



# AMITY UNIVERSITY UTTAR PRADESH

Annexure 'CD – 01'

## FORMAT FOR COURSE CURRICULUM

**Course Title: Animation & gaming**

**Credit Units:**

L	T	P/S	SW/F W	No. of PSDA	TOTAL CREDIT UNITS
3	-	2	-	2	5

**Course Level: UG**

**Course Code: CSIT 343**

### **Course Objectives:**

- This course is aimed to provide a fundamental understanding of Animations.
- To develop basic skills of creating animations.
- To explore the requirements of building and exporting movies: content, aesthetics, functionality, and usability.

**Pre-requisites:** Fundamentals of IT

### **Course Contents/Syllabus:**

	Weightage (%)
<b>Module I Basics of Animation</b>	<b>20</b>
History of Animation, Introduction to Animation, Terms used in Animation, Types of Animation, Skills for Animation Artist, Basic Principles of Animation	
<b>Module II Computer Based 2 D Animation</b>	<b>40</b>
Overview of Flash, Introduction to the flash interface, Setting stage dimensions, working with panels, panel layouts, Introduction to drawing and drawing tools in Flash, Panels - Description, modifying, Saving & deleting a panel, Layers & Views, Shaping Objects – Overview of shapes, Drawing & Modifying Shapes, Basic Principles of Text, Bitmap Images & Sounds, Object Selection, working with objects & transforming Objects, Animation -Principles, Frame by frame animation, tweening, masks, Building a Movie- Symbol, Libraries, Structure & Exporting Movie	
<b>Module III Introduction to Gaming</b>	<b>20</b>
Origins and Evolution of Gaming, Technology: Hardware, software, graphics, Introduction to Maya software	

<b>Module IV Game Development</b>	<b>20</b>
Gaming Culture: Military Gaming and Simulation, Gender, Player Communities, Violence and Subversion. Game Theory, Introduction to Game Development, Basic Elements of Game Production, Game-Play, Narrative	
<b>Module V Application of Multimedia</b>	<b>20</b>
Intelligent multimedia system; desktop virtual reality; multimedia conferencing, Multimedia authoring tools.	

**Course Learning Outcomes:** After completion of this course, students will be able to:

- Identify the principle Skills of Animation Artist.
- Analyze examples of basic principles of animation.
- Evaluate the Frame by frame animation.
- Demonstrate the Drawing & Modifying Shapes of objects.
- Create animation on objects.
- Utilize their skills by creating short animation movies.

**Pedagogy for Course Delivery:** The classes will be taught using theory and practical based method. Presentations will be given to the students to enhance their designing and development skills. Lectures will be conducted with the aid of blended learning

**List of Professional Skill Development Activities (PSDA)/ Self work:**

- 1. Create the animation of Virtual typewriter in flash**
- 2. Evaluate study based on Maya Software**
- 3. Compare and Contrast among popular gaming engines**
- 4. Examine the study on Virtual reality**
- 5. Analyze Application based Comparison study on various Multimedia Authoring tools**

**Lab/ Practical's details, if applicable:**

1. Write a flash program to create a moving man with hands and arms moving.
2. Write a flash program for creating rising sun.
3. Write a flash program to accident of two moving cars.
4. Write a flash program for bouncing the ball.
5. Write a flash program to create a growing charismas tree.

6. Animate a logo forming from particles in Maya.
7. Create a coin 3D model.
8. Create a 3D street lamp.
9. Creating lighting effects in Maya.
10. WAP to import audio into Maya

**Assessment/ Examination Scheme:**

<b>Theory L/T (%)</b>	<b>Lab/Practical/Studio (%)</b>
60	40

**Theory Assessment (L&T):**

<b>Continuous Assessment/Internal Assessment (50 %)</b>					<b>End Term Examination (50%)</b>
<b>Components (Drop down)</b>	<b>Attend.</b>	<b>Mid Term</b>	<b>Presentation</b>	<b>Self work component</b>	
<b>Linkage of PSDA with Internal Assessment Component, if any</b>					
<b>Weightage (%)</b>	5	10	5	20	60

**Lab/ Practical/ Studio Assessment:**

<b>Continuous Assessment/Internal Assessment (40 %)</b>					<b>End Term Examination (60 %)</b>		
<b>Components (Drop down)</b>	<b>Attend.</b>	<b>Mid Term</b>	<b>Lab Record</b>	<b>Continues Performance</b>	<b>Practical Evaluation</b>	<b>Viva</b>	<b>Total</b>
<b>Weightage (%)</b>	5	10	10	10	40	20	60

**Text Reading:**

- Tod Palamer and Eric Keller, “Mastering Maya”, Cybex Press, 2012.
- John Halas and Herold Whitaker “Timing for Animation”, 2009.
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**References:**

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**Additional Reading:**

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**Any other Study Material:**

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