

MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION, MUMBAI - 51

1	Name of Course	Certificate Course in Basic Animation (101136)																																																
2	Max. Nos. of Student	25 Students																																																
3	Duration	6 Months																																																
4	Type	Part Time																																																
5	Nos. of Days / Week	6 Days																																																
6	Nos. of Hours /Days	4 Hrs																																																
7	Space Required	Theory Class Room – 200 sqft Practical – 200 sqft Total - 400 sqft																																																
8	Entry Qualification	H.S.C. Passed																																																
9	Objective Of Syllabus/ introduction	On completion of the course a student should have - a. Gain knowledge of Animation production process. b. Apply this knowledge to understand the work instructions from related animation function. c. Learn 3D Concepts & Principles of Animation. d. Create High Quality animation using specific instructions e. Acquire strong understanding of Classical Animation Principles and apply them to 3D Character Animation.																																																
10	Employment Opportunity	Character Animator, 3D Animator, Freelancer.																																																
11	Teacher’s Qualification	Degree / Diploma in Computer Science & Engg.																																																
12	Training System	<table><tr><th colspan="8">Training System Per Week</th></tr><tr><td colspan="2">Theory</td><td colspan="2">Practical</td><td colspan="4">Total</td></tr><tr><td colspan="2">6 Hours</td><td colspan="2">18 Hours</td><td colspan="4">24 Hours</td></tr></table>							Training System Per Week								Theory		Practical		Total				6 Hours		18 Hours		24 Hours																					
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13	Exam. System	<table><tr><th>Sr. No.</th><th>Paper Code</th><th>Name of Subject</th><th>TH/PR</th><th>Hours</th><th>Max. Marks</th><th>Min. Marks</th></tr><tr><td>1</td><td>10113611</td><td>Sketching for Animation</td><td>TH-I</td><td>3 hrs</td><td>100</td><td>35</td></tr><tr><td>2</td><td>10113612</td><td>Modeling</td><td>TH-II</td><td>3 hrs</td><td>100</td><td>35</td></tr><tr><td>3</td><td>10113621</td><td>Sketching for Animation</td><td>PR-I</td><td>3 hrs</td><td>100</td><td>50</td></tr><tr><td>4</td><td>10113622</td><td>Modeling</td><td>PR-II</td><td>3 hrs</td><td>100</td><td>50</td></tr><tr><td></td><td></td><td>Total</td><td></td><td></td><td>400</td><td>170</td></tr></table>							Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks	1	10113611	Sketching for Animation	TH-I	3 hrs	100	35	2	10113612	Modeling	TH-II	3 hrs	100	35	3	10113621	Sketching for Animation	PR-I	3 hrs	100	50	4	10113622	Modeling	PR-II	3 hrs	100	50			Total			400	170
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Syllabus

Theory & Practical – I Sketching for Animation

Sr.No.	Contents	Learning Outcomes
1	Drawing Basics	To be able to draw basic forms and shapes which are fundamentals for further drawing sessions
2	Drawing Human Figures	Good understanding of design theory, Perspective drawing, shading techniques
3	Sketching for Animation (Stick Figures & Thumbnails)	Understanding animation principles and drawing thumbnails of actions and poses.
4	Digital Imaging	Designing images for textures
	Concepts of Graphics	<ul style="list-style-type: none">• Learn important design techniques• Visual thinking• Concept development• Composition & Typography• Understand conceptual knowledge about elements of art such as objects, texture, color theory, space and character design

Theory & Practical – II Modeling

1	Modeling	Create professional models for animation production
2	Texturing	Create textures for characters and Backgrounds
3	Rigging	Understanding human anatomy and create professional rigs
4	Animation	Strong understanding of Animation principles and creating professional animation sequences
5	Lighting	Lighting up the animated sequences for broadcast
	Concepts of Graphics	<ul style="list-style-type: none">• Acquire the basic principles of Animation.• Types of Animation• Concept of animation• Accessories and story boarding in Design rendering Animation including all the fundamentals of 3D Animation like Projections views, Maps, Lighting, Character Design and Rendering.

List of tools / equipments / softwares :

Sr.No.	Description of tools / equipments / softwares	Nos. required
1.	Pentium based processor having minimum configuration <ul style="list-style-type: none">• Min.400 MHZ• 160 GB HDD• 1 GB RAM• 1.44 MB floppy drives• 48 x CD-ROM Drive• SVGA colour monitors with VGA (8 mb)• Multimedia enabled & Windows XP, NVIDIA GeForce 7300 GT	Four
2.	136 column dot matrix printer	One
3.	Desk/Ink Jet printer	One
4.	Adobe Photoshop CS3, Autodesk Maya 8.5, Soundforge, Adobe premier Softwares.	As required

Reference Books :

Sr. No.	Course content	Reference Books
1.	Drawing Basics	Standard art college drawing books
2.	Drawing Human Figures	Standard art college drawing books
3.	Sketching for Animation (Stick Figures & Thumbnails)	Cartoon Animation by Preston Blaire
4.	Digital Imaging	Adobe Photoshop CS3 For Photographers
5.	Modeling	Mastering MAYA 8.5
6.	Texturing	Mastering MAYA 8.5
7.	Rigging	Mastering MAYA 8.5
8.	Animation	Mastering MAYA 8.5, Character Animation, Animation Survival Kit
9.	Lighting	Mastering MAYA 8.5
