



P.S.R. ENGINEERING COLLEGE, SIVAKASI – 626 140.

(An Autonomous Institution, Affiliated to Anna University, Chennai)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

VALUE ADDED COURSE VAC15CS01 – 2D AND 3D ANIMATION

Course Objectives:

- To understand the core concepts of animation technology
- To understand technical concepts of 2D and 3D technologies
- To learn the programming skills and tools used for animation technologies
- To develop animation projects for different needs.

Course Outcomes:

The Students will be able to

CO1: Grasp the Basic elements of animation techniques

CO2: Understand the importance of web based animation usage.

CO3: Use and apply authoring tools for 2D and 3D animations.

CO4: Learn the theory behind animation technology

CO5: Implement various applications.

Course Syllabus:

Day 1:

- An introduction of the various drawing and painting tools in Adobe Flash and their uses and procedures.
- Design of a character displaying a pose from various perspectives.

Day 2

- Design of a character displaying a pose from various perspectives.
- An introduction to combining traditional animation procedures in a digital environment.
- Several short animations will be produced using a series of traditional animation procedures

Day 3:

- Continued study of digital traditional animation techniques.
- A study of traditional animation skills.

Day 4:

- Instruction on creating the illusion of camera multi-planing and instruction in the use of Adobe Flash's Shape Tweening tools.

Day 5:

- **Exercise:** Students will create a 360 degree turn around animation of a character's head using traditional pose-to-pose animation principles.
- **Exercise:** Students will create a multi-plane scene with assets provided by the instructor.
- **Exercise:** Students will design assets and successfully create a shape tween.