

**Course 11. 3D Animation**

Sl. No.	Module Name	Hours
1	Introduction to Computer	20
2	Making of Storyboard	30
3	Texture Designing	40
4	Audio & Video Editing	20
5	3D Modelling & Animation	110
6	Management Development Program	60
7	Project	40
<b>Total</b>		<b>320</b>

**Eligibility:** Any Engineering /Science graduate with mathematics up to 10+2 level

**Course Pre-requisites:** Sound knowledge of Computing Fundamentals and Fundamentals of Programming.

**Course Focus:** The objective of this course is to provide skills to those students who want to make carrier in Animation and Editing work in 3D.

**Detailed Syllabus****Introduction to Computer**

Computer organization, Essentials Computer (Hardware, Peripherals and Software), Primary and Secondary storage, Input-output devices, Classification of computers, Basic type of Computer software, Overview of Operating systems, Process and Thread, Memory management system, Introduction to Networks, Network topologies, Central and distributed computing, Wide area and global networks, The World Wide Web using the Internet and email services, Overview of Multimedia, User Interface Design & Graphics, HTML & Web-Based Multimedia

**Making of Storyboard**

Introduction to Storyboarding, Facets of storyboarding, making blueprint for the events, Formats, Interpretation, Strategies for transforming a script into a visual story, Storyboard editing

**Texture Designing**

Conventional Art and Computer Art, Image Creation Techniques, Image Editing Techniques, Advanced Image Rendering Techniques, Interface Designing Based on Hypothetical Themes, Introduction to Texture Editing, Texture Editor, Importing a Texture, Batch Importing & Bulk Start Entity, Importing a Set of Textures, Material Editor & Texture Import Process

**Audio & Video Editing**

Basics of Audio & Video, Understanding the Software Interface, Project and Media Management, Adding Video Transitions, Creating Dynamic Titles, Applying Specialized Editing Tools, Adding Video Effects, Putting Clips in Motion, Changing Time, Acquiring and Editing Audio, Sweetening your Sound and Mixing Audio, Exporting Frames, Clips and Sequences

### **3D Modelling & Animation**

3D concepts and interface, modelling, product modelling, Architectural modelling, character modelling, Low poly modelling, Texturing, Surface shaders, Volumetric shaders, UV mapping, UVW unwrap, Fundamentals of lighting, Indirect lighting, lighting for interior/exterior Day & night light, Dynamics Particle systems, Cloth & Hair simulation, Rigging, IK and FK, Creating bone structure, Creating controllers, Skinning, Animation, Path animation, Character animation, Facial expressions, Rendering, Camera

### **Management Development Program**

Introduction to communication, Barriers to communication, Kind of communication, Confidence building Non-verbal Communication, Fluency and vocabulary, Synonyms, Antonyms, Grammar, Noun Pronoun, Verb, Adjective, Preposition, Conjunction, Words of Idioms & phrases, Sentence Construction, Fill up the blanks, Pronunciation, Conversation practice, Polite Conversation, Greeting, Logical reasoning, General Aptitude, Writing: Covering letter, Resume, Email, Presentation Skill, group discussion, Interview skills, Mock interview

### **Project**