Dr. A. G. D. Bendale Mahila Mahavidyalaya, Jalgaon
Department of Computer Science

Advance Diploma in Animation

Paper- I

Understanding Adobe Photoshop For Animation

UNIT – 1

Introduction & Interface – What is Image? Pixel Resolution – Image Resolution – Printing Resolution – Monitor Resolution – Color Modes (RGB – CMYK – Lab Color – Gray Scale – Bitmap – Duotone Indexed Color and Multi channel)   [18 lecture]

UNIT – 2

Viewing and Navigating Images – Cascading – Tiling – Close – Close all – Zoom In – Zoom Out – Planning – Fit to Screen – Actual Size – Print Size – Rulers – Guides – Grid – Selection Edge – Snap.   [18 lecture]

UNIT – 3

Transforming the Images – Scale – Rotate - Skew – Distort – Perspective - Flip and Canvas – Rotate Canvas – Lassos – Polygonal – Magnetic Tools and Options – Magic Wand and Objects.   [18 lecture]

UNIT – 4

Tool Box - Painting Tools – Healing – Brush tool and Patch Tool – Brush Tool and Pencil Tool – Eraser Tool – Background Eraser Tool and Magic Eraser Tool – Dodge – Burn and Sponge Tool.   [18 lecture]

UNIT - 5

Automatic Image Correction – Levels – Curves – Color Balance – Hue/Saturation – Selective Color – Channel Mixer – Brightness/Contrast – Desiderate – Invert – Threshold command – Pasteurize command – Gradient Color – Shadow/High Light – Histogram – Variations - Photo Filter.   [18 lecture]

Reference Books:

1. Eric Hanson, Kenneth Ibrahim, : Maya 6 Killer Tips, First Indian
   Alex Nijmeh Edition 2005,BPB Publications.

2. Barrett Fox : 3Ds Max 6 Animation, Tata Mc
   Graw-Hill Edition 2004.

3. Larry Lewis and Jim Lammers : Maya 5 Fundamentals, First
   Indian Edition 2004 Published
   By G.C.Jain for Techmedia.

5. Tay Vaughan : Multimedia making it work,
   Seventh Edition,Tata Mc Graw-
   Hill Publishing Company Limited.

Advance Diploma in Animation
Paper-II

Introduction to the Concept of 3D Animation & 3D Studio Max

UNIT – 1

Introduction & Interface – What is 3D Animation? Advantages of 3D Animation, Uses of 3D Animation , Techniques of 3D animation, Concepts involve in 3D animation, Software used in 3D Animation   [18 lecture]

UNIT – 2

Introduction of 3D Studio Max– Basics about 3D Modeling, Interface of 3D Max, Controlling & Configuring the view ports, Working with Files, importing & exporting, Creating & editing primitive objects, Selecting Objects & setting object properties   [18 lecture]

UNIT – 3

Transforming objects, pivoting, aligning & snapping , Cloning objects & Creating object arrays , Grouping & Linking objects , Accessing sub objects and using modeling helpers , Introduction to modifier & using modifier stack   [18 lecture]

UNIT – 4

Low-Poly Modeling - Objects and Sub-Objects - Sub-Object Levels - Smoothing Groups

Using Subdivision Surfaces. Character Anim. – Biped- Skinning the Character - Motion Panel

The Mechanics of a Walk Cycle - Animation Principles   [18 lecture]

UNIT - 5

Cameras - Camera Types **Lighting** Light Types , Lighting Techniques,   Light Lister **Mental Ray** - Mental Ray, The Arch & Design Material, Lighting **Rendering** – Rendering , Time Output, Ouput Size, Ram Player, Batch Render

[18 lecture]

Reference Books:

1. Autodesk 3ds Max 2014 Essentials : Autodesk Official Press

   By Randi L. Derakhshani (Author), Dariush Derakhshani (Author)

2. Mastering Autodesk 3Ds Max 2013

   By Jeffrey M. Harper (Author)

3. Photoshop CS5 Paperback

   By In Easy Steps (Author)

4. Adobe Photoshop 7.0 Classroom in a Book

   By Adobe Creative Team (Author)

Advance Diploma in Animation

Paper- III Practical

- Practical   Total Hours : 120 H

Lab Course [Photoshop + 3D Max]

1. Understanding Selection Technique in Photoshop
2. Understanding Color and Brushes style in Photoshop
3. Draw and Paint any background required for animation movie (Use of bg painting and mat painting)
4. Understanding Layer and Layer effects
5. Use of different filters in Photoshop
6. Introduction of 3D Max environment
7. Concept of Poly Modeling and its Basics
8. Coloring and Texturing to 3D Model
9. Lighting , Rigging and Animation with 3D Model
10. Create simple model in 3D Max

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