B. Sc. (IT) Final Semester -VI
Paper V
Animation Techniques

Unit I

What is mean by Animation, Why we need Animation, of Animation, Uses of Animation, Types of Animation, Principles of Animation, Some Techniques of Animation, Animation on the WEB, 3D Animation, Special Effects, Creating Animation.

Unit II

Creating Animation in Flash: Introduction to Flash Animation, Introduction to Flash, Working with the Timeline and Frame-based Animation, Working with the Timeline and Tween-based Animation, Understanding Layers, Actionscript.

Unit III

3D Animation & its Concepts, Types of 3D Animation, Skeleton & Kinetic 3D Animation – Texturing & Lighting of 3D Animation, 3D Camera Tracking, Applications & Software of 3D Animation.

Unit IV

Motion Caption, Formats, Methods, Usages, Expression, Motion Capture software's, Script Animation Usage – Different Language of Script Animation Among the Software.
Concept Development, Story Developing, Audio & Video, Color Model, Device Independent Color Model, Gamma and Gamma Correction, Production Budgets, 3D Animated Movies.