

BA Animation – Syllabus

PROGRAM STRUCTURE AND SYLLABUS

First Semester

Subject

- English I
- History of Art and Design
- Elements of Graphic Design
- Rudiments of Animation Drawing
- Techniques of Photographic Composition

Second Semester

Subject

- English II
- History of Animation And Visual Effects
- Planning for Animation
- Raster Graphics
- Vector Graphics

Third Semester

Subject

- Character Designing for Animation
- Basics of 3D Animation
- Classical Animation
- Basic Compositing and Visual Effects
- Branding Design

Fourth Semester

Subject

- Design for Web
- Stop Motion Animation
- Typography
- Advanced Cell Animation
- Techniques of 3D Animation

Fifth Semester

Subject

- Interaction Design
- Video Editing
- Digital Illustration
- Advanced 3d Animation Techniques
- Generic Elective
- A. Architectural Design
- B. Advertising Design
- C. Digital Cell Animation

Sixth Semester

Subject

- Internship
- Animation Project
- Publication Design
- Design Project
- Optional Core
- A. UI Design Project
- B. Animation Effects Project
- C. Painting with Pixels Project
- Demo Reel Presentation