ALAGAPPA UNIVERSITY

(Accredited with A+ Grade by NAAC (CGPA: 3.64) in the Third Cycle), Graded as Category-I University and granted autonomy by MHRD-UGC)

DIRECTORATE OF COLLABORATIVE PROGRAMMES

Certificate in 2D Animation

Regulations and Syllabus

[For those who join the Course in July 2023 and after]

CHOICE BASED CREDIT SYSTEM

GENERAL INSTRUCTIONS AND REGULATIONS

Certificate in 2D Animation conducted by Alagappa University, karaikudi, Tamil Nadu through its Collaborative Institution

Applicable to all the candidates admitted from the academic year 2023 onwards.

1. **Eligibility:**

A pass in the SSLC Examination conducted by the Government of Tamil Nadu, or an examination accepted as equivalent there to by the syndicate for admission to Certificate in 2D Animation

2. **Admission:**

Admission is based on the marks in the qualifying examination.

3. **Duration of the course:**

The course shall extend over a period of 6 Months under non-semester pattern

4. **Standard of Passing and Award of Division:**

a. Students shall have a minimum of 40% of total marks of the university examinations in each subject. The overall passing minimum is 40% both in aggregate of Continuous Internal Assessment and external in each subject.
b. The minimum marks for passing in each theory / Lab course shall be 40% of the marks prescribed for the paper / lab.
c. A candidate who secures 40% or more marks but less than 50% of the aggregate marks, shall be awarded **THIRD CLASS.**
d. A candidate who secures 40% or more marks but less than 60% of the aggregate marks, shall be awarded **SECOND CLASS**
e. A candidate who secures 60% or more of the aggregate marks, shall be awarded **FIRST CLASS**
f. The Practical/project shall be assessed by the two examiners, by an internal examiner and an external examiner.

The valued answer papers/assignments should be given to the students after the valuation is over and they should be asked to check up and satisfy themselves about the marks they have scored.

g. All mark lists and other records connected with the continues Internal Assessments should be in the safe custody of the institute for at least one year after the assessment.

6**. Attendance:**

Students must have earned 75% of attendance in each course for appearing for the examination.

Students who have earned 74% to 70% of attendance to be applied for condonation in the prescribed form with the prescribed fee.

Students who have below 60% of attendance are not eligible to appear for the examination. The shall re-do the semester(s) after completion of the programme.

7. **Examination:**

Candidate must complete course duration to appear for the university examination. Examination will be conducted with concurrence of Controller of Examinations as per the Alagappa University regulations. **University may send the representatives as the observer during examinations**. University Examination will be held at the end of the each semester for duration of 3 hours for each subject. Certificate will be issued as per the AU regulations.

Hall ticket will be issued to the candidates upon submission of the list of enrolled students along with the prescribed course fee.

8. **Question Paper Pattern:**

Maximum: 75 Marks		Duration: 3 Hours
Part A – Short answer question with no choice	:	10 X 02 = 20
Part B – Brief answer with either or type	:	05 X 05=25
Part C – Essay – type questions of either / or type	:	03 X 10=30

9. **Miscellaneous**

a. Each student posses the prescribed text books for the subject and the workshop tools as required for theory and practical classes.

b. Each student is issued with an identity card by the University to identify his/her admission to the course.

c. Students are provided library and facilities for development of their studies.

d. Students are to maintain the record of practicals conducted in the respective laboratory in a separate Practical Record Book and the same will have to be presented for review by the University examiner.

e. Students who successful complete the course within the stipulated period will be awarded the degree by the University.

10. Fee Structure

Course fee shall be as prescribed by the University and 50% of the course fee should be disbursed to University. Special fees and other fees shall be as prescribed by the Institution and the fees structure must intimated to the University. Course fees should be only by Demand draft / NEFT and AU has right to revise the fees accordingly.

Non-semester Pattern

Examination	**Course Fee payment deadline**
April/May	Fee must be paid before 30th October academic year

11. Other Regulations:

Besides the above, the common regulation of the University shall also be applicable to this programme.

Certificate in 2D Animation

Course Code	Title of the Paper	Cr.	Max. Marks		
			Int.	Ext.	Total
21811	Adobe Photoshop	3	25	75	100
21812	Adobe Illustrator	2	25	75	100
21813	Adobe Flash	2	25	75	100
21814	Adobe Dreamweaver	2	25	75	100
		9	**100**	**300**	**400**

Certificate in 2D Animation			
Coures Code:21811	**ADOBE PHOTOSHOP**	**Credits :3**	**H/W: 3**
Unit– I			
Objective 1	**Identify and apply the 12 Animation Principles**		
Intro About Photoshop, Intro Tools & Menu's			
Outcome 1	**Design, create and animate characters and objects using fundamental principles of animation.** *Questions: classify, compare, convert, Explain,Express, Illustrate, Outline, Relate, Show,Summaries, Translate.*		**K2**
Unit– II			
Objective 2	**Have an understanding of timing and motion through key-frames, holds and in-betweens**		
Image Editing, Colour Correction			
Outcome 2	**Participate in the planning and implementation of animation projects. Develop and execute believable animation sequences.** *Questions: classify, compare, convert, Explain,Express, Illustrate, Outline, Relate, Show,Summaries, Translate.*		**K2**
Unit– III			
Objective 3	**Relate knowledge of various animation history and techniques**		
Add Text / Titles, Filter Effects, Cropping Image			
Outcome 3	**Create animation sequences that employ basic cinematography principles. Use story telling skills to create, develop and execute animation sequences.** *Question: Construct, Develop, Discover, Identify,Interview, modify, Predict, Practice, Solve.*		**K3**
Unit–IV			
Objective 4	**Describe characteristics of well-designed and executed animation**		
Patching Work, Create Web Templates, Design Visiting Cards, Banners			
Outcome 4	**Apply performance theory to the creation of animation. Produce layouts and backgrounds with attention to composition, perspective and colour** *Question: Categories, Classify,Compare, Distinguish, Generate, Examine, Interpret, Operate, Simplify.*		**K4**
Unit–V			
Objective 5	**Demonstrate skills in the use of industry standard tools.**		
Masking, Save File Methods			
Outcome 5	**Present a visual concept to a target audience Use computer skills and appropriate digital asset management techniques to function effectively within a production pipeline.** *Question: Assess, Choose, Compare, Determine, Evaluate, Explain, Interpret,Justify, Measure, Priorities, Prove, Select.*		**K5**

References:-

1. Richard Williams, "The Animator's Survival Kit"
2. Lynda.com
3. Adobe After Effects CC
4. Adobe Photoshop CC

(On what level the COs & POs correlated each other -based on that we have to give marks)
Mapping Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M (2)	S (3)	M (2)	L (1)	S (3)	S (3)	S (3)	L (1)	L (1)	M (2)
CO2	L (1)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	L (1)	S (3)
CO3	S (3)	L (1)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)	M (2)	L (1)
CO4	M (2)	M (2)	L (1)	M (2)	L (1)	-	S (3)	M (2)	S (3)	M (2)
CO5	M (2)	L (1)	S (3)	L (1)	M (2)	M (2)	M (2)	L (1)	M (2)	M (2)
W.AV	**1.8**	**1.6**	**2**	**1.8**	**2**	**1.4**	**2**	**1.6**	**1.6**	**1.8**

S –Strong (3), M-Medium (2), L- Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	L (1)	L (1)	M (2)
CO2	M (2)	M (2)	L (1)	S (3)	M (2)
CO3	M (2)	M (2)	M (2)	L (1)	L (1)
CO4	L (1)	M (2)	M (2)	S (3)	M (2)
CO5	L (1)	M (2)	M (2)	S (3)	M (2)
W.AV	**1.6**	**2**	**1.4**	**2**	**1.6**

S –Strong (3), M-Medium (2), L- Low (1)

Certificate in 2D Animation			
Coures Code:21812	**ADOBE ILLUSTRATOR**	**Credits :2**	**H/W: 2**

Unit– I

Objective 1	**This course aims at learning about 2D animation and storyboard pro in practical or theoretical way.**

Intro About Illustrator, Intro Tools & Menu's

Outcome 1	**Learn 2D digital and cut-out animation.** *Question: Construct, Develop, Discover, Identify,Interview, modify, Predict, Practice, Solve.*	**K3**

Unit– II

Objective 2	**This course will offer skill development in the use of software to develop storyboards and 2-dimentional animation including creating, importing and sequencing media elements to create multi-media presentations.**

ReDraw / Tracing Work

Outcome 2	**Be provided with the fundamental skills to produce traditional style animation** *Questions: classify, compare, convert, Explain,Express, Illustrate, Outline, Relate, Show,Summaries, Translate.*	**K2**

Unit– III

Objective 3	**Emphasis will be on conceptualization, creativity, and visual aesthetics.**

Draw Logos / Create Templates & Brochures

Outcome 3	**knowledge of the principles of animation to be built upon in subsequent courses leading up to the Portfolio course.** *Question: Categories, Classify,Compare, Distinguish, Generate, Examine, Interpret, Operate, Simplify.*	**K4**

Unit–IV

Objective 4	**This course takes the students through various aspects of animation using a variety of 2 dimensional software.**

Colour Correction in Logos / Templates

Outcome 4	**Apply skills learned in this class in other areas including motion graphics,** *Question: Assess, Choose, Compare, Determine, Evaluate, Explain, Interpret,Justify, Measure, Priorities, Prove, Select.*	**K5**

Unit–V

Objective 5	**Developing concepts, storyboarding and production of several 2 dimensional animations will be accomplished.**

Save File Methods

Outcome 5	**Apply skills learned in this classstop motion and basic traditional animation** *Question: Choose, Compile, Compose,Construct, Create, Develop, Discuss, Elaborate,Estimate, Formulate, Maximize, Minimize,Modify, Propose, Solve.*	**K6**

References:-

1. Eadweard Muybridge, "The Human Figure in Motion"
2. Intuos Pen tablet

(On what level the COs & POs correlated each other -based on that we have to give marks)
Mapping Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	L (1)	L (1)	M (2)
CO2	M (2)	M (2)	S (3)	M (2)	S (3)	L (1)	L (1)	L (1)	M (2)	S (3)
CO3	L (1)	L (1)	M (2)	S (3)	M (2)	S (3)	M (2)	M (2)	S (3)	L (1)
CO4	M (2)	-	L (1)	M (2)	L (1)	M (2)	S (3)	S (3)	M (2)	M (2)
CO5	L (1)	M (2)	S (3)	L (1)	M (2)	M (2)	M (2)	M (2)	L (1)	M (2)
W.AV	**1.6**	**1.4**	**2**	**1.8**	**2**	**1.8**	**2**	**1.6**	**1.6**	**1.8**

S –Strong (3), M-Medium (2), L- Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	L (1)	S (3)	L (1)
CO2	M (2)	M (2)	L (1)	M (2)	S (3)
CO3	M (2)	L (1)	M (2)	M (2)	L (1)
CO4	L (1)	M (2)	M (2)	M (2)	S (3)
CO5	L (1)	M (2)	M (2)	M (2)	S (3)
W.AV	**1.6**	**1.6**	**1.4**	**2**	**2**

S –Strong (3), M-Medium (2), L- Low (1)

Certificate in 2D Animation			
Coures Code:21813	**Adobe Flash**	**Credits :2**	**H/W: 2**
Unit– I			
Objective 1	**This course is intended to provide the student a basic understanding of drawing techniques.**		
Intro About Flash, Intro Tools & Menu's			
Outcome 1	**Learn the ways of drawing boards for animation** *Questions: classify, compare, convert, Explain, Express, Illustrate, Outline, Relate, Show, Summaries, Translate.*		**K2**
Unit– II			
Objective 2	**Students develop a basic skill in drawing through various exercises**		
Intro Animation Methods, Frame by Frame Animation			
Outcome 2	**Learn the ways ofAnimation principles and design** *Questions: Arrange, Choose, Define, Describe, Find, How, Label, List, Match, Name, Relate, Recall, Show, What, Why*		**K1**
Unit– III			
Objective 3	**This course also helps the students to have an idea about the history of art in general**		
Motion Tween Animation, Shape Tween Animation			
Outcome 3	**Learn the ways ofCharacter design, character posing, and expression.** *Question: Categories, Classify,Compare, Distinguish, Generate, Examine, Interpret, Operate, Simplify.*		**K4**
Unit–IV			
Objective 4	**Includes pre-production stages like idea creation, story development, scripting, storyboarding, etc.**		
Website Design, Gallery Design			
Outcome 4	**Understanding drawing tools and create graphics** *Question: Construct, Develop, Discover, Identify, Interview, modify, Predict, Practice, Solve.*		**K3**
Unit–V			
Objective 5	**Learn the best approaches to draw suggested backgrounds for your boards from rough blocking to adding perspective and how to draw depth and space in your panels.**		
2D Character Animation & Walking, Save File Methods			
Outcome 5	**Learn storyboard design for multimedia and animation** *Question: Assess, Choose, Compare, Determine, Evaluate, Explain, Interpret, Justify, Measure, Priorities, Prove, Select.*		**K5**

References:-

1. Drawing For the Absolute and Utter Beginner: Claire Watson Garcia - WatsonGuptill Publications
2. Exploring The Elements of Design: Mark A. Thomas, Poppy Evans- CENGAGE Learning Custom Publishing; 3rd edition

(On what level the COs & POs correlated each other -based on that we have to give marks)
Mapping Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)	M (2)	L (1)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO2	L (1)	M (2)	S (3)	L (1)	L (1)	S (3)	S (3)	M (2)	M (2)	M (2)
CO3	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)	L (1)	S (3)	S (3)	L (1)
CO4	S (3)	-	L (1)	S (3)	M (2)	L (1)	M (2)	M (2)	M (2)	M (2)
CO5	M (2)	M (2)	S (3)	M (2)	M (2)	M (2)	M (2)	L (1)	L (1)	L (1)
W.AV	**2**	**1.4**	**2**	**1.6**	**1.8**	**2**	**1.8**	**1.8**	**1.6**	**1.6**

S –Strong (3), M-Medium (2), L- Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	L (1)	S (3)	M (2)	L (1)
CO2	M (2)	S (3)	M (2)	M (2)	L (1)
CO3	M (2)	L (1)	M (2)	L (1)	M (2)
CO4	M (2)	S (3)	L (1)	M (2)	M (2)
CO5	M (2)	S (3)	L (1)	M (2)	M (2)
W.AV	**2**	**2**	**1.6**	**1.6**	**1.4**

S –Strong (3), M-Medium (2), L- Low (1)

Certificate in 2D Animation			
Coures Code:21814	Adobe Dreamweaver	**Credits :2**	**H/W: 2**
Unit– I			
Objective 1	**Learn to animate Vector Graphics**		
Intro About ADOBE DREAMWEAVER			
Outcome 1	**Learn new tools** *Questions: classify, compare, convert, Explain, Express, Illustrate, Outline, Relate, Show, Summaries, Translate.*		**K2**
Unit– II			
Objective 2	**Learn to animate Character animation**		
WEB DEVELOPMENT TOOL			
Outcome 2	**Understanding drawing tools and create graphics** *Questions: classify, compare, convert, Explain, Express, Illustrate, Outline, Relate, Show, Summaries, Translate.*		**K2**
Unit– III			
Objective 3	**Learn to animate Motion Graphics.**		
DRAG AND DROP ACCESS			
Outcome 3	**Learn 2D digital animation** *Question: Categories, Classify, Compare, Distinguish, Generate, Examine,* *Interpret, Operate, Simplify.*		**K4**
Unit–IV			
Objective 4	**Will get a detailed structure of how to animate 2d characters.**		
USER DEFINED METHODS			
Outcome 4	**Learn and create Motion Graphic** *Question: Assess, Choose, Compare, Determine, Evaluate, Explain, Interpret, Justify, Measure, Priorities, Prove, Select*		**K5**
Unit–V			
Objective 5	**The course has multiple lessons, each lesson carefully focusing on one topic at a time, so you can easily grasp the lecture experiment or practice with what is taught and move to the next lecture at your own pace.**		
Save File Methods			
Outcome 5	**Create vector Graphic animation** *Question: Assess, Choose, Compare, Determine, Evaluate, Explain, Interpret, Justify, Measure, Priorities, Prove, Select.*		**K5**

References:-

1. Animator's Survival Kit – Richard William
2. The Illusion of Life – Frank Thomas and Ollie Johnston
3. Animation: From Script to Screen – Shamus Culhane

(On what level the COs & POs correlated each other -based on that we have to give marks)

Mapping Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	L (1)	M (2)	L (1)	M (2)	S (3)	M (2)	S (3)	L (1)	S (3)
CO2	L (1)	M (2)	S (3)	L (1)	L (1)	S (3)	S (3)	M (2)	M (2)	M (2)
CO3	M (2)	S (3)	M (2)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)	L (1)
CO4	S (3)	M (2)	L (1)	S (3)	M (2)	L (1)	M (2)	M (2)	M (2)	-
CO5	M (2)	L (1)	S (3)	M (2)	M (2)	M (2)	M (2)	L (1)	L (1)	M (2)
W.AV	**2**	**1.8**	**2**	**1.6**	**1.8**	**2**	**1.8**	**1.6**	**1.6**	**1.4**

S –Strong (3), M-Medium (2), L- Low (1)

Mapping Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	L (1)	S (3)	M (2)	L (1)
CO2	M (2)	S (3)	M (2)	M (2)	L (1)
CO3	M (2)	L (1)	M (2)	L (1)	M (2)
CO4	L (1)	S (3)	M (2)	M (2)	M (2)
CO5	L (1)	S (3)	M (2)	M (2)	M (2)
W.AV	**1.6**	**2**	**2**	**1.6**	**1.4**

S –Strong (3), M-Medium (2), L- Low (1)

Certificate Programme

Passing minimum

- A candidate shall be declared to have passed in each course if he/she secures not less than 40% marks in the End Semester Examinations and 40% marks in the Internal Assessment and not less than 40% in the aggregate, taking Continuous assessment and End Semester Examinations marks together.
- The passing minimum for CIA shall be 40% out of 25 marks (i.e.10 marks) in Theory/ Practical Examinations.
- The passing minimum for University Examinations shall be 40% out of 75 marks (i.e. 30 marks) for Theory /Practical papers.
- The candidates not obtain 40% in the Internal Assessment are permitted to improve their Internal Assessment marks in the subsequent semesters (2 chances will be given) by writing the CIA tests or by submitting assignments.
- Candidates, who have secured the pass marks in the End-Semester Examination and in the CIA but failed to secure the aggregate minimum pass mark (E.S.E + C I.A), are permitted to improve their Internal Assessment mark in the following semester and/or in University examinations.
- A candidate shall be declared to have passed in the Dissertation/Project report/Internship report if he/she gets not less than 40% marks in the Internal Assessment and End Semester Examinations and not less than 40% in the aggregate, taking Continuous assessment and End Semester Examinations marks together.
- A candidate who gets less than 40% in the Dissertation / Internship/ Project Report must resubmit the thesis. Such candidates need to take again the Viva-Voce on the resubmitted report/thesis.