**ADIKAVI NANNAYA UNIVERSITY**

**2ND YEAR 1ST MID EXAM SYLLABUS**

**STORY BOARD THEORY**

**Unit I – Introduction**
What is Storyboard, Importance of Story Board, the difference between storyboard and Graphic Comic, Difference between Storyboard and Presentation Board. Advantages of Storyboard in Animation, Anatomy of a Storyboard, Thumbnail Storyboard, Preparing Storyboards using Digital software. Advanced Storyboard Techniques, Various Camera Shots and Camera Moves and their meaning, Transitions, Aspects of the storyboard.

**Unit II- Film Grammar**Types of Shot, Scene, sequence, 180 degree rule, 30 degree rule, jump cuts, intercuts, cuts aways and cut ins, editing and direction, aesthetics of cinematography. Kule shov effect, vertigo effect, Camera angles and camera movement

**Unit III- Posing**

Understanding the scene and emotion,Character behavior, space and elements in scene. Posing, forshorting, drawing in different angles. Matching with the layout.

**2ND YEAR 1ST MID EXAM SYLLABUS**

**PRINCIPALS OF ANIMATION & 2D THEORY**

**UNIT-I**

What is Animation: Its definition, early examples of Animation. History of Animation: Stop Motion Photo Animation, Zoetrope, Thaumatrope, Cell and Paper Animation, Types of Animation: Cell Animation, Stop Motion Animation facial expressions, Basic Principles of Animation: pose to pose Timing, Exaggeration, Squash and Stretch, Anticipation, staging, follow through and overlapping action, Arcs, Solid Drawing ,Appeal, slow in and slow out, Secondary Action. Shapes and forms, Exaggeration, Attitude, Silhouettes, gesture drawing, Line drawing

**UNIT-11**

Various Terms: Animation Drawings/Cels, Rough Drawings, Clean ups, Color reference, Drawings, Layout, Model Sheet, Key Drawings and in Betweens, Master Background, Concept Piece, Character drawing, Story Board.

**UNIT - III**

**Flash Overview** – Flash movies content; Flash Vector Graphics; Interactivity; animated logos, long-form animations with synchronized sound; Flash player; File name extension - .fla; Artwork in Flash; Import vector graphics; bitmap graphics; and video from other applications; Animation in Flash - animate objects to make them appear to move across the Stage; Stage and workspace; Viewing stage; Moving view of stage; Grid, Guides & Rulers; Creating new document; Property Inspector; Scenes & Scenes Panel; Timeline; Display of frames in Timeline.

**2ND YEAR 1ST MID EXAM SYLLABUS**

**ANATOMY STUDY & CHARACTER DESIGN THEORY**

**Unit I-Character Bible**

Biography of character – Visualizing the Character – Creating Characters from life study. Story and the role of characters. The roles and significance of all sorts of characters in animated films – human, imaginary – fantasy, Creating Characters from Life. **Character Design**Elements of Character Design, - personality, attitude, role, function. Character Bible and model sheets, Stereotypes**.** Characters in animated films – models, drawing etc…

 **Unit II - Anthropomorphic Character**
Design of Anthropomorphic Animals and Objects   Anthropomorphic and alien characters, animals, birds, objects etc…Examples from films. **Costume and Properties**Costume with character – Costume and color - Character Inspiration from costume – Imaginative design. Pets and props - Character styles - Anime Style – Aesthetics in anime characters (2D Character Animation) Introduction - Key Animation/ straight ahead Animation - Character Action -Volume and weight - Acting and attitude - Run, Jump, walk, push and pull Inbetweening techniques - Cleanup techniques - Time grid - registration - Trace back - Breakdown drawings - Line quality - Line consistency - Facial expression -Mouth chart - Lip sync - Eye expression - Eye blink - Water - Dust - Fire - Smoke - Rain - Explosion.

**Unit III: Skeleton Structure**

Introduction to skeletal structure – basic shapes and forms of Skelton – masses connected to spinal cord

**2ND YEAR 1ST MID EXAM SYLLABUS**

**INTRODUCTION TO 3D-1**

**Unit - I (3D Modeling)**

Interface and Introduction on Modeling (Theory): Fundamentals of modeling, Different Primitives and usage, Transformation tools, modeling by basic geometrical primitives- Standard and Extended Primitives Working with Modifiers (extrude, Bevel, Lathe, Bevel profile) Spline Modeling – (Head Phone / Flight) -Compound Objects (Connect, Boolean and Loft) - Object Modeling usingEdit Poly tools – Probe Modeling Introduction to Character Modeling Basic with Polygon (Face, Torso, Hands and Legs etc,)- High Resolution Character continuation of Basic for Production - Applying Mesh Smooth - Explanation of Material Editor and Applying Materials. - Explanation of Textures and UVW Mapping. TEXTURING Texture mapping, Wrapping of texture on a 2D surface, multi-layer texturing. SHADING Definition of shading and its uses, different shading materials, no shadow shading, HDRI

**Unit - II (Interiors Designing)**

Introduction to Designing and Unit setup, Understanding Blue Print and working with Measurement Controllers - Creating Interiors and Furniture (Top down and living room with at least one asset)- Applying Materials and Maps - Cameras - Assigning Controllers - Walkthroughs - Working with Environmental Effects.

**Unit - III (Animation and Rendering)**

**ANIMATION** definition, explaining key poses and extremes, ball bounce,