

BHARATHIAR UNIVERSITY: COIMBATORE 46
CENTRE FOR COLLABORATION OF INDUSTRIES AND INSTITUTIONS
(CCII)
CERTIFICATE IN 3D ANIMATION

(For the CCII students admitted from the academic year 2017-18 onwards)

1. Description of course/objective of the course

This course is designed to prepare technicians with specialized skills, knowledge and attitude to work in Animation field.

2. Eligibility

A pass in 10th Examination/PUC/ Equivalent to H.S.C

3. Duration of the Course

The Course shall extend over a period of 6 months.

SCHEME OF EXAMINATION

Paper	Course Title	University Examination	
		Dur.Hrs	Total Marks
1. Theory	Maya Modeling and Texturing	3	100
2. Theory	Animation and Rigging	3	100
3. Practical	Character Modeling	3	100
4. Practical	Character Animation	3	100
	Total		400

Paper 1 : Maya Modeling and Texturing (Theory)

UNIT -1

Maya Basic Modeling – Maya Interface – Creating objects using EP curve, CV curve – Making Table Lamp – Polygon Terminology, Polygon over view – Modeling a dice using Boolean – Making An Box using loft – Modeling some inorganic objects – Creating Terrain using sculpt geometry tool.

UNIT -2

B.G & Set Modeling – Creating Mountains – Interior & Exterior Modeling – Modeling a garden – Modeling a Landscape.

UNIT -3

Maya Character Modeling – Modeling the eyes, nose – Modeling the Leg of the Character – Modeling the body – Modeling a Female Character – Modeling a Male Character – Modeling a High Polygonal.

UNIT – 4

Material assigning – Hyper Shade over view – Shades and Textures – Material Linking – Light Linking to the materials – Mental Ray Shades – Mental Ray Textures – Image based Lighting Shades – Controlling Photon Emission from Shades.

UNIT – 5

Character UV Texturing – UV Texturing over View – Applying Texture for Dice – Applying UV's for Inorganic Models – Applying UV's for head – Applying UV's for body – Applying UV's for B.G.

Suggested Readings

1. Paul Steed : Modeling a Character in 3Ds Max 7, Published by dreamtech, Second Edition – 2005.
2. John Kundert – Gibbs, Eric : Mastering Maya 7, Wiley Kunzen Dort, Dariush Derakhashani, Publishing Edition 2006.
Mick Larkins, Eric Keller, Boaz Livny,
Mark E.A. de Soura

Paper 2 : Animation and Rigging (Theory)

UNIT -1

Basic Animation – Animation Principles – Camera animation – Key Frame Animation – Dope Sheet Editor – Tracks Editor.

UNIT - 2

Non-Linear Animation – Motion Path Animation – Using Clusters – Using Deformers – Key Frame Animation Flow Path Objects – Snap Animation.

UNIT – 3

Character Animation – Creating Walk Cycle – Creating Run Cycle – Female Walk – Male Walk – Four Leg Character Walk cycle – Four Leg Character Run cycle – Lazy Walk – Brisk Walk – Facial Animation – Expressions.

UNIT- 4

Basic Rigging – Creating Bones For Character – Creating Bones For Four Leg Character – Biped Rig – Quadruped Rig – Vehicle Rig – Facial Rig.

UNIT – 5

Character Rigging – Creating Ik's for Character – Creating bone's for Character – Facial Rigging - Binding Shape – Binding & Weight for character – Full body IK.

Suggested Readings

1. John Kundert – Gibbs, Mick Larkins, Dariush Derakhshani, Eric Kunzendort, Eric Keller, Boaz Livny, Mark E. A.de Soursa, with Ed Siomacco. : Mastering Maya 8.5 2007
Published by Wiley Inc.
2. Kelly L.Murudock : 3ds Max 9 Bible. Published by
Wiley, Inc. 2007.

Paper 3 : Character Modeling (Practical)

UNIT – 1

Character Sketch – Creating 2D Sketches – Side View – Front View – $\frac{3}{4}$ th View.

UNIT – 2

Character Modeling – Modeling a House – Creating Mountains – Interior & Exterior Modeling - Modeling a garden – Modeling a Landscape.

UNIT -3

Maya Character Modeling – Modeling a Head Using Cube – Modeling the eyes, nose – Modeling the Leg of the Character – Modeling the body – Modeling a Female Character – Modeling a Male Character – Modeling a High Polygonal.

UNIT – 4

Material assigning – Hyper Shade over view – Shades and Textures – Material Linking – Light Linking to the materials – Mental Ray Shades – Mental Ray Textures – Image based Lighting Shades – Controlling Photon Emission from Shades.

UNIT – 5

Character UV Texturing – UV Texturing over View – Applying Texturing for Dice – Applying UV's for Inorganic Models – Applying UV's for head – Applying UV's for body – Applying UV's for B.G.

Suggested Readings

1. Boaz Livny and Eric Keller : 3ds Max 9 Essentials First Printed in India 2007. Published by Elsevier, a divisions of Elsevier India Pvt Ltd.2007.
2. John Kundert – Gibbs, Mick Larkins, Dariush Derakhshani, Eric Kunzendort, Eric Keller, Boaz Livny, Mark E. A.de Soursa, with Ed Siomacco. : Mastering Maya 8.5 2007 Published by Wiley Inc.

Paper 4 : Character Animation (Practical)

UNIT – 1

Beginner level introductory concepts to basic techniques in Animation, Principles of Animation Production.

(Description: The class is geared towards the beginner to intermediate student, and is centered on 2D character animation. Throughout each of the 3 weeks, the student will learn every introductory concepts for better understanding of forthcoming advanced techniques in 2D Animation.)

UNIT - 2

Intermediate level introductory concepts to basic techniques in Animation, Principles of Animation Production.

(Description: The class is geared towards the beginner to intermediate level, and is centered on 2D character animation. Throughout each of the 3 weeks, the student will learn everything from introductory concepts to advanced techniques in 2D Animation.)

UNIT – 3

Layout & Background Painting Basic and Advanced techniques layout & Basic and Advanced techniques in BG Painting.

(Description: The class is geared towards the beginner to intermediate student, and is centered on layout and Background painting for animation. Throughout each of the 3 weeks, the student will learn everything from introductory concepts of perspective, color keys to advanced techniques in layout and Background painting. The class is geared up towards the beginner to intermediate student, and is centered on layout for animation.)

UNIT – 4

Cleanup and In-between Introductory concepts to basic techniques in Animation, Principles of animation Production of cleanup and in-betweens.

(Description: The class is geared towards the beginner to intermediate student and is centered on Cleanup and in-between for 2D character animation. Throughout each of the 3 weeks, the student will learn everything from introductory concepts to advanced techniques in Cleanup and in-between.)

UNIT – 5

Digital Animation Course Introductory concepts of Animation, Animation Production, High-end Digital Production Software- US ANIMATION (V5.2).

(Description: The class is geared towards the beginner to intermediate student, and is centered on Digital Production. Throughout each of the 3 weeks, the student will learn everything from introductory concepts to advanced techniques in Digital Animation.)

Suggested Readings

1. John Kundert – Gibbs, Eric : Mastering Maya 7, Wiley
Kunzen Dort, Dariush Derakhashani, Publishing Edition 2006.
Mick Larkins, Eric Keller, Boaz Livny,
Mark E.A. de Soura
2. Kelly L.Murudock : 3ds Max 9 Bible. Published by
Wiley, Inc. 2007.