NIRMA UNIVERSITY
COMMUNICATION DESIGN PROGRAMME

Bachelor of Design, Department of Design
Year III, Semester V

L	T	P	C
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Course Code	CDPR 314E
Course Title	Moving Images II (Animation)

Course Learning Outcomes (CLO):

At the end of the course the students will:

1. Create animated short films from concept to final production
2. Develop proficiency in traditional and digital techniques with animation softwares
3. Demonstrate understanding of the storytelling process and principles of animation`

Syllabus: **Total Teaching hours: 105**

Unit 1: Pre-Production for Animation film-making   **Teaching hours: 35**

1. Concept development and techniques of drawing used for animation
2. Scripting and storyboarding
3. Visualization, illustration and layout techniques
4. Character design development using advanced graphic software

Unit 2: Production: Traditional and Digital Animation   **Teaching hours: 3**

1. Animatic development
2. Timing and sequence
3. Introduction to techniques such as stop-motion and 2D digital animation

Unit 3: Post-Production: Editing and Compositing   **Teaching hours: 35**

1. Introduction to moving image software and interface for editing and compositing

2. Voice-over recording along with foley and sound design
3. Use of special effects and title design

Suggested Readings:

1. *Cartoon Animation*, Blair, P., Calif: W. Foster,1994
2. *Animation from pencils to pixels: Classical techniques for digital animators*. White, T., Focal Press, 2006
3. *The Animator's survival kit*, Williams, R., Faber, 2001
4. *Animation Writing and Development: From Script Development to Pitch*, Wright, J. CRC Press, 2013

w.e.f. Academic year _2019 and onwards

Key: L= Lecture, T= Tutorial, P= Practical, C= Credit