). The Art of Caricature, Chapel Hill NC.

3. Suzanne Buchan, (2013). Pervasive Animation, Routledge, New York.

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*	L	T	P	CREDITS
MFAA-102	CC	Coloring Approach to Animation	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
*Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

- **CEO 1** Learn coloring approaches to animation and its concepts.
- **CEO 2** Develop an approach towards coloring animation and other visual mediums.

Course Outcomes (COs): The student should be able to:

- **CO 1** Recall knowledge of colors and color schemes.
- **CO 2** Apply the coloring concepts through animation and other visual mediums.

Paper II

MFAA-102

Coloring Approach to Animation

Unit – I

Colors – Definition and Knowledge of Colors. Color Wheel.

Unit – II

Classification of Color. Color and Feeling. Color and relation to space.

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			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
MFAA-102	CC	Coloring Approach to Animation	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
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Unit – III

Color Scheme: Achromatic, Monochromatic, Complimentary, Split Complimentary, Double Split Complimentary, Triadic, Quadratic, Polychromatic.

Unit – IV

Experiments in Color- Fugitive Colors. Color Temperature. Warm, Cool and Neutral Colors.

Unit – V

Psychological effects of Colors. Illusion Through Colors. Visual Weight of Colors.

PRACTICAL COURSE CONTENTS:

Applying Knowledge of Colors for creating compositions. Minimum five submissions of A4 size.

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			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
MFAA-102	CC	Coloring Approach to Animation	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Readings:

- Collington, Mark (2017). Animation in Context: A Practical Guide to theory and Making, Bloomsbury Publishing, New York.
- Thomas, Frank (1981). The illusion of life: Disney animation, Abbeville Press, New York.

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
MFAA-103	CC	**Multi-Dimensional Drawings**	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs):

- **CEO 1:** To familiarize the students with Multi Dimensional Drawings.
- **CEO 2:** To acquaint the students with various techniques and styles of drawing in multiple dimensions.

Course Outcomes (COs): The student should be able to:

- **CO 1:** Apply the concepts of perspective through animation and other visual mediums.
- **CO 2:** Apply the concepts of proportion through animation and other visual mediums.

Paper III

MFAA-103

Multi-Dimensional Drawings

Unit-I
One Point Perspective. Concepts, application in interior scene, Street scene, Furniture, objects.

Unit-II
Two Point Perspective. Concepts, application in interior scene, Street scene, Furniture, objects.

COURSE CODE	CATEGORY	COURSE NAME	TEACHING &EVALUATION SCHEME								
			THEORY			PRACTICAL		L	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
MFAA-103	CC	**Multi-Dimensional Drawings**	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Unit-III

Three Point Perspective. Concepts, application in interior scene, Street scene, Furniture, objects.

Unit-IV

Concepts of three main types of 3D modeling – solid, wireframe, and surface.

Unit-V

Study and drawing - Effect of Distance on landscape and human forms.

PRACTICAL COURSE CONTENTS:

Rendering drawings applying the principles of perspective – One Point, Two Point and Three Point Perspective. Minimum five submissions of A4 size.

Readings:

- Collington, Mark (2017). Animation in Context: A Practical Guide to theory and Making, Bloomsbury Publishing, New York.
- Thomas, Frank (1981). The illusion of life: Disney animation, Abbeville Press, New York.

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*	L	T	P	CREDITS
MFAA-104	CC	Backgrounds and Lighting Effects	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
*Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs):

- **COE 1** To explain the basics of background and perspective to students.
- **COE 2** To acquaint students with lighting effects in digital art.
- **COE 3** To sensitize students towards principles of composition
- **COE 4** To create awareness in students about camera angles and movements.

Course Outcomes (COs): The student should be able to:

- **CO 1** Explain the basics of background and perspective in a coherent way.
- **CO 2** Implement lighting effects in digital art.
- **CO 3** Apply knowledge of principles of composition in backgrounds and lighting.
- **CO 4** Execute camera angles and movements.

Paper IV

MFAA-104

Backgrounds and Lighting Effects

Unit-I

Introduction to Perspective: Various Horizon Lines, Eye level, Point of View, Station Point, Line of Sight, Picture Plane, Field of Vision, Convergence, Diminution, Vanishing Point, Forms and Structure

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
MFAA-104	CC	**Backgrounds and Lighting Effects**	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Unit-II

Camera Angles: Long Shot, Medium Shot, Close Up, Extreme Close Up, High Angle, Low Angle, Over the Shoulder, Point of View.

Unit-III

Principles of Composition: Balance, Rhythm, Harmony, Unity, Emphasis, Proportion. How to create Focal Point applying Rule of Thirds, Golden Ratio.

Unit-IV

Composition and Camera: Composing, Path of Action, FIELDS -Grids and Guides, ALL THE RIGHT MOVES -Camera Movement Arrows, Vertical Pans/Horizontal Pans ,Crossing the Line ,Moving With the Camera ,Match Cuts ,Bi-Packs, Straight & Bezier Movements, Slow-in/Slow-out, Repeat/Peg-over, Multi-Level/Multi-Plane, Overlays & Under lays

Unit-V

Lighting Effects: Effects, Shadows, Gradients, Reflections.

PRACTICAL COURSE CONTENTS:

Creating animation compositions with the medium of digital art by applying principles and concepts of composition, background, camera and lighting.

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*	L	T	P	CREDITS
MFAA-104	CC	**Backgrounds and Lighting Effects**	60	20	20	30	20	2	0	2	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
*__Teacher Assessment__ shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Readings:

- Collington, Mark (2017). Animation in Context: A Practical Guide to theory and Making, Bloomsbury Publishing, New York.
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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*	L	T	P	CREDITS
MFAP-104	SEC	Creative Portrait Painting	0	0	0	60	40	0	0	6	3

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
*Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.
Course Educational Objectives (CEOs):

- **CEO 1** To familiarize students with the skills of making creative portraits.
- **CEO 2** To acquaint students with creative approaches to various anatomical details of human face, as well as tonal variations and coloring in portraits.

Course Outcomes (COs): The student should be able to:

- **CO 1** To create portraits from imagination.
- **CO 2** To demonstrate skill of painting creative portrait compositions.

Paper V

MFAP-104

Creative Portrait Painting

Creative Painting: Drawing, sketching and painting of portrait, anatomical details of Face, Proportions of face: Male, Female, Child. Creative approaches to study of light and shade using various mediums including oil, acrylic, etc.

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MFAA-107	Projects	Minor Research Project on Clay Animation	0	0	0	60	40	0	0	0	2

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

- **CEO 1** To familiarize the students to the skills of conducting research on a given topic related to Animation.
- **CEO 2** To familiarize the students with documentation of research.

Course Outcomes (COs): The student should be able to:

- **CO 1** To conduct in-depth study about clay animation.
- **CO 2** To document the study in prescribed format.

Paper VI
MFAA-107
Minor Research Project on Clay Animation

Minor Research Project on Clay Animation: Minor Research about Clay Animation. Developing a Clay Animation video.
The objectives of the course are to:

- Check the ability of students in terms of their writing regarding Animation.
- Identify the problems of students in developing their writing skills regarding Animation.
- Gather the opinion of the teachers on their students' performance regarding Animation.
- Improve the writing skills of students by suggesting some remedial measures regarding animation project.

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