

MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION, MUMBAI - 51

1	Name of Course	Certificate Course in 2D Animation Processing (101133)																																																
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 in 2D animation production process b. Apply this knowledge to understand the work instructions from related animation function c. Create Animation shorts based on a storyboard & Keyframe d. Draw Inbetweens based on Keyframes & Xsheets in minimum time. e. Create Animation sequences using innovative tools for web & TV media																																																
10	Employment Opportunity	Animator, Clean-up artist, Freelancer																																																
11	Teacher’s Qualification	Degree / Diploma in Computer Science & Engg.																																																
12	Training System	<table><tr><th colspan="7">Training System Per Week</th></tr><tr><td>Theory</td><td>Practical</td><td colspan="5">Total</td></tr><tr><td>6 Hours</td><td>18 Hours</td><td colspan="5">24 Hours</td></tr></table>							Training System Per Week							Theory	Practical	Total					6 Hours	18 Hours	24 Hours																									
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Theory & Practical - I Fundamentals of Animation

Sr. No.	Contents	Learning Outcomes
1.	Drawing Basics (Forms & Shapes)	To be able to draw basic forms and shapes which are fundamentals for further drawing sessions
2.	Design Fundamentals, Perspective Drawing, Shading & Shadows	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.	Drawing Human Figures	Drawing realistic human figures using references and animation
5.	Acting for Animation	To be able to act out a character to create animation poses

Theory & Practical - II Character Design

Sr. No.	Contents	Learning Outcomes
1.	Storyboarding & Character Design	Appreciate the character design nuances & be able to understand & read a storyboard.
2.	Drawing Keyframes	Basics of how to draw a keyframe and identify keys in an action
3.	Ladders & Xsheets	To be able to read a ladder and understand timing of a scene
4.	Drawing Inbetweens	Create inbetweens of a scene based on the storyboard & ladder from the keyframes given. Use all the principles of animation to create professional 2D animation sequences
5.	Ink & Paint	Digitize the In-between drawings and apply colors as per the scene design
6.	Flash Animation	Integrate the in-betweens & keys to create an animation sequence. To be able to use digital tools of create animation shorts.
7.	Final Project	

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	Four
2.	136 column dot matrix printer	One
3.	Desk/Ink Jet printer	One
4.	Scanner	One
5.	Line Test Device	One
6.	Animation Light Boards	One
7.	Adobe Photoshop CS3, Adobe Flash, Toon Softwares.	As required

Reference Books :

Sr. No.	Course content	Reference Books
1.	Drawing Basics (Forms & Shapes)	Standard art college drawing books
2.	Design Fundamentals, Perspective Drawing, Shading & Shadows	Standard art college drawing books
3.	Sketching for Animation (Stick Figures & Thumbnails)	Cartoon Animation by Preston Blaire
4.	Drawing Human Figures	Figure Drawing by Andrew Loomis
5.	Acting for Animation	
6.	Storyboarding & Character Design	
7.	Drawing Keyframes	Animation Survival Kit by Richard Williams
8.	Ladders & Xsheets	Animation Survival Kit by Richard Williams
9.	Drawing Inbetweens	Animation Survival Kit by Richard Williams
10.	Ink & Paint	Adobe Photoshop CS3 for Photographers
11.	Flash Animation	FLASH 8 Cookbook : Using the Flash IDE to build Flash Animations & Cookbook
