

CLASSICAL ANIMATION

1. Name Classical Animation
2. Sector : **Information & communication Technology (ICT)**
3. Code : **ICT 217**
4. Entry Qualification : SSC Pass & having completed Course on 2D Pre-Production animator

5. Terminal competencies: After Completion of the training participants would be able Apply Clean Up to “In-betweens and Key frames”

Apply concepts of Proper Line Quality & Design as per Specifications for during Clean-Up process.
Create 2D animation production process.
6. Duration: :300 hours
7. Course Content:

Practical Competencies	Underpinning Knowledge (Theory)
Drawing Basics-Forms & Shapes ,To be able to draw basic forms and shapes which are fundamentals for further drawing sessions	Theory related to practical
Design Fundamentals, Perspective Drawing, Shading & Shadows, Good understanding of design theory, Perspective drawing, shading techniques	
Sketching for Animation -Stick Figures Thumbnails, Understanding animation principles and drawing thumbnails of actions and poses.	
Drawing Human Figures-Drawing realistic human figures using references and imagination	
Drawing Key frames- Basics of how to draw a key frame and identify keys in an action	
Ladders & Sheets -To be able to read a ladder and understand timing of a scene	
Drawing In between -Understanding the Principles of Animation and applying the same to create in-betweens of animation sequences	
Clean Up-To be able to clean up the keys and in-betweens for final animation. Understand animated sequences and create cleanup drawing for production	
Ink & Paint-Digitize the In-between drawings and apply colors as per the scene design	
Flash Animation-Integrated the in-betweens & Keys to create an animation sequence, to be able to use digital tools for creating animation shorts.	
Project	

LIST OF TOOLS & EQUIPMENTS

- a) **Hardware:** Animation Light Boards, Pentium IV PCs, (Multimedia Enabled and Windows XP) , Scanner, Line Test Device, Printer.
- b) **Software:** Adobe Photoshop CS3, Adobe Flash, Adobe Premiere, Toon Boom, Autodesk Maya 8.5, Sound Forge, Adobe Premier, Coral Draw and latest software if needed.