

L J UNIVERSITY
L J SCHOOL OF DESIGN
Syllabus for Bachelors of Design
Second Year I Semester 4

CODE	SUBJECT	CREDIT
10180410	Digital Animation	
AIM		
	The purpose of this subject is to provide the students with training methodologies and specific industry skills that will assist them in developing creative ideas into digital art with emphasis on image manipulation, matte painting and fundamental digital 2D animation	
CONTENT:-		
	<p>FLASH :Introduction to Flash Environment ,Drawing in Flash - Basic animation, working in the timeline, Key frame Animation, working with symbols, Motion tween, Shape tween, Break apart and distribute. Intro to Motion, Guide Motion, Guide Paths, Mask layers, Creating Buttons, Setting up scenes for first project, Publishing movies, Working with custom colours and gradients, Practicing principles of Animation.</p> <ul style="list-style-type: none"> • :FLASH- Rotoscopy and In Betweening, Onion Skin, Ease In & Ease Out, Transformation, Morphing. • Character Construction, Character Rigging, Symbol Construction, Symbol Animation, Symbol Library Management. • Layout Composition – Background, Composition, Background colouring, - Camera Movements Staging, Scaling, Proportional tweening. • Using Principles of animation,Loops, Cycles and Holds, Walk cycles, SFX in Flash, Creating Shadows Lighting Reflections 	
METHODOLOGY:-		
	Lecture, demonstrations, Studio projects / Adobe Flash	
REFERENCE BOOK:-		
	<ul style="list-style-type: none"> • Animation from pencils to pixels: classical techniques for digital animators, Tony White • ii. Animation Art: From Pencil to Pixel, the world of Cartoon Anime and CGI- Jerry Beck • iii. The Animator's Survival Kit by Richard Williams • iv. Animation: The Whole Story- Howard Beckerman 	