## **CURRICULUM DESIGN**

THREE YEAR SIX SEMESTER PROGRAMME:
BACHELOR OF SCIENCE (ANIMATION) WITH
MAJOR ANIMATION AND MINOR DRAWING
AND PAINTING (NEP)

FACULTY: INTERDISCLINARY

YEAR: SECOND

## Semester III

## Curriculum Design

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
	III	800230	History of Western Animation	2	30	3 hrs.	50 (Internal:20 External:30)

Course Objective	Develop in-depth knowledge of the origins, growth, and cultural relevance of animation worldwide. And promote an understanding of the diversity of animation as an art form by looking at styles, and technological developments.					
Course Outcomes	<ol> <li>Students will able to</li> <li>Develop and distinguish various working</li> <li>Critically analysis western animated film</li> <li>Critically analysis Indian animated film</li> <li>Differentiate and interpret knowledge of on basis of styles, themes.</li> <li>Recognize area for application according skills for problem solving.</li> </ol>	m styles. I styles. If Indian and Ing to animati	Western Animated movies on styles and articulate			
Unit System	Contents	Learning Hours	Incorporation of Pedagogies			
Unit I	Beginning of Animation Early Animation History, Magic lantern, Thaumatrope, Phenakistoscope, Zoetrope, Kineograph, Praxinoscope, First Animation Movie, Work of Émile Reynaud's, J. Stuart Blackton's.	8	Group Discussions and Debates Case Studies Field Trips Multimedia Presentations			
Unit II	Styles of Animation North America, Asian: Japanese, Chinese, Indian, South Korea, European, Latin America, Africa, Middle East.	8				
Unit III	Animation Studios Pixar Animation Studios, Walt Disney Animation Studios, DreamWorks Animation, Sony Pictures Animation, Nickelodeon Animation Studio, Studio Ghibli,, Aardman Animations, Laika,Blue Sky Studios.	8				
Unit IV	Recent Trends in Animation Hybridization, Minimalism, Realism, Experimental Styles, Virtual Reality, Augmented Reality, Mixed Reality.	6				
References	Textbooks  1. The world history of Animation.,N Cave Reference  1. ndustrial Light & Magic: The Art of Sp Ballantine Books,  2. Animated Life: A Lifetime of Tips, Tried Disney Legend:Floyd  3. 4. Secrets of Oscar winning Animation: 9780240520700  4. Illusion of Life:- Frank Thomson, Hypero 0786860707  Digital Resources  1. Introduction to Film Studies, Dr. Ayshand http://nptel.iitm.ac.in  2. Storyboarding, Justus Mccraine, https://district.org/limits/li	ecial Effects cks, Techniq coliver Cotterion,1995, 1 a Iqbal Viswa /www.tomor	;- Thomas G. Smith, ues and Stories from a e, Focal press,2006,ISBN: st Edition, ISBN:- amohan, rowsfilmmakers.com/9			

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
	III	800231	Advance of 2D Animation	1	30	3 hrs.	50 (Internal 25 External:25)

Course	Develop to create visually appealing 2D Anima	ation by exp	loring animation principles			
<b>Objective</b>	drawing techniques, and software animations required for various media, including					
Objective	film, television, and digital platforms.	required 10	various media, merading			
Course	Students will able to					
Outcomes		traditional ha	and-drawn animation cut-out			
Outcomes	<ol> <li>Explore various animation styles, including traditional hand-drawn animation, canimation, and digital puppetry.</li> </ol>					
	2. Make use of principles of animation to crea	te visual appe	ealing animations.			
	3. Creating animation	11	S			
	4. Experimenting special effects by synchroni	zing animatio	n with sound effects, music,			
	and dialogue.	T				
<b>Unit System</b>	Contents	Learning	Incorporation of			
		Hours	Pedagogies			
Unit I	Introduction and Interface	8	Practical Workshops			
	Principles of Animation	o o	Study Case Studies			
Unit II	Basic animation of Human, Animal ,Birds		Project based learning			
	Walk, Run, Jump, Gallop, Fly, Take-off,	8	Live Demonstrations			
	Landing		Hands-on Workshops			
Unit III	Character Animation					
	Interaction of Characters, Character in	6				
	actions.					
Unit IV	Expressions with dialogues	8				
	Character expression, Lips synchronization.	G				
References	Textbook					
	1. Drawing & Painting Trees in the Lands	cape: North	Light			
	Books,9781440305375					
	Reference					
	1. Drawing Mentor 12, Landscape Drawin					
	2. Pencil Magic: Landscape Drawing Tecl					
	<b>3.</b> Drawing the Landscape: Chip Sullivan,	Wiley,11184	454812			
	Digital Resources					
	1. How to Draw Spirited Away Clouds: Circ					
	2. How to Draw Rocks and Stones: Landscap					
	Maestro, <a href="https://www.youtube.com/watch">https://www.youtube.com/watch</a>					
	3. How to Draw Trees with Pen and Ink: Draw					
	Instructor,https://www.youtube.com/watc	h?v=hw0Ew	L3SXWQ			

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
	III	800232	Basic of Assets Building	1	30	3 hrs.	50 (Internal 25 External:25)

Course Objective	Provide skills to design, model, and texture high-quality, visually compelling, functional 3D assets for use in animation, video games, virtual reality, and other digital media.				
Course Outcomes	Students will able to  1. Gather and analyses industry-standard software required to design, model, and texture high-quality, visually compelling, functional 3D assets.  2. Outline production workflows to integrate 3D assets into real-world projects.  3. Create various asset types using NURBS and Surface Modeling.  4. Understanding texturing, Lighting and rendering techniques to present visually appealing assets.				
<b>Unit System</b>	Contents	Learning Hours	Incorporation of Pedagogies		
Unit I	General Information of 3D Animation & Assets Building Introduction to modelling software	8	Sketchbooks and Drawing Assignments Design Challenges		
Unit II	Pipeline For 3D Animation Films. Project management, 3D Animation pipeline.	8	Project based learning Live Demonstrations		
Unit III	NURBS and Surface Modeling Curve modeling, Surface Modeling, NURBS to Polygon conversion.	6			
Unit IV	Basic Texturing and Lighting Application of Basic material, 3D paint and UV's, Types of lighting and its	8			
References	and UV's, Types of lighting and its applications, Basic Rendering.  Textbooks  1. 3D Art Essentials: Ami Chopine, Focal Press, 2011, 0240814711  Reference  2. Introducing Autodesk Maya 2012, Dariush Derakhshani, Sybex, 0470900210  3. Essential skills for 3D modeling, rendering, and animation: Nicholas Bernhardt Zeman, Taylor & Francis, 2015,9781482224122  4. Modeling, UV Mapping, and Texturing 3D Game Weapons, Christian Chang, Wordware Pub, 9781556228704  5. 3D Character Development Workshop:Erik Van Horn, Mercury Learning and Information, 1683921704  Digital Resources  1. Introduction to Film Studies, Dr. Aysha Iqbal Viswamohan, http://nptel.iitm.ac.in  2. Storyboarding, Justus Mccraine, https://www.tomorrowsfilmmakers.com/9  3. Film language and grammar, Dr. Manu Sharma, https://www.youtube.com/watch?v=jV-				

Level	Semester	Course Code	Course	Credits	Teaching	Exam	Max Marks
			Name		Hours	Duration	
	III	8000233	Basic of Rigging and Blend shapes	1	30	3 hrs.	50 (Internal 25 External:25)

Develop understanding the principles of rigging, mastering industry-standard software, and creating functional characters, props rigs, environments elements used in 3D animation.					
Students will able to  1. Recall the concepts of rigging, including hierarchies, pivots, and joint systems.  2. Identify and resolve common rigging issues to ensure functionality and efficiency.  3. Learn to build complex rigs using constraints, expressions, and scripting.  4. Implement dynamic systems like cloth, hair, and muscle simulations to enhance realism					
Contents	Learning Hours	Incorporation of Pedagogies			
Introduction and Fundamentals of Rigging Introduction of Rigging software, Fingers Creation and Naming with help of joint tools Fingers joints Parenting & Grouping, Introduction Hypergraph, Outliner & Hypershade, Channel Control, Pivot	8	Practical Workshops Study Case Studies Project based learning Live Demonstrations Hands-on Workshops			
Constraints in Rigging Point & Orient, Parent & Scale, Ball Rig,	8	Hands-on Workshops			
Linear and Non-Linear Deformers Lattice & Cluster, Squash, wave, band	6				
Direct & Indirect Connection	8				
Textbook  1. Rig it right! Maya animation rigging concepts: O'Hailey, Tina, Focal Press, 2017  Reference  1. Adobe Animate CC Classroom in a Book, Russell chun, Adobe press, 2017,1st Edition Inc  2. Animator Survival Kit: - Richard Williams, Faber &Faber, 2002, 1st Edition.  3. Timing for Animation: - Harold Whitaker, CRC Press, 2009, 2nd Edition  4. Adobe Animate CC Classroom in a Book, Russell chun, Adobe press, 2017,1st Edition Inc  Digital Resources  1. Introduction to Film Studies, Dr. Aysha Iqbal Viswamohan, http://nptel.iitm.ac.in  2. Storyboarding, Justus Mccraine, https://www.tomorrowsfilmmakers.com/9 Film language and grammar, Dr. Manu					
	Students will able to  1. Recall the concepts of rigging, including his 2. Identify and resolve common rigging issues 3. Learn to build complex rigs using constrain 4. Implement dynamic systems like cloth, hair realism  Contents  Introduction and Fundamentals of Rigging Introduction of Rigging software, Fingers Creation and Naming with help of joint tools Fingers joints Parenting & Grouping, Introduction Hypergraph, Outliner & Hypershade, Channel Control, Pivot  Constraints in Rigging  Point & Orient, Parent & Scale, Ball Rig, Aim, Universe  Linear and Non-Linear Deformers  Lattice & Cluster, Squash, wave, band deformers  Direct & Indirect Connection  Set driven key, Connection  Textbook  1. Rig it right! Maya animation rigging co 2017  Reference  1. Adobe Animate CC Classroom in a Book Edition Inc  2. Animator Survival Kit: - Richard Willia 3. Timing for Animation: - Harold Whitak 4. Adobe Animate CC Classroom in a Book Edition Inc  Digital Resources  1. Introduction to Film Studies, Dr. Ayshahttp://nptel.iitm.ac.in  2. Storyboarding, Justus Mccraine, https://Film language and grammar,Dr. Manu Sharma,https://www.youtube.com/watc.	Creating functional characters, props rigs, environments elements			

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
	III	8000234	Introduction to UX	1	30	3 hrs.	50 (Internal 25 External:25)

Course	Develop understanding in user research, wire framin	g. prototyping	y, usability testing, and			
<b>Objective</b>	accessibilityto design intuitive, user-centered digital		5, usuomity testing, and			
Course	Students will able to					
Outcomes	1. Infer requirements regarding user needs and	l behaviors.				
Guteomes	2. Develop information architecture and wiref		ar and accessible navigation.			
	3. Create interactive prototypes and conduct u	sability testin	g to refine designs.			
	4. Apply principles of visual design, accessibi		action design.			
Unit System	Contents	Learning	Incorporation of			
		Hours	Pedagogies			
Unit I	Introduction to UX and UI terminal agics and		Practical Workshops			
	Introduction to UX and UI terminologies and softwares, Key Principles of UX, Role of a UX		Study Case Studies			
	Designer, Conducting User Research, User	8	Project based learning			
	interviews, Surveys and questionnaires, Creating	0	Live Demonstrations			
	User Personas, Empathy Mapping, Analyzing and		Hands-on Workshops			
	Interpreting Data					
Unit II	Information Architecture					
	Structuring Information, Site Mapping, Card	6				
	Sorting, Navigation Design, Content Strategy					
Unit III	Interaction Design					
	Wireframing, Tools, Low-fidelity vs. high-fidelity					
	wireframes, Prototyping, Interactive prototypes, Click-through prototypes, Design Patterns and	8				
	Principles, Gestalt principles, Hick's Law, Fitts'					
	Law					
Unit IV	Usability Testing& Accessibility in UX					
	Testing, What is Usability Testing?, Methods of					
	Testing, Moderated vs. unmoderated, A/B Testing,					
	Creating Usability Test Plans Analyzing Test	8				
	Results, Iterating Based on Feedback, Principles of	0				
	Accessible Design, Accessibility Guidelines					
	(WCAG), Tools for Testing Accessibility,					
References	Inclusive Design Practices  Textbook					
References		hana Mana	on Voufmonn			
	1. Sketching User Experiences:Saul Green 2011,0123819598	iberg, wiorga	an Kaumann,			
	Reference					
	2. Universal Principles of Design: William	n Lidwell R	Ocknort Publishers 2003			
	1592530079	ii Liaweii, iv	toekpoit i donshers, 2003,			
	3. The Design of Everyday Things:Donald	1 A Norman	Basic			
	Books,2002,9780465067107	# 1 <b>1</b> 1 (01111 <del>1111</del>	, 24510			
	4. Microinteractions: Designing with Deta	ils:Dan Saff	er, O'Reilly			
	Media,144934268X,2013		, c			
	Digital Resources					
	User Interface Design, Prof. Saptarshi I	Kolay, https:	//voutu.be/iLOauZP2e 4			
	2. Storyboarding, Justus Mccraine, <a href="https://doi.org/10.1016/j.justus-ph.chi.org/">https://doi.org/10.1016/j.justus-ph.chi.org/</a>	•	· · · · · · · · · · · · · · · · · · ·			
	Film language and grammar,Dr. Manu	** ** ** ******************************	10 womminacio.com//			
	Sharma,https://www.youtube.com/watc	h?v=iV-				
	MdOiA1J0&list=PLZnNDLd9I4FWc0		naXMGBBh9VC&index=7			
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Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
	III	800235	Aesthetics	2	15	3 hrs.	50 (Internal:20 External:30)

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Course	Will develop a deeper understanding of aesthetic ex	periences throug	h philosophical				
Objective	study of beauty, an art.						
Course	Students will able to						
Outcomes	1. Understanding various art forms, including visual arts, literature, music, theater,						
	and film, to understand their aesthetic qualities.						
	2. Understand the impact of various religious and cultural exchanges on the						
	evolution of Art, Animation.						
	3. Understand the impact of cultural values, be	eliefs, and tradition	ons on artistic				
	expression and taste.						
	4. Analyze and evaluate works of art using app	propriate art histo	orical				
	methodologies and terminology.						
	5. Investigate the aesthetics of emerging media	a, such as digital	art, virtual reality,				
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Unit	Contents	Learning	Incorporation of				
System	TI I A I' A A	Hours 2	Pedagogies				
Unit I	Understanding Art  Definition Types of Art Appropriation of Art	2	Group Discussions and				
	Definition, Types of Art, Appreciation of Art, Elements of art appreciation, Art in relation to		Debates				
	society, Modern Art.		Case Studies				
Unit II	Visual Art	2	Field Trips				
	Visual Art: Definition, Types of Visual Art:	2	Multimedia				
	Painting, Types of painting, Sculpture and its		Presentations				
	types, Photography, Installation, Kinetic Art, Art						
	in Motion						
Unit III	Indian Aesthetics	6					
	Aesthetics: Definition, Art and Aesthetics,						
	Relationship of Art and Aesthetics, Understanding						
	Indian aesthetics Shadangas of Indian painting,						
	Chitrasurtra-vishnudharmaottra purana,						
	Chitralakshanas, Five Schools of Indian						
	Aesthetics, Theory of Rasa and Bhava.						
Unit IV	Western Aesthetics	5					
	Plato, Aristotle, Longinus, Descarte, Berkele,						
	Kant, Hegal, Schophenhouser, Nietzche, Lipps,						
	Dewey, Tolstoy, Croce, Gentile, Worringer,						
References	Herbert Read, Sigmund Freud  Textbooks						
Kelerences	1. Aesthetics: Prof. JayprakashJagtap, Jagtap F	Publiching House	<u>,</u>				
	2. Cinematography: Blain Brown, Focal Press.	-					
	Reference	,2002					
	1. Film History: An Introduction, Kristin Tho	mpson,McGraw	-Hill,2002				
	2. The Work of Art in the Age of Mechanical						
	3. The Work of Film in the Age of Digital Rep	production,	· ·				
	4. The Visual Story: Creating the Visual Struc	ture of Film, TV	and Digital				
	Media:Bruce Block, Focal Press, 2007						
	Digital Resources						
	1. The Paintings of India - The Art of India - h						
	2. Murals of India - Benoy K Behl #SrijanTalk	ks   Ancient Art a	and Culture Of India				
	Cave	· DITE (PPP)	NIT!I X/!N40 !/IIO				
	Paintingshttps://youtu.be/m3S2Gpnku3I?lis	t=PLTotFEE2yv	VIN/n1LX1MUV1tUQ				
	cWv2DRuEh	D5Valr					
	<ul><li>3. Kala aursanskruti - https://youtu.be/ShDt3d</li><li>4. Types of Indian Paintings - Different kinds</li></ul>		anal & folk				
	4. Types of Indian Paintings - Different kinds Paintings & Arthttps://youtu.be/r6XQSfTY		mai & iuik				
	Tamungo & Arthttps://youtu.oc/10AQSIT	1210					

Level	Semester	Course Code	Course	Credits	Teaching	Exam	Max Marks
			Name		Hours	Duration	
	III	800236	Concept Art	1	30	3 hrs.	50 (Internal 25 External:25)

Develop understanding of fundamentals principal of drawing and landscaping with emphasis on both technical and creative expressions.    Course Outcomes
Course Outcomes  1. Identifies tools, equipment and materials used to create environment elements required for concept art.  2. Create conceptual landscapes that address both aesthetic and functional considerations.  3. Demonstrate camera techniques with editing rules.  4. Integrate traditional drawing techniques with digital design methods.  Unit System  Contents  Basic of Concept Art Introduction to Illustration, Character design, Background design and props design  Unit II  Concept Development Implementation of Concepts, Concept Design  Unit III  Camera angles and Editing Rules
Outcomes  1. Identifies tools, equipment and materials used to create environment elements required for concept art.  2. Create conceptual landscapes that address both aesthetic and functional considerations.  3. Demonstrate camera techniques with editing rules.  4. Integrate traditional drawing techniques with digital design methods.  Unit System  Contents  Learning Hours  Incorporation of Pedagogies  Vinit I  Basic of Concept Art Introduction to Illustration, Character design, 8 Background design and props design  Background design and props design  Unit II  Concept Development Implementation of Concepts, Concept Design  Vinit III  Camera angles and Editing Rules  Vinit III  Camera angles and Editing Rules
for concept art.  2. Create conceptual landscapes that address both aesthetic and functional considerations.  3. Demonstrate camera techniques with editing rules.  4. Integrate traditional drawing techniques with digital design methods.  Unit System  Contents  Learning Hours  Incorporation of Pedagogies  Sketchbooks and Introduction to Illustration, Character design, Background design and props design  Unit II  Concept Development Implementation of Concepts, Concept Design  Unit III  Camera angles and Editing Rules
2. Create conceptual landscapes that address both aesthetic and functional considerations. 3. Demonstrate camera techniques with editing rules. 4. Integrate traditional drawing techniques with digital design methods.  Unit System  Contents  Learning Hours  Pedagogies  Unit I  Basic of Concept Art Introduction to Illustration, Character design, Background design and props design  Unit II  Concept Development Implementation of Concepts, Concept Design  Unit III  Camera angles and Editing Rules
3. Demonstrate camera techniques with editing rules. 4. Integrate traditional drawing techniques with digital design methods.  Unit System  Contents  Learning Hours  Pedagogies  Unit I  Basic of Concept Art Introduction to Illustration, Character design, Background design and props design  Unit II  Concept Development Implementation of Concepts, Concept Design  Unit III  Camera angles and Editing Rules  Integrate traditional drawing techniques with digital design methods.  Incorporation of Pedagogies  Sketchbooks and Drawing Assignments Design Challenges Project based learning Live Demonstrations
Unit System Contents Learning Hours Pedagogies  Unit I Basic of Concept Art Introduction to Illustration, Character design, Background design and props design Design Challenges  Unit II Concept Development Implementation of Concepts, Concept Design   8 Editing Rules   8 Editing Rules   8 Editing Rules   1 Earning Encorporation of Encorporation
Unit System Contents Learning Hours Pedagogies  Unit I Basic of Concept Art Introduction to Illustration, Character design, Background design and props design Design Challenges  Unit II Concept Development Implementation of Concepts, Concept Design Project based learning Live Demonstrations  Unit III Camera angles and Editing Rules
Unit I Basic of Concept Art Introduction to Illustration, Character design, Background design and props design Unit II Concept Development Implementation of Concepts, Concept Design Unit III Camera angles and Editing Rules  Hours Pedagogies Sketchbooks and Drawing Assignments Design Challenges Project based learning Live Demonstrations
Unit I Basic of Concept Art Introduction to Illustration, Character design, Background design and props design  Unit II Concept Development Implementation of Concepts, Concept Design  Unit III Camera angles and Editing Rules  Sketchbooks and Drawing Assignments Design Challenges Project based learning Live Demonstrations
Introduction to Illustration, Character design, Background design and props design  Unit II Concept Development Implementation of Concepts, Concept Design  Unit III Camera angles and Editing Rules  Drawing Assignments Design Challenges Project based learning Live Demonstrations
Background design and props design  Unit II Concept Development Implementation of Concepts, Concept Design  Unit III Camera angles and Editing Rules  Design Challenges Project based learning Live Demonstrations
Unit II Concept Development   8   Project based learning   Live Demonstrations   Unit III   Camera angles and Editing Rules
Implementation of Concepts, Concept Design  Unit III Camera angles and Editing Rules  Live Demonstrations
Unit III Camera angles and Editing Rules
Art, Different Camera angles.
Unit IV Stylization and Color applications
Monochromatic, Contrast, Warm, Cool color 8
schemes.
References Textbook
1. Setting Up Your Shots: Great Camera Moves Every Filmmaker Should Know
:- Jeremy Vineyard,
Reference
1. Michael Wiese Productions,1999, ISBN :- 0941188736
2. Layout and Composition for Animation:- Ed Ghertner, Focal Press, 2010,1st
Edition
3. Layout Background Layout:- Mike Fowler, Imprint,2002,Limited Edition
ISBN:- 9780973160208
Digital Resources
1. Drawing Figures In
Perspective, modernday james, https://www.youtube.com/watch?v=g5gKA7hu7
Fc
2. How To Draw Figures in Perspective, David
Finch,https://www.youtube.com/watch?v=Ub19UehR8rc

Level	Semester	Course Code	Course	Credits	Teaching	Exam	Max Marks
			Name		Hours	Duration	
	III	800237	Drawing for Animation	1	30	3 hrs.	50 (Internal 25 External:25)

Course Objective	Develop skills for creating dynamic and expressive drawings necessary for Animation drawing by studying anatomy, motion, perspective, and character design.				
Course Outcomes	Students will able to  1. Understand Human Anatomy and Figure Drawing.  2. Understand bird and animal anatomy to create accurate and expressive poses  3. Explore the fundamentals of designing appealing and distinctive characters.  4. Develop the ability to visualize and sketch dynamic scene.  5. Practice drawing characters in different poses, expressions, and actions.				
Unit System	Contents	Learning Hours	Incorporation of Pedagogies		
Unit I	Human Figure Study Head study, Hand study, Leg study, Body Drapery study, Illustration	8	Group Projects Project based learning Live Demonstrations		
Unit II	Animal and Bird Study Head study, Feather study, Leg study, Body Study  8				
Unit III	Drawing With Details Outdoor details sketches, Indoor details sketches	6			
Unit IV	Drawing & Painting Drapery , Full Figure, Portrait from model	8			
References	Textbooks  1. Dynamic Figure Drawing:- Burne Hogarth, Watson-Guptill Publications, 1996, 1st Edition  Reference  2. Force character Design from Life Drawing:- Michael Mattesi, Focal Press, 2008, ISBN -9780240809939  3. Figure Study Made Easy:- Aditya Chari, GraceTM Prakashan, 2005, 1st				
	<ul> <li>Edition</li> <li>4. Bridgman's Life Drawing:- Bridgman George B Bridgman, Dover Publications,</li> <li>5. Animal Drawing Manual:- Gleann Vilppu, G.V. Vilppu publication, 2000, 1st Edition</li> </ul>				
	Edition.  Digital Resources  1. Introduction to Film Studies, Dr. Aysha Iqbal Viswamohan,				

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
	III	800238	Storyboarding and Animatic	1	30	3 hrs.	50 (Internal 25 External:25)

Course Objective	Gives comprehensive understanding of perspective drawing and provide skills needed to create visually compelling and spatially accurate artworks.					
Course Outcomes	<ol> <li>Students will able to</li> <li>Define visual storytelling concepts such as shot composition, camera angles, and framing.</li> <li>Adapt storyboarding techniques for various industries, including animation, film, gaming, and advertising</li> <li>Create storyboards that effectively convey tone, mood, and narrative flow of film.</li> <li>Understand the role of animatic in the production pipeline</li> <li>Compile storyboards into animatic using software.</li> </ol>					
Unit System	Contents	Learning Hours	Incorporation of Pedagogies			
Unit I	Introduction to Storyboarding Story, Screen play, concept art, Frame composition, Staging, Camera angles, Color schemes, Lighting, Timing, types of storyboards, Rough music	8	Sketchbooks and Drawing Assignments Design Challenges Project based learning Live Demonstrations			
Unit II	Storyboard Design Storyboard Format Sequence Scene and Shots, Frame Ratio, Camera Movements, Editing rules with dynamic angles, Composition, Dialogs, Action, Voice-over, and Rough Music, Timing	8				
Unit III	Introduction to Animatic Introduction, Software's for animatic	6				
Unit IV	Making of Animatic Introduction, Compiling Frames, In-between and breakdown frames, Transitions, Camera Movements, Timing, Key Poses, Rough Effects, Rough Sound Tracks, Rendering and	8				
References	Rough Film output.  Textbook  1. Storyboards: Motion in Art: Mark A. Simon, Focal Press,2006, 0240808053  References  2. Perspective Made Easy, Ernest R. Norling, Walter Foster, Walter Foster Publication.  3. The Art of Comic Book Drawing: More Than 100 Drawing and Illustration Techniques for Rendering Comic Book Characters and Storyboards: Maury Aaseng, Walter Foster Publishing, 2020, 9781633228306  4. Movie Storyboards:Fionnuala Halligan, Chronicle Books, 2013, 9781452131917  Digital Resources  1. Introduction to Film Studies, Dr. Aysha Iqbal Viswamohan, http://nptel.iitm.ac.in  2. Storyboarding, Justus Mccraine, https://www.tomorrowsfilmmakers.com/9  3. Film language and grammar, Dr. Manu Sharma, https://www.youtube.com/watch?v=jV-MdOiA1J0&list=PLZnNDLd9I4FWc0KUqcwEvOnaXMGBBh9VC&index=7.					

## Semester IV

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
5.0	IV	800246	Art Direction	2	15	3 hrs.	50 (Internal:20 External:30)

Course Objective	Identify and analyze key milestones in Indian animation history, including the pioneering works, technological advancements, and major contributors that have influenced the trajectory of the industry.					
Course Outcomes	<ol> <li>Students will able to         <ol> <li>Gain a comprehensive understanding of the historical development of animation in India, including key milestones, significant figures, and major trends.</li> <li>Develop the ability to critically analyze and interpret Indian animated films, shorts, series, and advertisements, considering their artistic merits, storytelling techniques, and thematic relevance.</li> <li>Recognize the impact of globalization on the Indian animation industry.</li> </ol> </li> <li>Explore their own creative potential within the field of animation, drawing inspiration from Indian cultural traditions while also experimenting with innovative storytelling techniques and visual styles.</li> <li>Gain insights into the practical aspects of animation production in India, including the role of animation studios, funding and financing models, distribution channels, and career opportunities.</li> </ol>					
Unit System	Contents	Learning Hours	Incorporation of Pedagogies			
Unit I	Concept Development Story and Theme, Screen play, Story boarding, Animatic,Genre	2	Group Discussions and Debates Case Studies			
Unit II	Art Direction inPre-production Concept Art, Color Palette, Lighting Concept, Character Design, Props design, Layout Design	2	Field Trips Multimedia Presentations			
Unit III	Art Direction in Production Set construction, Dressing, Prop design, Cinematography, Costumes,	3				
Unit IV	Art Direction in Post-production Color Grading, Visual Effects, Set and Prop Enhancement, Motion Graphics and Titles, Sound Design and Visual Synchronization,					
References	Textbooks  1. Animation: Giannalberto Bendazzi, Focal Press,1138854816  References  1. Enchanted Drawings: The History of Animation Charles Solomon,Random House Value Publishing,0517118599  2. An Autobiography Of Indian Animation,Chaiti Ghosh 3. Frames of Time: A Visual History of Indian Animation 4. From Script to Screen: The Journey of Indian Animation 5. Animated Realities: History, Theory, and Practice of Indian Animation  Digital Resources 1. The History of Indian Animation, https://www.youtube.com/watch?v=kJKfZrRIxUM  2. A Brief History of Indian Animation, ComicVerse					

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
5.0	IV	800247	Film Direction	2	15	3 hrs.	50 (Internal: 20 External:30)

Course	Develop critical thinking skills through the					
Objective	considering questions of aesthetics, repre	sentation, identity, a	and power.			
Course	Students will able to					
Outcomes	Understand of the chronological development of story writing.					
	2. Develop concept for Films, Adve					
	3. Identify themes, key points, genre					
	4. Plan production techniques for pr		tisement and games.			
	5. Discuss marketing strategies for					
Unit	Contents Learning Incorporation of Pedagogies					
System	C 4 1St D 1 4	Hours	Carra Diagramia and 1			
Unit I	Concept and Story Development Concept, Theme, Story, Essential		Group Discussions and Debates			
	Concept, Theme, Story, Essential elements of drama, story structure, Plot,		Case Studies			
	time, Screenplay, script analysis,	2	Field Trips			
	character development, Dialogues,		Multimedia Presentations			
	Point of View, Form and style.		Tradimedia i resemunons			
Unit II	Pre-production					
	Story boarding and Animatic, Script					
	breakdown, acting, visual design,	2				
	Background, Scheduling, Budgeting,					
	Rough Music.					
Unit III	Production					
	Stages of animation production:					
	animations in 2D and 3D,Background					
	in 2D, Environments design in					
	3D, Special effects, Editing, Coloring,	7				
	Lighting, Texturing, Final debugging, Rigging, Role of production crew and	/				
	workflow, Working with sound					
	principles of animation, Production in					
	2D Animation, Production in 3D					
	Animation, Project Management.					
Unit IV	Post-Production					
	Editing, Color Correction, DI, Sound					
	editing and debugging, Tele cine,	4				
	Reverse Tele cine. Visual effects,					
	Marketing, Merchandising.					
References	Textbook					
110101010100	Film Directing Fundamentals: Se	e Your Film Before	Shooting, Nicholas T.			
	Proferes, Focal Press, 2004, 9780					
	Reference Books:					
	1. Film Directing Fundamentals: Fr	om Script to Screen	, Nicholas T. Proferes,Focal			
	Press,2001, 0-240-80422-8	E'1 M' 1 1D'	P 1			
	2. The Art Direction Handbook for	Film:Michael Rizzo	o, Focal			
	Press,2005,9780240806808 3. David Mamet, On Directing Film	Penguin Publicatio	n 1992			
	4. Steven, Ascher, The Filmmakers					
	age, Penguin publications, 2012.	Tanacook. A Com	prononor e guide for digital			
	Digital Resources					
	1. A Brief History Of Arts					
	https://youtu.be/8kGY_0C7sq0?1	ist=PLprzXAQeq52	ZIGjZPl6YMzMGP6x1oU86xw			
	<ol><li>Easy Western Art History Timeli</li></ol>	ne- https://youtu.be	/AFe1U-cYiAE			
	3. Periods in Western art history- ht					
	4. The Story of Western Art- https:/	-				
	5. The Evolution of Art- https://you	tu.be/bkWHrWw5y	Tg			

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
5.0	IV	800248	2D Film Making	1	15	3 hrs.	50 (Internal: 20 External:30)

Course	Develop critical thinking skills through the	ne interpretation and	l evaluation of artworks,			
Objective	considering questions of aesthetics, repre	sentation, identity, a	and power.			
Course Outcomes	<ol> <li>Students will able to</li> <li>Understand of the chronological development of story writing.</li> <li>Develop concept for Films, Advertisement and Games.</li> <li>Identify themes, key points, genre of story, events and compose storyboard.</li> <li>Plan production techniques for producing film, advertisement and games.</li> </ol>					
Unit	5. Discuss marketing strategies for Film promotions.  Contents  Learning Incorporation of Pedagogies					
System		Hours				
Unit I	Concept and Story Development Concept, Theme, Story, Essential elements of drama, story structure, Plot, time, Screenplay, script analysis, character development, Dialogues, Point of View, Form and style.	2	Group Discussions and Debates Case Studies Field Trips Multimedia Presentations			
Unit II	Pre-production Story boarding and Animatic, Script breakdown, acting, visual design, Background, Rough Music.					
Unit III	Production Implementing Principles of Animation, Character Animation, Creating LayoutsInteraction of Characters, and Character in actions. Expressions with dialogues, Character expression, Lips synchronization. Introduction to software's.	7				
Unit IV	Post-Production Editing, Color Correction, DI, Sound editing and debugging, Marketing, Merchandising.	4				
References	editing and debugging, Marketing, 4					

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
5.0	IV	800249	Advanced Assets Building	1	30	3 hrs.	50 (Internal 25 External:25)

Course	Develop student's technical skills, emotional intelligence, and collaborative abilities,					
Objectiv	preparing them for various roles in theater, film, and television.					
e						
Course	Students will able to					
Outcom	1. Construct architectural Design in 3D.					
es	2. Explain organic and inorganic modeling.					
	3. Compose 3D backgrounds required for F		nents, etc			
	4. Apply texturing on Props and Characters					
TT 4.	5. Compose light setup Props, Characters n					
Unit	Contents	Learning	Incorporation of Pedagogies			
System		Hours				
Unit I	Architectural Design	8	Practical Workshops			
	Exterior Design, Interior Design	0	Scene Work			
<b>Unit II</b>	Organic and Inorganic Modeling		Project based learning			
	Car Modeling, Under water, Background	8	Live Demonstrations			
	Modelling		Solo and group performance			
<b>Unit III</b>	Texturing					
	Exterior Texturing, Interior Texturing, Car	6				
	Texturing					
<b>Unit IV</b>	Lighting	8				
	Environment Lighting, Product Lighting	o				
Referen	Textbook					
ces	1. An Actor Prepares, Constantin Stanis	slavski,087830	9837			
	References					
	1. Rizzo, Michael, The Art Direction H	andbook for Fi	lm & Television, Taylor &			
	Francis ,2015					
	2. Nik Mohan, Art Direction, Bloomsbu					
	3. Fischer, Lucy, Art Direction and Pro-		• •			
	<b>4.</b> Sergei Eisentein, Problems of Film D	irection,Unive	rsity Press of Pacific,2004			
	Digital Resources					
	1. Acting for Animation Preview: The		laise,			
	https://www.youtube.com/watch?v=l	<u>H8bsqnKqkQs</u>				
	2. How to Animate a					
	Dialogue:https://www.youtube.com/	watch?v=Mn9b	oIFjwDZo&list=PLm4m_oJCf2lM			
	EUOgjgFtdaZi7KgvY_63Z					

Level	Semester	Course Code	Course	Credits	Teaching	Exam	Max Marks
			Name		Hours	Duration	
5.0	IV	800250	Advanced Rigging and Blend shapes	1	30	3 hrs.	50 (Internal 25 External:25)

Course Objective	Develop student's technical skills, anatomical, and logical abilities, preparing them for various roles in theater, film, and television.					
Course Outcomes	Students will able to  1. Demonstrate proficiency in basic rigging techniques.  2. Create detailed and believable mechanical characters or object analysis.  3. Analyze the anatomical study of character objectives  4. Develop a strong skills for both logical as well as creative analysis.  5. Exhibit professionalism in rigging.					
Unit System	Contents	Learning Hours	Incorporation of Pedagogies			
Unit I	Basic Rigging Ball Rig, Chair Rig	6	Practical Workshops Scene Work			
Unit II	Mechanical Rigging Mechanical Object Rig	8	Project based learning Live Demonstrations			
Unit III	Vehicle Rigging Car Rig, Wheel Mechanism	8				
Unit IV	Advanced Cartoon Rigging Cartoon Character Rigging and Skinning	8				
References	Textbooks  1. Rig it right! Maya animation riggi References  1. An Essential Introduction to Maya 2. Rig it Right! Maya Animation Rig 3. Body Language: Advanced 3D Ch Murdock 4. Animation Methods: Rigging Mac Digital Resources 1. Mechanical Riggin https://www.youtube.com/playlist/ Lbxbz 2. Advanced Cartoon Rigginghttps://www.youtube.com/ pE0q8jAeo https://www.youtube.com/playlist?lis https://www.youtube.com/playlist?lis	a Character Rigging Concepts haracter Riggin le Easy - Davi list=PLDXGa playlist?list=Ptplayli	rging - Cheryl Briggs , 2nd edition - O'Hailey Tina g - Eric Allen & Kelly L  d Rodriguez  6BGbkDicDfh2ptH4xWzVeuE  LL3OEv6vd5VBh8vnehdnp2IT  mxHEPiw_kF3vHjR023rIjR05			

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
5.0	IV	800251	Basic of Dynamics and VFX	1	30	3 hrs.	50 (Internal 25 External:25)

Course	Develop students with a foundational understan	ding of Dyna	amics (SFX) and Visual					
<b>Objective</b>	Effect (VFX). Through practical exercises, students will learn the principles of dynamics, and VFX. By the end of the course, students will have the skills to create their own short effects.							
o ajecu.								
Course	their own short effects.  Students will able to							
Outcomes	1. Explain and Describe basic concept of Dynamics.							
Outcomes	2. Explain and Describe basic concept of Dynamics.							
	<ul><li>3. Understanding Practice dynamics tools.</li><li>4. Illustrate effects in 2D &amp; 3Dcontainer, Particle System &amp;Fluid effect</li></ul>							
	5. Understanding of various laws of physic	ics and applying	ng them.					
Unit System	Contents	Learning	Incorporation of					
-		Hours	Pedagogies					
Unit I	Introduction to Dynamics and VFX		Practical Workshops					
	Dynamics: Introduction, Applications,		Scene Work					
	Software, Introduction to Visual effects	6	Project based learning					
	(VFX), Dynamics tools		Live Demonstrations					
Unit II	Fundamentals of nParticle System.	0						
	Fundamentals of nParticle System.	8						
Unit III	Basic Dynamic 2D & 3D Container Effects.	8						
	Smoke, Fire, Cloud	0						
Unit IV	Basic Dynamics Fluid Effects.	8						
	Ocean, Pond\Wake, Motor Boat.	0						
References	Textbooks							
	1. Maya Professional tips and techniques: - Lee Lanier, Sybex,2007,ISBN:-							
	0470107405							
	2. 3ds Max 7.5 Projects :- Boris Kulagin, BP	B Publication	ns, 2006, ISBN:1-931769-					
	43-5							
	<b>3.</b> Character Rigging and Animation :- Alias,	Wavefront I	Publication,2002, ISBN:-					
	9780973005233							
	References							
	1. The VES Handbook of Visual Effects: Industry Standard VFX Practices and							
	Procedures by Jeffrey A. Okun							
	2. Masters of FX: Behind the Scenes with Ge	eniuses of Vis	sual and Special Effects					
	by Ian Failes	_						
	3. FX Particles and Dynamics in Maya - Mik	e Zugschwer	t					
	Digital Resources							
	1. Introduction to Film Studies, Dr. Aysha	ı Iqbal Viswa	amohan,					
	http://nptel.iitm.ac.in							
	2. Storyboarding, Justus Mccraine, <a href="https://doi.org/10.2012/justus-nc.2012">https://doi.org/10.2012/justus-nc.2012</a>	/www.tomor	rowsfilmmakers.com/9					
	Film language and grammar,Dr. Manu							
	Sharma,https://www.youtube.com/watch?v=jV-							
	MdOiA1J0&list=PLZnNDLd9I4FWc0KUqcwEvOnaXMGBBh9VC&index=7							

Level	Semester	Course Code	Course	Credits	Teaching	Exam	Max Marks
			Name		Hours	Duration	
5.0	III	800252	Interactive Computer Graphics	1	30	3 hrs.	50 (Internal 25 External:25)

Course Objective	Develop user interface (UI) and user experience intuitive, user-centered interfaces and experience		0 0			
Course Outcomes	<ol> <li>Students will able to</li> <li>Understand the importance of user needs, behaviors, and motivations in the design process.</li> <li>Decide methods for conducting user research, including surveys, interviews, and usability testing.</li> <li>Explore typography, color theory, layout, and iconography in creating appealing UI designs.</li> <li>Develop interactive prototypes using industry based software.</li> <li>Apply ideation, testing, and research to design solution that solve real world issues.</li> </ol>					
<b>Unit System</b>	Contents	Learning Hours	Incorporation of Pedagogies			
Unit I	Introduction to UX and UI Introduction to UX and UI terminology and software, Introduction to Sketching, Creating paper prototypes, Design Principles, typography	8	Sketchbooks and Drawing Assignments Design Challenges Project based learning Live Demonstrations			
Unit II	APPLICATION OF COLORS Color modes, Monochromatic, Color Wheel, Color Harmonies, Color Contrast, Gray scales, Color psychology, color palette					
Unit III	UI Elements Text fields, Buttons, Sliders, Tooltips, Selection Controls, Cards, Dialogs, List, Tables, Navigations, Charts, Snack bars	Tooltips, llogs, List, 6				
Unit IV	Project Management Create Design System, Creating mood boards, Create wireframe, Box Models, Responsiveness	8				
References	Textbook  1. Sketching User Experiences:Saul Green 2011,0123819598  Reference  2. Universal Principles of Design: William 1592530079  3. The Design of Everyday Things:Donald Books,2002,9780465067107  4. Microinteractions: Designing with Detain Media,144934268X,2013  Digital Resources  1. User Interface Design, Prof. Saptarshi F. 2. Storyboarding, Justus Mccraine, https://.  3. Film language and grammar,Dr. Manu Sharma,https://www.youtube.com/watch MdOiA1J0&list=PLZnNDLd9I4FWcO	m Lidwell, R d A. Norman hils:Dan Saff Kolay, https://www.tomor	cockport Publishers, 2003, a, Basic fer, O'Reilly a//youtu.be/jLQauZP2e_4 arowsfilmmakers.com/9			

Level	Semester	Course Code	Course	Credits	Teaching	Exam	Max Marks
			Name		Hours	Duration	
4.5	IV	800253	Basic of 3D Animation	1	30	3 hrs.	50 (Internal 25 External:25)

Course	Develop to create visually appealing 2D Animation by exploring animation principles,						
<b>Objective</b>	drawing techniques, and software animations required for various media, including						
Objective	film, television, and digital platforms.						
Course	Students will able to						
Outcomes	1. Explore various animation styles, including traditional hand-drawn animation, cut-out						
outcomes	animation, and digital puppetry.	8					
	2. Make use of principles of animation	n to create visual	appealing animations.				
	3. Creating animation						
	4. Experimenting special effects by sy	nchronizing anir	nation with sound effects, music,				
<b>T</b> T •4	and dialogue.	Τ .	1. 6				
Unit	Contents	Learning	Incorporation of				
System	7 . 7 . 4 . 620 . 4	Hours	Pedagogies				
Unit I	Introduction of 3D Animation		Practical Workshops				
	Introduction, Principles of Animation,	6	Scene Work				
	3D Animation pipeline		Project based learning				
Unit II	Path Animation	8	Live Demonstrations				
TT 44 TTT	Straight Path, Zigzag path						
Unit III	Principles of Animations	8					
	Bouncing Ball, Wave, Timing						
Unit IV	Biped and Quadruped Animation 8						
D 4	Walk, Run, Jump, Gallop						
References	Textbooks	2010 D : 1	D 11.1 ' C 1				
	1. Introducing Autodesk Maya 2	2012, Dariusn	Deraknsnani, Sybex,				
	0470900210						
	References						
	1. Essential skills for 3D model						
	Bernhardt Zeman, Taylor & F						
	2. Modeling, UV Mapping, and	_	Game Weapons, Christian				
	Chang, Wordware Pub, 9781	556228704					
	3. 3D Character Development V	Vorkshop:Erik	Van Horn, Mercury Learning				
	and Information, 1683921704	1					
	Digital Resources						
	1. Foundations of Graphic Desig						
	-		45fDb27RAI&list=PLD8AMy73				
	ZVxVe63ATjAoi_8kqkNUeH						
	2. Understanding the Elements of	•					
		ch?v=01ZoynsM	M7Vw&list=PLATYfhN6gQz9O				
	O7qe9FILY4NrfvWCbdGl						

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
4.5	IV	800254	Basic of Matte Painting	1	30	3 hrs.	50 (Internal 25 External:25)

Course Objective	Develop skills to use perspective, lighting, and comp integrationcreate realistic or stylized digital environn				
Course Outcomes	Students will able to  1. Understand the principles, process, history a 2. Apply principles of perspective, lighting mattepainting.  3. Understand techniquescoloring, lighting and 4. Create realistic and stylized matte paintings  5. Explore 3D tools, camera projections for creater and stylized matter and stylized matter paintings.	g, and comp  I perspective t  for various m	osition to build immersive to manipulate matte painting.		
Unit System	Contents	Learning Hours	Incorporation of Pedagogies		
Unit I	Introduction to Matte painting Introduction, Making process, Applications of Matte painting.	6	Practical Workshops Scene Work Project based learning		
Unit II	Tools Application for Matte painting Layer masking, Level layers, Color correction, Depth of Field, Lighting.	8	Live Demonstrations		
Unit III	Matte painting Manipulation Converting day light into night light, Use of 3D Assets and Images.	8			
Unit IV	Motion Matte Camera setting and camera movements,	8			
References	Camera setting and camera movements, Parallax camera movements.  1. Mastering Drawing the Human Figure From Life, Memory, Imagination:Jack Faragasso, Faragasso,0966711300  References 1. The Art of Basic Drawing, Walter Foster, Walter Foster Publication 2. The Complete Book of Drawing Skills: Barrington Barber, Arcturus Publishing,9781398832602 3. Memory Drawing Simplified: Tushar Moleshwari, Jyotsnaprakashan, 9788179254448 4. Complete Guide to Drawing, DrawingGeorge B. Bridgman, Sterling Publication Co. Inc 5. Vilppu Drawing Manual, Glenn V. Vilpp, Vilppu Studio  Digital Resources 1. The History of Indian Animation, <a href="https://www.youtube.com/watch?v=kJKfZrRIxUM">https://www.youtube.com/watch?v=kJKfZrRIxUM</a>				

Level	Semester	Course Code	Course Name	Credits	Teaching Hours	Exam Duration	Max Marks
4.5	IV	800254	Character and Prop Design	1	30	3 hrs.	50 (Internal 25 External:25)

Course Objective	Develop technical and artistic abilities required to produce unique, visually appealing, and useful character and prop designs for animation, video games, movies, and other digital media.					
Course Outcomes	<ol> <li>Students will able to         <ol> <li>Apply principles of design, including shape language, balance, proportion, and contrast.</li> <li>Study human and animal anatomy to create anatomically correct and stylized characters.</li> <li>Create model sheets, turnaround views of character family.</li> <li>Compose expression sheets for characters.</li> <li>Understand the role of props in storytelling and design props with details.</li> </ol> </li> </ol>					
Unit System	Contents	Learning Hours	Incorporation of Pedagogies			
Unit I	Introduction of Character and Prop Design Character types: Iconic Character, Cartoonist, Heroic Character, Villain Character, Sub Character	6	Practical Workshops Scene Work Project based learning Live Demonstrations			
Unit II	Character Design Character Concept design, Final Character design, Character Sheet, Character Sheet coloring	8				
Unit III	Character Attitude and Expression Detailing of character, character attitude Expression Sheet					
Unit IV	Prop Design Prop Concept design, Final Prop design, Prop Sheet, Prop Sheet coloring	8				
References	<ol> <li>Textbooks         <ol> <li>Force: Character Design from Life Drawing: Mike Mattesi, Focal Press, 2008, 9780240809939</li> <li>How to draw a character: Method of drawing with the anatomy of the human body: Kevin Tembouret, 2020</li> </ol> </li> <li>References         <ol> <li>Figure Drawing for all its worth: Andrew Loomis, Viking Adult, 9780670312559</li> <li>Cartooning: Character Design: Learn the art of cartooning step by step, Sherm Cohen, Walter Foster Publishing, 9781610598378</li> <li>The Prop Building Guidebook: Eric Hart, Taylor &amp; Francis, 2016, 9781317292814</li> <li>Prop Building for Beginners: Eric Hart, 2021, 2020045785</li> <li>The Art Of Animal Drawing: Ken Hultgren,</li> </ol> </li> <li>Digital Resources         <ol> <li>The History of Indian Animation, <a href="https://www.youtube.com/watch?v=kJKfZrRIxUM">https://www.youtube.com/watch?v=kJKfZrRIxUM</a></li> </ol> </li> </ol>					
	9. A Brief History of Indian Animation, ComicVerse					