

### Title of Skill Course: Basics of Background Artist

1. Sector: Media and entertainment
2. Subject: Animation Science
3. Year of implementation: 2022

#### Course Structure

Skill Level	Theory Hours	Total Hours	Credits	No. of students in batch
4	15	15	01	30

#### Syllabus

##### Course Objectives:

1. Design effective layouts.
2. Develop storytelling and character animation through background design.
3. Fundamental skills required to develop character design.

#### Theory Syllabus (Contact Hrs: 15, Credits: 01)

Credits (Total Credits 1)	SEMESTER-I	No. of hours
<b>UNIT - I</b>	<b>Role and Responsibilities</b>	<b>8</b>
	Conceptualizing ideas for characters, scenes, backgrounds and other animation elements, Creating character sketches for new animations based on design briefs, Developing storyboards for animation projects, Designing backgrounds, sets and other elements of the animated environment	
<b>UNIT - II</b>	<b>Technical Knowledge</b>	<b>7</b>
	Developing storyboards based on the script, preparing presentations of rough sketches for clients, setting up exposure sheets, divided into actions and timing, dialogues and music, animation layers, backgrounds, view perspective, drawing rough sketches and animate, Designing frames and characters	

##### Course Outcomes:

1. Perceive 2D ANIMATION and various drawing concepts with colour theory and basics.
2. Produce/Post Produce with Painting & Animating incorporates sound into 2D animation.
3. Produce Perceive Background Composition, 2D Animation for Site publication.

**Reference Books:**

1. Wendy Tumminello, “Exploring Storyboarding”, 1st Edition, 16, 2004
2. John Hart, “The Art of the Storyboard, A Filmmaker’s Introduction”, Focal Press, 2 nd edition, September 24, 2007.
3. Preston J. Blair, “Animation 1: Learn to Animate Cartoons Step by Step”, Walter Foster Publishing, Jan 1, 2003. 2.
4. Wayne Gilbert, “Simplified Drawing for Planning Animation”, Anomie Entertainment Ltd, 4th edition, Aug 1, 2014.

**(LAB) BASICS OF BACKGROUND ARTIST****Course Objectives: Student will be able to**

1. Recognized cartoon style and construction.
2. Understand background layout types related script

<b>Credits (Total Credit 1)</b>	<b>SEMESTER-I (LAB) BASICS OF BACKGROUND ARTIST</b>	<b>No. of hours per unit/credits</b>
<b>Level - 4</b>	<ol style="list-style-type: none"> <li>1. How to create a cartoon character by hand step by step.</li> <li>2. Shading Techniques - How to Shade with a Pencil.</li> <li>3. How to Draw a Background Scene in Perspective.</li> <li>4. How to write a story and script.</li> <li>5. How to Create Story Board without drawing skill?</li> </ol>	4

**Course outcomes-**Students should be able to

1. Create cartoon character and craftsmanship in their artworks.
2. Understanding principles of design for background compositions.

**References-**

1. A Treatise on Painting, *By Leonardo Da Vinci, John Francis Rigaud, Published by J.B. Nichols and Son, 1835*
2. Storyboarding: *Turning Script to Motion (Digital Filmmaker) Paperback – Import, 16 June 2017 by Stephanie Torta (Author)*

**BOS Sub Committee:**

<b>Sr. No.</b>	<b>Name of Member</b>	<b>Designation</b>	<b>Address</b>
1	Mrs. Doke P.S.	Chairman	YC, Institute of Science, Satara
2	Mrs. Bhambure R.V.	Member	YC, Institute of Science, Satara
3	Mr. Karale K.S.	Academic Expert	Head of Department Animation Science, Tiranga College of Animation and VFX, Baramati
4	Mr. Shinde G.L	Industrial Expert	Unique Fx, Malhar Peth, Satara

**Title of Skill Course: Advances 2D Animation Background Artist**

1. Sector: Media and entertainment
2. Subject: Animation Science
3. Year of implementation: 2022

**Course Structure**

Skill Level	Theory Hours	Practical Hours	Total Hours	Credits	No. of students in batch
4	20	30	50	2	30

**Theory Syllabus (Contact Hrs: 15, Credits: 02)**

**Course Objectives:** Student will be able to

1. Develop their drawing ability.
2. Learn the colour theory.
3. Improve figure drawing.
4. Identify image resolution, image size and image file format.

Credits (Total Credits 2)	SEMESTER-II 2D ANIMATION BACKGROUND ARTIST	No. of hours per unit/credits
<b>UNIT - I</b>	<b>Drawing Techniques</b>	<b>(11)</b>
	Basic Drawing Concepts of Visualization Illustration and Sketching Basic Shapes and Sketching Techniques	
<b>UNIT - II</b>	<b>Introduction to drawing</b>	<b>(11)</b>
	Introduction to drawing & painting, History drawing & painting, Types of drawing, Principles of drawing, basic skills of drawing, Beginner start drawing, Methods of drawing	
<b>UNIT - III</b>	<b>Adobe Photoshop Interface</b>	<b>(12)</b>
	Workspace basics, Tools, Colours basics, Layers settings	
<b>UNIT - IV</b>	<b>Working with Brush setting</b>	<b>(11)</b>
	Brush settings, drawing tools, Final Output settings	

**Course outcomes:** Student should be able to

1. History of drawing & painting & also types of drawing using principles.
2. Exhibit fundamental knowledge and skills in drawing the human figure.
3. Strengthen perceptive and inventive drawing skills.
4. Understand the elements of Photoshop

## **References-**

1. Richards Williams , *The Animator Survival Kit*, 2001 (Faber and Faber)
2. Richards Box , *Basic Drawing Techniques*, May 1, 2000
3. Zorana Gee Pete, *3D in Photoshop CS6 The Ultimate Guide for Creative Professionals*, Falco, Focal Press; 1st edition (20 September 2010)
4. *Adobe Photoshop CC 2022 Beginner's Guide: A Complete Step-By-Step Manual to Great Photography* (2022 release) 1st Edition

**(LAB) 2D ANIMATION BACKGROUND ARTIST**

**Course Objectives:** Student will be able to

1. Simply to improve paintings skills.
2. Identify the major regions of the Photoshop workspace and explain the function of each: Menubar and context menus, Options bar, Toolbox, palettes, and document window(s).
3. Open and navigate a Photoshop document with menu commands, the Zoom and Hand tools, and the Navigator palette.
4. Create a layered Photoshop document from a starting image.

<b>Credits (Total Credit2)</b>	<b>SEMESTER-II  2D ANIMATION BACKGROUND ARTIST</b>	<b>No. of hours per unit/credits</b>
<b>Level - 4</b>	<ol style="list-style-type: none"> <li>1. To draw Stick Figure Men.</li> <li>2. Sophisticated stick figure drawing with basic shapes.</li> <li>3. How to Draw a Cartoon People-for Beginners.</li> <li>4. Cartoon Character Design for Beginners.</li> <li>5. Drawing Fundamentals: CONSTRUCTION.</li> <li>6. 2danimation background House inside Greenfield in adobe photoshop cc.</li> <li>7. How to create Animation Background Drawing in adobe photoshop cc.</li> <li>8. Cartoon Background Drawing in adobe photoshop cc.</li> <li>9. PAINTING a Ghibli Background with Photoshop</li> <li>10. How to use pen tablet in photoshop.</li> <li>11. How to paint a forest background in Photoshop using pen tablet.</li> <li>12. How to make 2d background in photoshop using pen tablet.</li> </ol>	4

**Course outcomes-**Students should be able to

1. Understand how to apply and edit gradients and patterns using available tools.
2. Arrange objects and use layers to manage artwork.
3. Use various retouching and repairing techniques to correct images.
4. To create 2d background use to various cartoon, movies, games etc.

**References-**

1. Fundamentals of Drawing in Colour: Barrington Barber
2. PhotoshopCS6TheMissingManual-byLesaSnide
3. Lesa Snider, *Photoshop CC The Missing Manual*, Publisher(s): O'Reilly Media, Inc. August2014
4. Zorana Gee Pete, *3D in Photoshop CS6 The Ultimate Guide for Creative Professionals*, Falco,Focal Press; 1st edition (20 September 2010)

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