



Course Title: **Design for Animation - II**

Course Code: ANIM 135

Credit Units:02

Level: UG

L	T	P/S	SW/FW	TOTAL CREDIT UNITS
-	1	2	0	2

#	Design for Animation - II
1	<b>Course Objectives:</b> Students will understand the potential of designs and exercise to develop spontaneity in creative thinking executing a meaningful designs accentric to animation course which will focus on developing skills of creating simple cartoons, stick compositions etc.
2	<b>Prerequisites:</b> Basic knowledge of Element of Design. Skill of design, drawing & illustration.
3	<b>Student Learning Outcomes:</b> Ability to create cartoons & clip art. Ability to design & express stick drawing.
4	<b>Module I</b> Introduction to stick drawing composition. Creating simple cartoon characters using basic shapes & clip art. Creating cartoon characters using objects from your surroundings.
5	<b>Pedagogy for Course Delivery:</b>
	<b>Presentation, Demonstration, Case Study</b>

**6****Assessment / Examination Scheme:**

<b>Theory L/T (%)</b>	<b>Lab/Practical/Studio (%)</b>	<b>End Term Examination</b>
	45%	55%

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

<b>Continuous Assessment/Internal Assessment</b>						<b>End Term Examination (EE)</b>
<b>Component (Drop down)</b>	<b>Project (P)</b>	<b>Class Test (CT)</b>	<b>Presentation (C)</b>	<b>Home Assignment (H)</b>	<b>Attendance (AA)</b>	
<b>Weightage (%)</b>	10%	10%	10%	10%	5%	55%

- **Text & References:**
- *A history of Graphic Design, Philip B Meggs, Viking, London, 1986.*
- *The Designer's Handbook, Stan Smith & H. F. ten Holts.*