

T.Y.B.Sc. Animation
(Under Science Faculty)
Lab Book
New Revised Syllabus
2017-18 Pattern

Chairman's Message

It is a great pleasure for me to introduce first workbook on revised syllabus of B.Sc. (Animation). This workbook includes sample practical and guidelines regarding the delivery of the syllabus. Board of Study, B. Sc. (Animation) has taken Industry Experts' opinions and help while framing the syllabus. The relevance of the new syllabus in the contemporary organization setting is considered. This course includes lot of practical work and involves students' active participation in the software development. It provides new vision to students in the field of Animation. For the formation of new syllabus Savitribai Phule Pune University has helped a lot. I am deeply indebted to the Vice Chancellor of Savitribai Phule Pune University, Dr. V. B. Gaikwad- Director, BCUD, SPPU and Dr. Vilas Kharat, Head; Department of Computer Science SPPU for their valuable guidance and help whenever needed. I am grateful to all my colleagues of Board of study, B. Sc. (Animation) and teacher concerned for their support and cooperation to complete the task.

Dr. S. N. Shinde
Chairman,
BOS, Animation
SPPU, Pune

**T.Y.B.Sc Animation
(Under Science Faculty)**

Lab Course –I

**Web Design, UI Design and
Game Design, Game Production
Workbook**

(From Academic year 2017-18)

Name: _____

College Name: _____

Roll No. : _____

Academic Year: _____

PREPARED BY:

Web Design and Game Design, Game Production

Prof. Anjali Sardesai (Chairperson)

Prof. Rachana Khake (Co-ordinator)

Prof. Bhupesh Taunk (Member)

Prof. Siddhant Wadhmare (Member)

Reviewed By:

BOARD OF STUDY (Animation) MEMBERS:

Dr. Shinde S.N. (Chairman)

Prof. Anjali Sardesai (Chairperson, T.Y. B.Sc. (Ani.) Syllabus Reframing)

Prof. Rahul Patil (Member)

Dr. Chitra Desai (Member)

Prof. Dr. R. R. Deshmukh (Member)

About The Work Book :

• **Objectives –**

- The scope of the course.
- Bringing uniformity in the way course is conducted across different Colleges.
- Continuous assessment of the students.
- Providing ready references for students while working in the lab.

• **How to use this book?**

This book is mandatory for the completion of the laboratory course. It is a measure of the performance of the student in the laboratory for the entire duration of the course.

- **Instructions to the Instructors:**

Instructors should explain assignment before implement to the students. Minimum ten minutes should be required to explain the assignment.

- **Instructions to the students**

1. Students should carry this book during practical sessions of Computer Science.
2. Printouts of the source code and output is not compulsory but optional.
3. Students should read the topics mentioned in reading section of this Book before coming for practical.
4. Students should solve all exercises which are selected by Practical in-charge.
5. Students will be assessed for each exercise on a scale of 5

| | | |
|---|-------------------|---|
| 1 | Not done | 0 |
| 2 | Incomplete | 1 |
| 3 | Late complete | 2 |
| 4 | Needs improvement | 3 |
| 5 | Complete | 4 |
| 6 | Well-done | 5 |

Web Design and UI Design

Web Design and Game Design

Assignment Evaluation Sheet:-

Name: - _____ Roll. No: - _____

Web Technology

| Sr. No | Assignment Name | Teacher 's Sign | Student's Sign | Remark |
|--------|----------------------------------|-----------------|----------------|--------|
| 1 | HTML List | | | |
| 2 | HTML Link | | | |
| 3 | HTML Form | | | |
| 4 | CSS properties I | | | |
| 5 | CSS properties II | | | |
| 6 | CSS properties III | | | |
| 7 | JavaScript Alert box | | | |
| 8 | JavaScript Array | | | |
| 9 | JavaScript Functions | | | |
| 10 | Table design using Dreamweaver | | | |
| 11 | Form design using Dreamweaver I | | | |
| 12 | Form design using Dreamweaver II | | | |
| 13 | PHP Form processing I | | | |
| 14 | PHP Form processing II | | | |
| 15 | PHP Form validation | | | |

Name and Signature
of Batch In charge

Head of Department

Section I

Web Design

**Start
Date**

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➤ **Objective:**

- To understand web technologies and the issues involved in web designing.
- By the end of the course the student will be familiarized with the design of the web page and create an interactive and dynamic web page.

Assignment No. 1

HTML List

Create an HTML page that generates following output:

- Coffee
- Tea
 - Black Tea
 - Green Tea
 - 1. Africa
 - 2. China
- Cold Drinks

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 2

HTML Link

Create a link to each of the following:

- a. The file index.html, located in the files directory.
- b. The file index.html, located in the text subdirectory of the files directory.
- c. The file index.html, located in the other directory in your parent directory.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 3

HTML Form

Create an HTML5 document that allows prospective students to provide feedback about their campus visit. The document should contain a form with text boxes for a name, address and e-mail. Provide checkboxes that allow prospective students to indicate what they liked most about the campus. The checkboxes should include: students, location, campus, atmosphere, dorm rooms and sports. Also, provide radio buttons that ask the prospective students how they became interested in the university. Options should include: friends, television, Internet and other. In addition, provide a text area for additional comments, a submit button and a reset button.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 4

CSS properties I

Write a CSS rule that makes all text 1.5 times larger than the base font of the system and colors the text red.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 5

CSS properties II

Add an embedded style sheet to HTML document. The style sheet should contain a rule that displays h1 elements in blue a padding of 0.5 ems, a dashed border style and a margin of 0.5 ems. In addition, create a rule that displays all links in blue without underlining them. When the mouse hovers over a link, change the link's background color to yellow.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 6

CSS properties III

Make a navigation button using a div with a link inside it. Give it a background, and text color, and make them change when the user hovers the mouse over the button. Use an external style sheet.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / ____

Assignment No. 7

JavaScript Alert box

Write a script that asks the user to enter two integers, obtains the numbers from the user and outputs text that displays the larger number followed by the words “is larger” in an alert dialog. If the numbers are equal, output HTML text that displays the message “These numbers are equal.”

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 8

JavaScript Array

Create an array with three elements: 30, 40, 50. Insert two more elements: 10, 20 at the beginning of the same array.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / ____

Assignment No. 9

JavaScript Functions

Write a program that will print the typed string in upper case if clicked on the upper case button.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

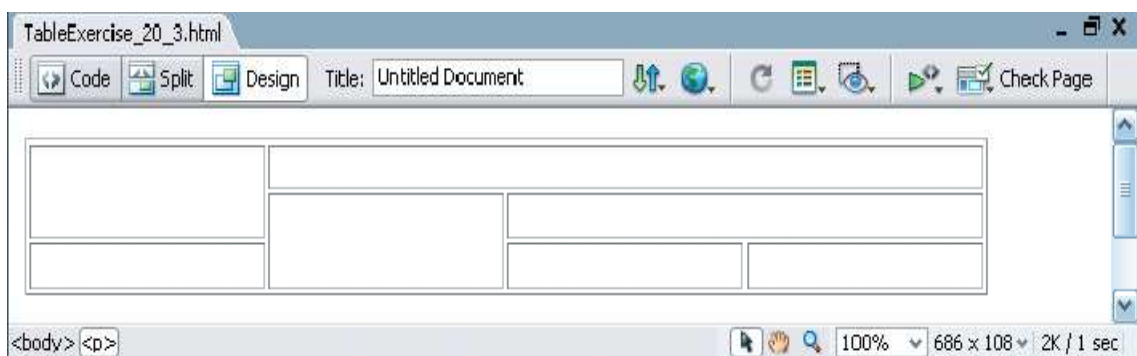
Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 10

Table designing using Dreamweaver

Create the following table using Dreamweaver:



Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / ____

Assignment No. 11

Form designing using Dreamweaver I

Design a form using Dreamweaver to take the information of a student registering for the course such as the name, address , gender , course(to be selected from a list of courses) etc. One should provide button to Submit as well as Reset the form contents.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 12

Form designing using Dreamweaver II

Design a form using Dreamweaver for movie ticket booking.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / ____

Assignment No. 13

PHP Form processing I

Write a PHP script for the following: Design a form to accept two numbers from the user. Implement the arithmetic addition and subtraction operation.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 14

PHP Form processing II

Design a form to display a text field and one submit and reset button. Write a PHP script to accept a numeric value for a month and display the corresponding month name.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Assignment No. 15

PHP Form validation

Write a PHP script that tests whether an e-mail address is input correctly. Verify that the input begins with series of characters, followed by the @ character, another series of characters, a period (.) and a final series of characters. Test your program, using both valid and invalid e-mail addresses.

Assignment Evaluation

0: Not Done []

1: Incomplete []

2: Late Complete []

3: Need Improvement []

4: Complete []

5: Well Done []

Signature of the Instructor

Date of Completion ___ / ___ / _____

Game Design and Game Technology

Game Design Assignment Evaluation Sheet:-

Name: - _____ Roll. No : - ____

Game Designing

| Sr No | Assignment Name | Teacher 's Sign | Student's Sign | Remark |
|-------|---|-----------------|----------------|--------|
| 1 | Generating innovative ideas for gaming | | | |
| 2 | Preparing proposal for the new game | | | |
| 3 | Creating new game characters | | | |
| 4 | Design an Indian mythological character. | | | |
| 5 | Design Robotic character. | | | |
| 6 | Design any five types of shields. | | | |
| 7 | Designing various levels of game | | | |
| 8 | Working on a gaming project | | | |
| 9 | Drawing the work flow chart | | | |
| 10 | Designing and choosing background | | | |
| 11 | Design any five props furniture for game | | | |
| 12 | Create an idea for 2d casual game for mobile users | | | |
| 13 | Create a background for an arctic region based game | | | |
| 14 | Create a concept sketch for endless runner game | | | |
| 15 | Working on the gaming software | | | |

Name and Signature
of Batch In charge

Head of Department

Section I

Game Design

Practice Exercise :1

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for gaming ideas
Generate min 5 ideas in each group

❖ **Assignment** – Generating innovative ideas for gaming

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :2

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Brainstorming for gaming ideas
- Create game proposals for gaming ideas created in last session.

❖ **Assignment – Preparing proposal for the new game**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :3

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for game characters
Any 5 characters

❖ **Assignment – Creating new game characters**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :4

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for **Indian mythological** characters
Any 5 characters

❖ **Assignment – Design an Indian mythological character**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :5

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for **Robotic character** characters
Any 5 characters

❖ **Assignment – Design Robotic character**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :6

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for **gaming shields**

❖ **Assignment – Design any five types of shields**

| | | |
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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :7

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for **gaming levels**
Min 4 levels for each game

❖ **Assignment – Designing various levels of game**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :8

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Pre production of the project

❖ **Assignment – Working on a gaming project**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :9

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Pre production of the project

❖ **Assignment – Drawing the work flow chart**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :10

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Pre production of the project

❖ **Assignment** – Designing and choosing background

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :11

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Pre production of the project

❖ **Assignment – Design any five props furniture (Environment setup) for game**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :12

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Pre production of the project

❖ **Assignment – Create an idea for 2d casual game for mobile users**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :13

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Pre production of the project

❖ **Assignment – Create a background for an arctic region based game**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
|--------------------------|-------|----------|

Practice Exercise :14

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Pre production of the project

❖ **Assignment – Create a concept sketch for endless runner game**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
|--------------------------|-------|----------|

Practice Exercise :15

**Start
Date**

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➤ **Objective:**

1. This topic will introduce students with the mesmerizing world of gaming
2. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
3. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Pre production of the project

❖ **Assignment – Working on the gaming software**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
|--------------------------|-------|----------|

Game Technology Assignment Evaluation Sheet:-

Name: - _____ Roll. No: - ____

Game Production

| Sr No | Assignment Name | Teacher 's Sign | Student's Sign | Remark |
|-------|--|-----------------|----------------|--------|
| 1 | Design any two Pokémon characters for game | | | |
| 2 | Design any two types of fighter planes | | | |
| 3 | Design a character of an alien | | | |
| 4 | Create/design any Indian Mythological Character | | | |
| 5 | Create/design Different types warrior clothes. 3D or Drawing.(Min three 3D or five 2D) | | | |
| 6 | Create a game concept with ingame purchases. | | | |
| 7 | Voice over planning | | | |
| 8 | Choosing studio, casting actors. | | | |
| 9 | Recording voice over | | | |
| 10 | Music selection for background | | | |
| 11 | Working with a music composer | | | |
| 12 | Designing a concept of any basic game | | | |
| 13 | Develop content for that game | | | |
| 14 | Using basic programming in unity develop built for it. | | | |
| 15 | Execution of the game. | | | |

**Name and Signature
of Batch In charge**

Head of Department

Section II

Game Technology

Practice Exercise :1

Start
Date

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Brainstorming for gaming characters

❖ **Assignment – Design any two Pokémon characters for game**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
|--------------------------|-------|----------|

Practice Exercise :2

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Brainstorming for gaming props

❖ **Assignment – Design any two types of fighter planes**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :3

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for game characters
Any 5 characters

❖ **Assignment – Design a character of an alien**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
|--------------------------|-------|----------|

Practice Exercise :4

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for **Indian mythological** characters
Any 5 characters

❖ **Assignment – Create/design any Indian Mythological Character**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
|--------------------------|-------|----------|

Practice Exercise :5

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for **warrior clothes** characters
Any 5 props

❖ **Assignment – Create/design Different types warrior clothes. 3D or Drawing.(Min three 3D or five 2D)**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :6

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Brainstorming for **gaming concepts**

❖ **Assignment – Create a game concept with ingame purchases**

| | | |
|--------------------------|-------|----------|
| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :7

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Brainstorming for **planning**
Start Production for gaming

❖ **Assignment – Voice over planning**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :8

**Start
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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Start gaming project with each group
- Start Production for gaming project

❖ **Assignment – Choosing studio, casting actors**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :9

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

Create groups of students
Start gaming project with each group
Start Production for gaming project

❖ **Assignment – Recording voice over**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :10

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Start gaming project with each group
- Production of the game project

❖ **Assignment – Music selection for background**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :11

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Start gaming project with each group
- Production of the game project

❖ **Assignment – Working with a music composer**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :12

Start

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Start gaming project with each group
- Production of the game project

❖ **Assignment – Designing a concept of any basic game**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :13

**Start
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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Start gaming project with each group
- Pre production of the project

❖ **Assignment – Develop content for your chosen game in previous sessions**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :14

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Start gaming project with each group
- Production of the game project

❖ **Assignment – Using basic programming in unity develop built for it.**

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| Signature of Instructor: | Date: | Remark : |
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Practice Exercise :15

**Start
Date**

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➤ **Objective:**

4. This topic will introduce students with the mesmerizing world of gaming
5. Students will learn to develop idea for games & will also learn production workflow for gaming industry.
6. They will be able to create their own 2d & 3d games using game engines (Unity) & 3d software (3ds Max or Maya).

➤ **Instructions:**

- Create groups of students
- Start gaming project with each group
- Post production of the project

❖ **Assignment – Execution of the game**

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| Signature of Instructor: | Date: | Remark : |
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**T.Y.B.Sc Animation
(Under Science Faculty)**

Lab Course –II

**Digital Editing, Motion Graphics and
VFX I, II (Using Software Adobe After Effects)**

Workbook

(From Academic year 2016-17)

Name: _____

College Name: _____

Roll No. : _____

Academic Year: _____

PREPARED BY:

Digital Editing, Motion Graphics and VFX-I, II

Prof. Anjali Sardesai (Chairperson)

Prof. Prasad Shukla (Co-ordinator)

Prof. Sameer Nerlekar (Member)

Prof. Pravin Karle (Member)

Reviewed By:

BOARD OF STUDY (Animation) MEMBERS:

Dr. Shinde S.N. (Chairman)

Prof. Anjali Sardesai (Chairperson, S.Y. B.Sc. (Ani.) Syllabus Reframing)

Prof. Rahul Patil (Member)

Dr. Chitra Desai (Member)

Prof. Dr. R. R. Deshmukh (Member)

About The Work Book :

- **Objectives –**
 - The scope of the course.
 - Bringing uniformity in the way course is conducted across different Colleges.
 - Continuous assessment of the students.
 - Providing ready references for students while working in the lab.

- **How to use this book?**

This book is mandatory for the completion of the laboratory course. It is a measure of the performance of the student in the laboratory for the entire duration of the course.

- **Instructions to the Instructors:**

Instructors should explain assignment before implement to the students.
Minimum ten minutes should be required to explain the assignment.

- **Instructions to the students**

6. Students should carry this book during practical sessions of Computer Science.
7. Printouts of the source code and output is not compulsory but optional.
8. Students should read the topics mentioned in reading section of this Book before coming for practical.
9. Students should solve all exercises which are selected by Practical in-charge.
10. Students will be assessed for each exercise on a scale of 5

| | | |
|---|-------------------|---|
| 1 | Not done | 0 |
| 2 | Incomplete | 1 |
| 3 | Late complete | 2 |
| 4 | Needs improvement | 3 |
| 5 | Complete | 4 |
| 6 | Well-done | 5 |

Digital Editing and Motion Graphics Assignment Evaluation Sheet:-

Name: - _____ Roll. No : - ____

| Sr No | Assignment Name | Teacher 's Sign | Student's Sign | Remark |
|-------|--|-----------------|----------------|--------|
| 1 | Create a trailer of an existing movie. See to it that is different than the original trailer of the movie. | | | |
| 2 | Create a music video using any mps3 song and video footage belonging to another movie or video. Create meaningful content. | | | |
| 3 | Create a meaningful video using an mp3 song and suitable images(Use transitions, effects etc) | | | |
| 4 | Synchronize and animate the lyrics of any song within the limits of premiere pro (using transitions, video effects and title options) | | | |
| 5 | Draw a storyboard of your own story. Create an animatics video using premiere pro | | | |
| 6 | Take any movie. Recongnize and submit the individual clips of following examples : Jump cut Hard cut Match cut Cutting on action Cut away | | | |
| 7 | Take 5 minutes footage of any film and change the texture/feel of the movie color correction techniques. (use different effects for different scenes) | | | |
| 8 | Shoot your own 1 minute film with a proper script.(edit on premiere pro, add titles and credits as well) | | | |
| 9 | Create hard subtitles for 1 minute footage of any film. | | | |
| 10 | Create an informative video of 5 minutes using videos, images text etc on any topic. | | | |

Name and Signature
of Batch In charge

Head of Department

Digital Editing and Motion Graphics

Practice Exercise :1

**Start
Date**

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

❖ **Assignment –**

Create a trailer of an existing movie. See to it that is different than the original trailer of the movie.

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :2

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

❖ **Assignment –**

Create a music video using any mps3 song and video footage belonging to another movie or video. Create meaningful content.

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :3

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

❖ **Assignment –**

Create a meaningful video using an mp3 song and suitable images(Use transitions, effects etc)

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :4

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

❖ **Assignment –**

Synchronize and animate the lyrics of any song within the limits of premiere pro (using transitions, video effects and title options)

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :5

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

❖ **Assignment –**

Draw a storyboard of your own story. Create an animatic video using premiere pro

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :6

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

1. **Assignment –**

Take any movie. Recognize and submit the individual clips of following examples :

- a. Jump cut
- b. Hard cut
- c. Match cut
- d. Cutting on action
- e. Cut away

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :7

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

Assignment –

Take 5 minutes footage of any film and change the texture/feel of the movie colour correction techniques. (use different effects for different scenes)

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :8

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

Assignment –

Shoot your own 1 minute film with a proper script.
(edit on premiere pro, add titles and credits as well)

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :9

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

Assignment –

Create hard subtitles for 1 minute footage of any film.

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

Digital Editing and Motion Graphics

Practice Exercise :10

Start
Date

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➤ **Objective:**

The student will study of terminology and concepts. Use digital video capture and output methods; utilize appropriate compression schemes for various output; integrate and composite still graphics and animation into a production; summarize and apply principles of video production; and identify the components of a digital video system.

➤ **Instructions:**

Create proper video file.

Assignment –

Create an informative video of 5 minutes using videos, images text etc on any topic.

Assignment Evaluation

0: Not Done [] 1: Incomplete [] 2: Late Complete []
3: Need Improvement [] 4: Complete [] 5: Well Done []

Signature of the Instructor

Date of

VFX – I
Assignment Evaluation Sheet:

Name: - _____

Roll. No: ____

| Sir No | Assignment Name | Teacher 's Sign | Student's Sign | Remark |
|---------------|--|------------------------|-----------------------|---------------|
| 01 | Rotoscopy Stereo /VFX Remove the character from BG. | | | |
| 02 | Croma Footages Compositing | | | |
| 03 | Paint/Clean plate the Footages with proper Color balance. | | | |
| 04 | Removing the wire from the character BG plate | | | |
| 05 | Color correction the movie scene. | | | |
| 06 | Compose the 3D scene in nuke with its proper BG. in the scene. | | | |
| 07 | Create a Horror scene with the help of various effect . | | | |
| 08 | Create a scene to converge Day to Night. | | | |
| 09 | create a scene to using camera tracking, light & various effect. | | | |
| 10 | Compose the more than 1 minute VFX movie clip. | | | |

**Name and Signature
Of Batch In charge
of Department**

Head

VFX-I

1. Rotoscopy Stereo /VFX Remove the character from BG.

Practice Exercise :1

Start Date

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- **Objective:**

1. To understand the concept of Rotoscopy.
2. To understand the Video footages .

- **Instructions:**

1. importing Footage & cut the character with the help of Bezier, B-spline etc . tool

- **Assignment – Rotoscopy Stereo /VFX Remove the character from BG.**

Assignment Evaluation

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| 0: Not Done [] | [] | 1: Incomplete [] | 2: Late Complete |
| 3: Need Improvement [] | [] | 4: Complete [] | 5: Well Done |

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| Signature of Instructor: | Date: | Remark : |
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2. Croma Footages Compositing

Practice Exercise :2

Start Date

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- **Objective:**

1. To understand the concept of Croma Setup.

- **Instructions:**

1. Import a Croma footage
2. remove the background (green, blue).
3. compose more video.

- **Assignment 2 – Croma Footages Compositing.**

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| Signature of Instructor: | Date: | Remark : |
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3. Paint/Clean plate the Footages with proper Color balance.

Practice Exercise :3

Start Date

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- **Objective:**

1. To understand the basic concept of background color, color shade.
2. To understand material used for BG color

- **Instructions:**

1. Student should bring their own material.
2. use colon stamp, brush tool, roto paint tool.

Assignment 3 – Paint/Clean plate the Footages with proper Color balance.

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| Signature of Instructor: | Date: | Remark : |
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4. Removing the wire from the character BG plate

Practice Exercise :4

Start Date

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- **Objective:**

1. To understand the Basic wire video character in movie.
2. To understand Primary, Secondary and Tertiary color schemes.

- **Instructions:**

1. Student should bring thin wire for making Video.
2. Student should bring Reference Image.
3. Students can create their own design with permission only.

- **Assignment 4- Removing the wire from the character BG plate**

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| Signature of Instructor: | Date: | Remark : |
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5. Color correction the movie scene.

Practice Exercise :5

Start Date

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- **Instructions:**

2. Student should bring Reference Image.
3. Students can create their own design with permission only.

- **Assignment 5 - Color correction the movie scene.**

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| Signature of Instructor: | Date: | Remark : |
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6. Compose the 3D scene in nuke with its proper BG. in the scene.

Practice Exercise :6

Start Date

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➤ **Objective:**

1. To understand the 3D software,3D character import in nuke
2. To compose carefully.

Assignment 6 – Compose the 3D scene in nuke with its proper BG. in the scene

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| Signature of Instructor: | Date: | Remark : |
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7.Create a Horror scene with the help of various effect

Practice Exercise :7

Start Date

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➤ **Objective:**

1. To understand the basic concept of horror video effect

❖ **Assignment – Create a Horror scene with the help of various effect**

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| Signature of Instructor: | Date: | Remark : |
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8. Create a scene to converge Day to Night.

Practice Exercise :8

Start Date

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➤ Objective:

1To understand the basic concept of color scheme, light reflection

Assignment 8 – Create a scene to converge Day to Night.

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| Signature of Instructor: | Date: | Remark : |
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9.create a scene to using camera tracking, light & various effect

Practice Exercise :9

Start Date

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➤ Objective:

1To understand the basic concept of camera & Light.

Assignment 9 – create a scene to using camera tracking, light & various effect

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| Signature of Instructor: | Date: | Remark : |
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10. Compose the more than 1 minute VFX movie clip.

Practice Exercise :10

Start Date

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➤ **Objective:**

- 1.To understand the all basic concept of VFX.
- 2.Create a attractive VFX Show reel or Short Movie clip.

Assignment 10 – Compose the more than 1 minute VFX movie clip.

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| Signature of Instructor: | Date: | Remark : |
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VFX II
Assignment Evaluation Sheet:

Name: - _____
No: ____

Roll.

| Sir No | Assignment Name | Teacher 's Sign | Remark |
|---------------|--|------------------------|---------------|
| 01 | Create a VFX scene the 2D to 3D Conversion . | | |
| 02 | Create a VFX scene Stereoscopic Shooting (Using 3Ds Max or Maya Camera tool) | | |
| 03 | Creating a Camera Rig 3D Model & Match move with VFX. | | |
| 04 | Create a Compositing Scene Such as 3D model ,rig model & VFX with the help of tracker. | | |
| 05 | Create a Compositing scene 3D object in real video footage. | | |
| 06 | Create a Animated (2D/3D) Scene & Compose a Digitally with CGI. | | |
| 07 | Create a Scene with compose a Visual Effects. | | |
| 08 | Match move the any type of scene in adobe match mover. | | |
| 09 | Create a Animated Show reel (individual Project). | | |
| 10 | Create a Animated Show reel (Group project). | | |

Name and Signature
Of Batch In charge

Head of the Department

VFX II

Assignment 1

1) Create a VFX scene the 2D to 3D Conversion .

Practice Exercise :1

Start Date

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1. **Objective:**
2. To understand the concept of 3D/2D modeling.
3. To understand the 2D to 3D Conversion

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| Signature of Instructor: | Date: | Remark : |
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Assignment 2

2) Create a VFX scene Stereoscopic Shooting (Using 3Ds Max or Maya Camera tool)

Practice Exercise :2

Start Date

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4. **Objective:**

5. To understand the concept Stereoscopic Shooting

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Assignment 3

3. Creating a Camera Rig 3D Model & Match move with VFX.

Practice Exercise :3

Start Date

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6. Objective:

1. To understand the basic concept of Camera Rig 3D Model &
2. To understand Match move

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| Signature of Instructor: | Date: | Remark : |
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Assignment 4

**Create a Compositing Scene Such as 3D model ,rig model & VFX
with the help of tracker**

Practice Exercise :4

Start Date

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Assignment 5

Create a Compositing scene 3D object in real video footage.

Practice Exercise :5

Start Date

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| Signature of Instructor: | Date: | Remark : |
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Assignment 6
Create a Animated (2D/3D) Scene & Compose a Digitally with CGI.

Practice Exercise :6

Start Date

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Assignment 7
Create a Scene with compose a Visual Effects.

Practice Exercise :7

Start Date

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| Signature of Instructor: | Date: | Remark : |
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Assignment 8
Match move the any type of scene in adobe match mover.

Practice Exercise :8

Start Date

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| Signature of Instructor: | Date: | Remark : |
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Assignment 9

Create a Animated Show reel (individual Project).

Assignment Evaluation

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| 0: Not Done [] | [] | 1: Incomplete [] | 2: Late Complete |
| 3: Need Improvement [] | [] | 4: Complete [] | 5: Well Done |

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| Signature of Instructor: | Date: | Remark : |
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Assignment 10
Create a Animated Show reel (Group project).

Assignment Evaluation

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| 0: Not Done [] | [] | 1: Incomplete [] | 2: Late Complete |
| 3: Need Improvement [] | [] | 4: Complete [] | 5: Well Done |

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| Signature of Instructor: | Date: | Remark : |
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**T.Y.B.Sc Animation
(Under Science Faculty)**

Lab Course –III

Project

Workbook

(From Academic year 2017-18)

Name: _____

College Name: _____

Roll No. : _____

Academic Year: _____

PREPARED BY:

Project

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Reviewed By:

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Prof. Rahul Patil (Member)

Dr. Chitra Desai (Member)

Prof. Dr. R. R. Deshmukh (Member)

About The Work Book :

- **Objectives –**

- The scope of the course.
- Bringing uniformity in the way course is conducted across different Colleges.
- Continuous assessment of the students.
- Providing ready references for students while working in the lab.

- **How to use this book?**

This book is mandatory for the completion of the laboratory course. It is a measure of the performance of the student in the laboratory for the entire duration of the course.

- **Instructions to the Instructors:**

Instructors should explain assignment before implement to the students. Minimum ten minutes should be required to explain the assignment.

- **Instructions to the students**

11. Students should carry this book during practical sessions of Computer Science.
12. Printouts of the source code and output is not compulsory but optional.
13. Students should read the topics mentioned in reading section of this Book before coming for practical.
14. Students should solve all exercises which are selected by Practical in-charge.
15. Students will be assessed for each exercise on a scale of 5

| | | |
|---|-------------------|---|
| 1 | Not done | 0 |
| 2 | Incomplete | 1 |
| 3 | Late complete | 2 |
| 4 | Needs improvement | 3 |
| 5 | Complete | 4 |
| 6 | Well-done | 5 |

A) Animation Show reel Guideline

1. Total marks : 40 (10 marks Internal , 30 marks external Evaluation)
2. Show reel Should be short - maximum 5 minutes.
3. Best work throughout the academic year should be included.
4. Students should showcase their Involvement.
5. Process should be Highlighted.
6. Copyrighted Music should not be used.
7. Proper transition should be added.
8. No repetition of Footage.
9. Quality Control should be maintained.
10. Student should Show their Own Style.
11. Show reel should contain credit line at the end.

Animation Show reel evaluation Sheet

Student Name :

Class :

Roll Number :

Work Done :

Evaluation :

| Criteria | Marks out of 10 (Internal) (2 Marks / Criteria) | Marks out of 30 (External) (6 Marks / Criteria) | Signature |
|---------------------------------------|--|--|------------------|
| Completion | | | |
| Originality of concept and content | | | |
| Quality of Animation | | | |
| Research | | | |
| Overall Impression | | | |
| Total | | | |

Project in-charge

Internal Examiner

External Examiner

B) Animation Project Guideline

1. Total marks : 40 (10 marks Internal , 30 marks external Evaluation)
2. Two Students in One group for group project.
3. Pre-Production work should include story, script, story board, concept art, character bible, props design & background design Etc. Hard copy of pre-production should be submitted before starting actual production work in Sem III.
4. There should be a Originality in Concept & Content.
5. Duration of project minimum 2 minutes.
6. Project should be a core Animation project including VFX & Compositing with Audio Effect .
7. project may not contain unnecessary violence, obscenity, nudity or racially disparaging material.
8. project may not contain trademarks, logos or trade dress owned by others without their permission; or any commercial content that promotes any product or service.
9. project should not promote smoking or drinking habits in any forms.
10. project may not content copyrighted material owned by others including photographs, sculptures, paintings and other works of arts or images published on internet.
11. project should not promote any political activity.

Animation Project evaluation Sheet

Student Name :

Class :

Roll Number :

Work Done :

Evaluation :

| Criteria | Marks out of 10 (Internal) (2 Marks / Criteria) | Marks out of 30 (External) (6 Marks / Criteria) | Signature |
|---------------------------------------|--|--|------------------|
| Completion | | | |
| Originality of concept and content | | | |
| Quality of Animation | | | |
| Research | | | |
| Overall Impression | | | |
| Total | | | |

Project in-charge

Internal Examiner

External Examiner