**ADIKAVI NANNAYA UNIVERSITY**

**1 Year Bsc. Animation 1st Mid Syllabus**

**ART FOUNDATION**

**Unit – 1:** Figure Drawing: 2D & 3D – geometrical shapes – basic shapes, patterns, textures, perspectives, overlapping objectives, light and shades, forms, human anatomy, proportion, body language and expressions. Portraits, Animals, birds, Landscape – flip book animation

**Unit – 2:** Advanced figure drawing and clay modeling: Human anatomy – external forms – 3D forms, contour and blind contour drawing, different approaches to composition in figure drawing – materials, tools and strategies of clay modeling. Indoor & Outdoor sketching;

**Unit – 3**:
Pencil Drawing; Drawing & Oil Canvas Painting; Water Color;

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**Computer Fundamentals and C – Language**

**UNIT-I**

Introduction to computers, characteristics and limitations of computer, Block diagram of computer, types of computers, uses of computers, computer generations. Input and output devices: Keyboard and mouse, inputting data in other ways, Types of Software: system software, Application software, Memories: primary, secondary and cache memory. windows basics: desk top, start menu, icons

**UNIT-II**

**Microsoft Word:** Features, Parts of Ms-Word window, Menus, Page Setup, Printing Options, Spell & Grammar Checking, Tables, Mail Merge, Header & Footer, Formatting Documents

**Microsoft PowerPoint:** Features, Creating presentation, working with the presentation, printing a presentation, Adding and modifying text, Using color schemes, creating slide shows, slide views, creating a multimedia presentation

**UNIT-III**

**Introduction to C:** Introduction – Structure of C Program – Writing the first C Program – Files used in C Program – Compiling and Executing C Programs – Using Comments

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**Data Imaging Theory**

**UNIT – I**

Multimedia system Requirements - Introduction to multimedia - Multimedia application - virtual reality - types of colors Modes - Color Formats used for different types of Medias - types of graphics - Difference between Raster Graphic & Vector Graphic and its uses- Graphic Design - types of objects - audio formats - video formats - image formats - text document formats - Typographic alignments - types of video editing - Types of printers - printing outputs

**UNIT – II**

**Introduction :** Getting started with Photoshop – document dimension – orientation – color mode – Resolution - types of resolutions - title bar- menu bar - options bar – Status bar- text alignments – text wrapping options – working character and paragraph properties – text colors- Photoshop Ruler- grid and guide layers - drawing tool bar – layers

**UNIT – III**

**Drawing tool bar:** types of selections – selection fill and stroke –move tool- working with crop tool- working with slice tool – working with paint tools- brush styles – working with healing tool- working with clone stamp tool

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**2D Graphic Theory**

**Unit 1:**

**CorelDraw:** Workspace Tour – Application window: Tools &amp; Menus; CorelDraw terminology and concepts– Object; Drawing; Vector graphic; Bitmap; Dockers; Fly out; Artistic Test; Paragraph Test; Drawing Shapes; Working with objects; Filling Objects; Working with color; Changing the Transparency of objects; using lenses with objects; Working with pages and layout tools; Creating layers; Adding and formatting text; Working with bitmaps; Publishing web; Publishing PDF; etc.

**Unit 2:**

 **Illustrator:**

Workspace Tour; Tools &amp; Menus; Adobe Illustrator terminology and concepts; Drawing;

Illustrator Effects; Working with views; Save for Web; Photoshop Effects; Working with Color;

Gradient; Working with layers; Illustrations; Tracing images; About symbols; Envelops; Path

Finder; Type; Save for web; Convert PDF; etc.

**Unit 3:**

Offset printing process; Basic services of Offset printers; Advertisement; Newspaper

advertisement studies; Advertising Agency and Team; Target audience; Color modes; Printing