# Sant Gadge Baba Amravati University, Amravati FACULTY: Interdisciplinary

Scheme of Teaching, Learning, Examination & Evaluation leading to Two Years PG Degree

Master of Science (Animation) following Three Years UG Programme wef 2023-24

(Two Years- Four Semesters Master's Degree Programme- NEPv23 with Exit and Entry Option

Master of Science (Animation) First Year Semester- I

Part B

Syllabus Prescribed for 2023-2024 Year PG Programme

Programme: M Sc. (Animation) Programme: Semester 1

Code of the Course/Subject Title of the Course/Subject

**Total Number of Periods** 

# Research Methodology and IPR

48

### **Course Outcomes**

- 1. Develop competence in oral, written, and visual communication.
- 2. Develop strategies for the efficient and effective distribution of films, concepts, goods, and services that respond to evolving markets..
- 3. Conduct market research\* to provide information needed to make marketing\* decisions.
- 4. Plan, prepare and deliver a sales presentation that addresses the needs of the client.
- 5. Apply the principles of business ethics and corporate social responsibility to business decisions'

Unit	Content
Unit I	Introduction to Research Definition of research, Characteristics of research, Types of research- Descriptive vs. Analytical, Applied vs. Fundamental, Quantitative vs. Qualitative, Conceptual vs. Empirical, Overview of research methodology in various areas, Introduction to problem solving, basic research terminology such as proof, hypothesis, lemma etc., Role of Information and Communication Technology(ICT) in research.
Unit II	Research Problem Formulation and Methods Literature review, sources of literature, various referencing procedures, maintain literature data using Endnote2, Identifying the research areas from the literature review and research database, Problem Formulation, Identifying variables to be studied, determining the scope, objectives, limitations and or assumptions of the identified research problem, Justify basis for assumption, Formulate time plan for achieving targeted problem solution. Important steps in research methods: Observation and Facts, Laws and Theories, Development of Models, Developing a research plan: Exploration, Description, Diagnosis and Experimentation
Unit III	Data collection Static and dynamic characteristics of instruments, calibration of various instruments, sampling methods, methods of data collection, Basic Concepts concerning testing of hypotheses, procedures of hypothesis testing, generalization and interpretation Applied statistics: Regression analysis, Parameter estimation, Multivariate statistics, Principal component analysis Software tools for modeling, Simulation and analysis.
Unit IV	Research reports and Thesis writing Introduction: Structure and components of scientific reports, types of report, developing research proposal. Thesis writing: different steps and software tools in the design and preparation of thesis, layout, structure and language of typical reports, Illustrations and tables, bibliography, referencing and footnotes, Oral presentation: planning, software tools, creating and making effective presentation, use of visual aids, importance of effective communication.
Unit V	Ethics Ethical issues. IPR: intellectual property rights and patent law, techniques of writing a Patent, filing procedure, technology transfer, copy right, royalty, trade related aspects of intellectual property rights Publishing: design of research paper, citation and acknowledgement, plagiarism tools, reproducibility and accountability.

# References

- 1. Ranjit Kumar, "Research Methodology: A Step by Step Guide for Beginners", SAGE Publications Ltd.,
- 2. Wayne Goddard, Stuart Melville, "Research Methodology: An Introduction" JUTA and Company Ltd, 2004.
- 3. C.R. Kothari, "Research Methodology: Methods and Trends", New Age International, 2004
- 4. S.D. Sharma , "Operational Research", Kedar Nath Ram Nath & Co.,1972
- 5. B.L. Wadehra,"Law Relating to Patents, Trademarks, Copyright Designs and Geographical Indications", Universal Law Publishing, 2014.
- 6. Donald Cooper, Pamela Schindler, "Business Research Methods", McGraw-Hill publication, 2005.

# Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

- 1. https://youtu.be/oPXyj3mAEKg
- 2. <a href="https://youtu.be/E2gGF1rburw">https://youtu.be/E2gGF1rburw</a>
- 3. <a href="https://youtu.be/2vIUgEJ81gU">https://youtu.be/2vIUgEJ81gU</a>

Part B

Syllabus Prescribed for 2023-2024 Year PG Programme

**Programme: M Sc. (Animation)** 

**Programme: Semester 1** 

**Code of the Course/Subject** Title of the Course/Subject

(Total Number of Periods)

1ANI601

Research for Film Design (DSC1)

48

(Theory)

#### **Course Outcomes**

- 1. Analyze the historical and theoretical foundations of filmmaking
- 2. Analyze story structure and the screenwriting process for use in the critique and creation of film
- 3. Evaluate the ethical implications inherent in filmmaking practices.
- 4. Analyze the relationship between film and other art forms and intellectual disciplines.
- 5. Apply current best practices in cinematography

Unit	Content
Unit I	Research & Development for writing a films
Omt I	Concept development, Choosing a style
Unit II	Research & Development for pre-production
	Story development, Building Characters, Props & Backgrounds, Storyboard
Unit III	Research & Development for production
	Modeling & Coloring, Rigging & Blend shapes, Animation, Sound
Unit IV Research & Development for post-production	
Omt I v	Editing, Music arrangement, Rendering
Unit V	Research & Development for Marketing and advertising
Omt V	Surveys, Merchandising, Promotion, Distribution, Intellectual property rights

1. Undergraduate research in film: Lucia Ricciardelli, Routledge publication,

ISBN: 978-1—138-59951

2. The Complete Film Production Handbook: Eve Light Honthaner, Focal Press,

ISBN: 024081150X

- 3. Film Directing Shot by Shot:Steven D. Katz, Focal Press, ISBN: 0941188108
- 4. Film directing fundamentals: Nicholas T. Proferes, Focal Press, ISBN:0240804228
- 5. Animation writing and development: Jean and wright, Focal press

### Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

- 1. https://youtu.be/IFjyVW21Vpw
- 2. https://youtu.be/r4791OLkRrs
- 3. https://youtu.be/v4M0Y4dUfXw

Syllabus Prescribed for 2023-2024 Year PG Programme

**Programme: M Sc. (Animation)** 

**Programme: Semester 1** 

Title of the Course/Subject

(Total Number of Periods)

**Code of the Course/Subject** 

1ANI602

Film and Art Direction (DSC2)

48

(Theory)

# Course Outcome.

- 1. Adapt Film philosophy and other theories for stylization of film.
- Illustrate development of Character and prop design.
   Demonstrate design process of layout and BG design.
- 4. Develop understanding of composing story boarding and animatic.

5. Identify thematic elements required for film making.

#### **Course Content**

Unit	Content	
Unit I	Stylization Of Film	
	Contemporary theories of film, semiotics and structuralism, Psychoanalysis, Feminism, Gender,	
	Race, Post-Theory & Cognitive Film Theory, Deleuze and Film-Philosophy, Theories of Affect and	
	Form. Film Movements: Realism, expressionism, Avant-garde and Art cinema, surrealism,	
	Constructive criticism, negative arguments, affirmative arguments. Film Language, film criticism	
** ** **	approaches and techniques.	
Unit II	Character And Prop Design	
	Developing characters, prop and concept art, character and characterization.	
Unit III	Layout And BG Design	
	Research about story, locations, A Framework For An Aesthetic Structure	
	Patterns In The Landscape The Importance Of A Visual Vocabulary, The Design Process	
Unit IV	Story Boarding And Animatic	
Cint IV	Essential elements of storyboarding, plot, time, structure, screen play rules, script analysis and development,, Writing dialogues, shooting list, camera and character movement, composition, shot arrangement, cinematic storytelling, director point of view, visual design, Developing story board and animatic, designing character family, and concept art of film.	
Unit V	Thematic Elements	
	Themes: identifying the themes, evaluating the theme, Theme and symbolism Focus on plot, Focus on emotional effect, focus on character, focus on style and texture,	

#### Reference Books:

- 1. Simran R. Gurnani. Intellectual Property Rights, C. Jamnadas & Co. (2021)
- 2. Gragham Dutfeild "Intellectual Property, Biogenetic Resources and Traditional Knowledge", Earth Scan (2004) 3. Rajashree Chandra, "Knowledge As Property" Oxford India Press (2012)
- 3. Class Junghans and Adam Levy, "Intellectual Property Management: A guide for Scientists, Engineers, Financers and Managers", Willey (2006).
- 4. Brigitte Anderson (Ed), "Intellectual Property Rights: Innovation Governance and Institutional Environment", Edward Elgar Publishing Limited (2006)
- 5. V K Ahuja, "Law Relating to Intellectual Property Rights", Lexis Nexis (2017)

# Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

- 1. The Paintings of India The Art of India https://youtu.be/5xpJeO\_syN4
- 2. Murals of India Benoy K Behl #SrijanTalks | Ancient Art and Culture Of India | Cave Paintings-https://youtu.be/m3S2Gpnku3I?list=PLTotFEE2ywN7niLXiM0vitUQcWv2DRuEh
- 3. Kala aur sanskruti -https://youtu.be/ShDt3dD5Yqk
- 4. Types of Indian Paintings Different kinds of Indian traditional & folk Paintings & Art.-https://youtu.be/r6XQSfTYZPo

Part B

Syllabus Prescribed for Programme: M.Sc. Animation

Semester: I

Code of the Course/Subject Title of the Course/Subject Total Number of Periods

1ANI603 Story Boarding & Animatic 72 (DSC 3)

(Practical)

#### **Course Outcome**

- 1. Compose story board for films, televisions and interactive media.
- 2. Design pictorial layouts for tv, film and interactive media.
- 3. Build knowledge of different layouts and their applications.

Unit	Content	
Unit I	Fundamentals of Storyboarding	
	Introduction, Tools for story boarding, software, Understanding Framing, composition, camera	
	angles, References and Research,	
Unit II	Process of Storyboarding	
	Drawing Quick Thumbnail Storyboards, Sketching Perspective, Final Storyboard Art and Clean-	
	Up, Storyboard Coloring	

Unit III	Structure of storyboarding Dialogue writing, screenplay, action, scenes and sequence, timing, music
Unit IV	Applications of Story boarding Live-Action Boards, Animation Boards, Gaming and Multimedia Boards, Live-Event and Theme-Park Boards, Laser-Show Boards
Unit V	Animatic Screen Direction, Staging and Composition, Camera motion, transitions, key animation, compiling of shoots, Special Effects, Music

#### References

- 1. Micheal Rabiger, Mick Hurbis, Directing the film: Techniques and Aesthetic, Focal Press,2017
- 2. David Mamet, On Directing Film, Penguin Publication, 1992
- 3. Steven, Ascher, The Filmmakers Handbook: A Comprehensive guide for digital age, Penguin publications, 2012 .
- 4. Sergei Eisenstein ,Problems of Film Direction, University Press of Pacific,2004

# Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

- 1. https://www.youtube.com/watch?v=RDa93iyqC2k
- 2. https://www.youtube.com/watch?v=nXmiDgUTTa0
- $3. \quad https://www.youtube.com/watch?v=ax26xY-e83o\\$
- 4. https://www.youtube.com/watch?v=jDACsLGdyus
- 5. https://www.youtube.com/watch?v=mmhdxshgHEA

Part B

**Syllabus Prescribed for** 

**Programme: M.Sc. Animation** 

Semester: I

**Code of the Course/Subject** 

Title of the Course/Subject

**Total Number of Periods** 

1ANI604

Character, Prop & BG Design
(DSC4)
(Practical)

72

### **Course Outcome**

- 1. Compose story board for films, televisions and interactive media.
- 2. Design pictorial layouts for tv, film and interactive media.
- ${\bf 3.}\, Build\,\, knowledge\,\, of\,\, different\,\, layouts\,\, and\,\, their\,\, applications.$

Unit	Content	
Unit I	Character Design-I Anatomy study of Human, Bird ,Animal, Insects, Quick sketches, Time sketches, Group	
	sketches, Figurative, Non-figurative drawing	
Unit II	Character Design-II Blue sketches, Character style and design, Character chart & color scheme, Facial expression,	
	Attitude sketches & key poses, Lip sync chart.	
Unit III	Prop Design Blue sketches, Prop styles & design, Prop chart, Color scheme	
Unit IV	Layout & Background design Composition Rules, Blue sketches, Layout style & design, Background design: Concept Art, Style development & digital color rendering, Lighting, Texturing, Background, Middle ground, Foreground, Overlays	
Unit V	Camera Angles & Editing Rules for Dynamic Layouts Setting Up Your shots with Dynamic camera angles & editing rules.	

#### References

- 1. Micheal Rabiger, Mick Hurbis, Directing the film: Techniques and Asethetic, Focal Press, 2017
- 2. David Mamet, On Directing Film, Penguin Publication, 1992
- 3. Steven, Ascher, The Filmmakers Handbook: A Comprehensive guide for digital age,
- 4. Penguin publications, 2012.
- 5. Sergei Eisentein, Problems of Film Direction, University Press of Pacific, 2004

- $1. \quad https://www.youtube.com/watch?v=RDa93iyqC2k\\$
- $2. \quad https://www.youtube.com/watch?v=nXmiDgUTTa0\\$

3. https://www.youtube.com/watch?v=ax26xY-e83o

- 4. https://www.youtube.com/watch?v=jDACsLGdyus
- 5. https://www.youtube.com/watch?v=mmhdxshgHEA

Syllabus Prescribed for 2023-2024 Year PG Programme

**Programme: M Sc. (Animation)** 

**Programme: Semester 1** 

Code of the Course/Subject Title of the Course/Subject (Total Number of Periods)

> **Story Development for Films** 1ANI605 (DSE-1) (Practical)

# **Course Outcome**

1. Describe basic concept of story writing process.

- 2. Explain the process of story development
- 3. Use the knowledge of story writing for short & Feature film (Live & Animation), Documentary,
- 4. Comics5. Develop the concept of screenplay.
- 6. Describe concept dialogue and sound design.

Unit	Content
Unit I	Idea or Concept
	Idea & concept design, Conceptual writing, Information and Research.
Unit II	Story design and development
	Structure of stories, Start & Establishment, In-between drama, Climax, End.
	Uses of stories: Novel, Fiction, Autobiography, Films ( Live & Animation): Short Film,
	Documentaries, Feature Film, Ad Films, Interactive Media
Unit III	Screenplay Design:
0 1110 111	Define story, characters, locations, era, timing, culture, monuments, language, costume, direction,
	cinematography and editing rules.
Unit IV	Screenplay for various media
CIII I V	Details of Screenplay, Location & Timing description, Characters & Props description,
	Communication between characters, Value addition content writing, Sound, Music & Special
	effects writing.
Unit V	Dialogue Development:
	Study subject and genre of the film, understanding the local language, culture, local thought,
	phrases, description of situation and timing, study public trends and psychology, final dialogue
	designing from this study.

# References

- 1. Ideas for the Animated Short Finding and building stories:- Karen Sullivan, Gary Schumer, Focal Press, 2008, ISBN: 978-0-240-80860-4
- 2. Fade In:- Robert Berman, Michael Wiese Production, 1997, 2nd Edition

# Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

- 1. https://www.youtube.com/watch?v=RDa93iyqC2k
- 2. https://www.youtube.com/watch?v=nXmiDgUTTa0
- 3. https://www.youtube.com/watch?v=ax26xY-e83o
- 4. https://www.youtube.com/watch?v=jDACsLGdyus
- 5. https://www.youtube.com/watch?v=mmhdxshgHEA

72

# Sant Gadge Baba Amravati University, Amravati FACULTY: Interdisciplinary

# Scheme of Teaching, Learning, Examination & Evaluation leading to Two Years PG Degree Master of Science (Animation) following Three Years UG Programme wef 2023-24 (Two Years- Four Semesters Master's Degree Programme- NEPv23 with Exit and Entry Option

Master of Science (Animation) First Year Semester- II

Part B

**Syllabus Prescribed for** 

Programme: M.Sc. Animation

**Semester:** 

Code of the Course/Subject (Total Number of Periods) **Title of the Course/Subject** 

**Film Technical Direction** 1ANI801 48

> (DSC-7) (Theory)

#### **Course Outcome**

- 1. Describe animation and live film making process.
- 2. Design studio setup.
- 3. Identify requirement of equipment and related software.
- 4. Define job hierarchy and their duties.

Unit	Content		
Unit I	Process of Animation Production Process of animation film making, preparing for production, studio setup and requirements of hardware, software & equipment.		
Unit II	Options of Jobs in Animation Studio and Hiring Procedures Creative directors, writers, animators VFX designers, editors, music and voice designer, graphic designer 2D and 3D artist, management personnel, technical personnel, marketing assistance, production assistant and other related staff and their duties.		
Unit III	Business Procedures Causes of studio failures, advice for startup business, The Bid, contract design, surveillance as an artist, running capital, insurance, completion bonds, production management staff, business related information and Suppliers, schools, appendices, general information, suppliers', film editors, laboratories, music and sound effects, recording, rentals.		
Unit IV	Budget General information about production, producer, directors and writers, Pre-production and production costing, production budget process, production budget forms, post production and marketing costing, film releasing cost and merchandising.		
Unit V	Film Festivals and Markets Information of worldwide film festival, worldwide studio information, animation film making unions and NGO, Animation schools, worldwide animation markets scenario and scope.		

# References

- 1. Directing film techniques and aesthetics: Michael Rabiger, Fourth Edition, Focal press.
- 2. Film Directing Shot by Shot: Steven D. Katz, Focal Press, ISBN: 0941188108
- 3. Film directing fundamentals: Nicholas T. Proferes, Focal Press, ISBN:0240804228

- 1. https://www.youtube.com/watch?v=RDa93iyqC2k
- 2. https://www.youtube.com/watch?v=nXmiDgUTTa0
- 3. https://www.youtube.com/watch?v=ax26xY-e83o
- 4. https://www.youtube.com/watch?v=jDACsLGdyus
- 5. https://www.youtube.com/watch?v=mmhdxshgHEA

**Syllabus Prescribed for** 

Programme: M.Sc. Animation

Semester:

Code of the Course/Subject	Title of the Course/Subject	(Total Number of Periods)
1ANI802	General Studies of Anatomy	48
	(DSC-7)	
	(Theory)	

### **Course Outcome**

- 1. Describe animation and live film making process.
- 2. Design studio setup.
- 3. Identify requirement of equipment and related software.
- 4. Define job hierarchy and their duties.

Unit	Content
Unit I	General Anatomy Position of the Inner Organs, Palpable Points, and Regional Lines, Osteology, Arthrology, Myology
Unit II	Human Anatomy Figure & Torso, Head & Neck, Upper Limb, Lower Limb
Unit III	Animal Anatomy Basic body plan, individual muscles, four legged animal: Skelton and muscles, superficial muscles, animals with limb variations: Skelton and muscles, superficial muscles
Unit IV	Bird Anatomy Structural analysis ,construction of head, construction of head and trunk,wings,legs and feet
Unit V	Creatures Mythological creatures, Artificial creatures, Aquatic creatures, Extra-terrestrial creatures

# References

- 1. Directing film techniques and aesthetics: Johannes W. Rohen Chihiro Yokochi, LWW, Year: 2015, 9781496308702.
- 2. Film Directing Shot by Shot: Steven D. Katz, Focal Press, ISBN: 0941188108
- 3. Film directing fundamentals: Nicholas T. Proferes, Focal Press, ISBN:0240804228

- 1. https://www.youtube.com/watch?v=RDa93iyqC2k
- 2. https://www.youtube.com/watch?v=nXmiDgUTTa0
- 3. https://www.youtube.com/watch?v=ax26xY-e83o4. https://www.youtube.com/watch?v=jDACsLGdyus
- 5. https://www.youtube.com/watch?v=mmhdxshgHEA

**Syllabus Prescribed for** 

Programme: M.Sc. Animation

Semester: II

Code of the Course/Subject	Title of the Course/Subject	Total Number of Periods
1ANI803	Music	48
	(DSC-9)	
	(Theory)	

### **Course Outcome**

- 1. Describe animation and live film making process.
- 2. Design studio setup.
- 3. Identify requirement of equipment and related software.
- 4. Define job hierarchy and their duties.

Unit	Content
Unit I	Foundation of Music Physics of Sound, Perception of Sound, Digital Audio, Sound Design Theory
Unit II	Stems Dialog, Music, Sound Effects
Unit III	Art Law Developing a Legal Sound Track,
Unit IV	Tools and Techniques Studio process, Signal Path and Signal Processing
Unit V	Production Path Preproduction, Production, Postproduction

# References

- 1. Designing sound for animation: Robin Beauchamp, Focal Press Year: 2015, 0-240-80733-2.
- 2. Film Directing Shot by Shot: Steven D. Katz, Focal Press, ISBN: 0941188108
- 3. Film directing fundamentals: Nicholas T. Proferes, Focal Press, ISBN:0240804228

- 1. https://www.youtube.com/watch?v=RDa93iyqC2k
- 2. https://www.youtube.com/watch?v=nXmiDgUTTa0

- https://www.youtube.com/watch?v=ax26xY-e83o
   https://www.youtube.com/watch?v=jDACsLGdyus
   https://www.youtube.com/watch?v=mmhdxshgHEA

**Syllabus Prescribed for** 

Programme: M.Sc. Animation

Semester: II

Code of the Course/Subject	Title of the Course/Subject	Total Number of Periods
1ANI804	Assets building in 2D /3D	72
	(DSC-9) (Practical)	

### **Course Outcome**

- 1. Explain the defining formal, stylistic, and technical characteristics of images, objects, and architecture using appropriate specialized terminology.
- 2. Demonstrate knowledge of selected objects within their cultural and historical contexts.
- 3. Memorize historical chronology and sequence.
- 4. Distinguish between art historical periods, Prehistory through Medieval.

Unit	Content
Unit I	Assets Design Organic , Inorganic
Unit II	Background Design Layout Design, Background modeling for VFX and match movie, Stylized background modeling
Unit III	Advance UV unwrapping & Tracing (2D Tracing Working with UDIMS ,High poly UV unwrap baking
Unit IV	Background texturing & lighting. Organic background ,Stylized background
Unit V	Rendering Background Layering And Rendering.

# References

- 1. Modeling a Character in 3ds max: Paul Steed, Computers PC & Video Games
- 2. Advanced 3Ds Max 5: Modeling and Animating, Autodesk Maya Press, Computers Computer Graphics & Design, Sybex publications, ISBN: 189717747X
- 3. Maya 8 Character Modeling: Gary Oliverio Wordware Pub, ISBN:1598220209
- 4. Character Modeling with Maya and ZBrushJason Patnode, Focal Press, 0240520343
- 5. Game Character Development with Maya, Antony Ward, New Riders Games, ISBN:073571438

- 1. https://www.youtube.com/watch?v=RDa93iyqC2k
- $2. \quad https://www.youtube.com/watch?v=nXmiDgUTTa0\\$
- 3. https://www.youtube.com/watch?v=ax26xY-e83o4. https://www.youtube.com/watch?v=jDACsLGdyus
- $5. \quad https://www.youtube.com/watch?v=mmhdxshgHEA\\$

**Syllabus Prescribed for** 

Programme: M.Sc. Animation

Semester: II

Code of the Course/Subject	Title of the Course/Subject	Total Number of Periods
1ANI805	Rigging and blend shapes in 2D /3D	72
	(DSC8) (Practical)	

#### **Course Outcome**

- 1. Portraying application of Chroma keying
- 2. Implement advance masking and root-scoping
- 3. Demonstrate advances motion capture, object tracking
- 4. Practice advance level compositing
- 5. Complete compositing process

### **Course Content**

Unit	Content	
UIIIt		
Unit I	Introduction to Rigging	
	Rigging: concept, Software's used, Rigging tools	
Unit II	Fundamentals of Rigging	
	Understanding, Node Editor, Hypergraph Connection	
Unit III	Deformers & Constraints	
	Giggle, Wire Tool, Stretchy & Bendy Deformer, Geometry, Rivet, Motion Paths, Other	
	Constraints	
Unit IV	Direct & Indirect Connection	
Cint 1 v	Set driven, Expression	
Unit V	Rigging of Character	
	Biped with Advance setup	

# References

- $1.\ The\ Filmmaker's\ Guide\ to\ Visual\ Effects: Eran Dinur, Publisher:\ Routledge$
- 2. VFX Fundamentals: Wallace Jackson, Apress, ISBN: 1484221303
- 3. The visual effects arsenal:Bill Byrne,ISBN:0240811356
- 4. Compositing Visual Effects:Steve Wright, Focal Press, ISBN: 0080555055
- 5. The Art and Technique of Matchmoving: Erica Hornung, Focal Press, ISBN: 0240812301

- 1. https://youtu.be/T8FSeBRx6Rc
- 2. <a href="https://youtu.be/xGK5o-OhPTg">https://youtu.be/xGK5o-OhPTg</a>

**Syllabus Prescribed for** 

Programme: M.Sc. Animation

Semester: II

Code of the Course/Subject	Title of the Course/Subject	Total Number of Periods
1ANI806	Shading and Texturing for Films	72
	(DSC8) (Practical)	

#### **Course Outcome**

- 1. Portraying application of Chroma keying
- 2. Implement advance masking and root-scoping
- 3. Demonstrate advances motion capture, object tracking
- 4. Practice advance level compositing
- 5. Complete compositing process

#### **Course Content**

course content	
Unit	Content
Unit I	Assets Texturing And Shading Organic , Inorganic
Unit II	Texturing And Shading For Background Texturing and shading for background
Unit III	Advance Shading Skin shader, Arnold shader
Unit IV	Advance Texturing Skin texturing
Unit V	Application of Shaders And Textures Materials, application of maps

# References

- 1. The Filmmaker's Guide to Visual Effects:EranDinur,Publisher: Routledge
- 2. VFX Fundamentals: Wallace Jackson, Apress, ISBN: 1484221303
- 3. The visual effects arsenal:Bill Byrne,ISBN:0240811356
- 4. Compositing Visual Effects: Steve Wright, Focal Press, ISBN: 0080555055
- 5. The Art and Technique of Matchmoving: Erica Hornung, Focal Press, ISBN: 0240812301

- $1.\ https://youtu.be/T8FSeBRx6Rc$
- 2. <a href="https://youtu.be/xGK5o-OhPTg">https://youtu.be/xGK5o-OhPTg</a>