



Course Title: **BOOK ART - II**

Course Code: **ANIM134**

Credit Units: **02**

Level: **UG**

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

#	Book Art -II	
1	Course Objectives: Objective of this course is to focus on how to apply drawing skills in print media as a form of book art such as illustration, comic strips, cartoon and caricature digitally.	
2	Prerequisites: Basic understanding of computers character designing	
3	Student Learning Outcomes: Ability to create digital illustrations Ability to create digital comic strip	
4	Module I	
	Building a story and character concepts (Digital).	50%
5	Module II	
	Shot Sizes Story Illustrations Digital Comic Designing	50%

6	Pedagogy for Course Delivery:						
	Presentation, Demonstration, Case Study						
7	Assessment / Examination Scheme:						
Theory L/T (%)		Lab/Practical/Studio (%)			End Term Examination		
		45%			55%		
Practical Assessment (L&T):							
Continuous Assessment/Internal Assessment						End Term	
Component (Drop down)	Project (P)	Class Test (CT)	Presentation (C)	Home Assignment (H)	Attendance (AA)	Examination (EE)	
Weightage (%)	10%	10%	10%	10%	5%	55%	

Text & References:

Exploring Story Boarding (Design Exploration Series) by: Wendy Tumminello