2D PRE - PRODUCTION ANIMATOR

1 Name : 2D PRE-PRODUCTION ANIMATOR
2. Sector : **Information & Communication Technology (ICT)**
3. Code : **ICT 110**
4. Entry Qualification : SSC Passed (10th Std.)
5. Terminal Competency: After completion of training, participants would be able to
- o Understand function in Animation production.
- o Understand the requirements of the story and visualize Pre
- o Production concepts.
- o Able to Create storyboards as per the brief given form
- o related animation departments & Design characters as per
- o the script and character description
6. Duration : 240 hours
7. Contents given below

Practical Competencies	Underpinning Knowledge(Theory)
Drawing Basics (Forms & Shapes) Primary and Secondary in both RGB & CMYK schemes/modes. Importance of each primary and secondary color. Proper Application of colors. Analyze colors applied in different print media. Visualize look and feel of a print or a web to apply colors Working with Images in Photoshop Draw artistic characters and shapes. Creating Illustrations apply different color scheme and formats, Working with Palettes, i.e., layers palette, navigator palette, info palette, color palette, Swatches palette, Styles palette, History palette, Actions Palette, Tool preset palette, Channels Palette and Path Palette. Working with Layers.	To be able to draw basic forms and shapes which are fundamentals for further drawing sessions
Design Fundamentals, Perspective Drawing, Shading & Shadows adjustment options – Labels, Auto labels, Auto contrasts, Curves, Color balance, Brightness / Contrast, Posterize , Variations. Preparing the file and work area. Creating different shapes. Creating three Dimensional effects using Layers. Working with the magic wand tool and lasso tool. Creating images using Symbol Sprayer	Good understanding of design theory, Perspective drawing, shading techniques

Tool. Edit the images using options of Warp Tool. Using Dodge tool, Burn tool, Sponge Tool and Clone Stamp Tool. Editing Selections. Creating images and giving special effects using Filters. Using Layer Styles. Produce an image by mixing two or more different images using Layer Masking & Vector Masking.	Understanding animation principles and drawing thumbnails of actions and poses.
Sketching for Animation (Stick Figures & thumbnails of actions and poses	Drawing cartoon human figures using references and imagination
Drawing Human Figures (Cartoonist) Drawing cartoon human figures using references and imagination **Drawing BGs & Layouts**	Drawing Layouts and BGs for animation sequences
Drawing Layouts and BGs for animation sequences **Styles of Animation** Draw the different styles of Animation and pre production required for each style	Understanding the different styles of Animation and pre production required for each style
Types of Characters Draw types of characters based on Physical and behavioral traits (such as emotion, laughing faces ,angry)	Knowledge of types of characters based on Physical and behavioral traits
Designing characters design characters from various animation styles and genres like Heroic, demonic, villain, and various traits	To be able to design characters from various animation styles and genres like Heroic, demonic, villain, and various traits
Animation Storytelling Design short time animated story and understanding development of a story	Importance of storytelling in animation and understanding development of a story
Film Language Apply camera techniques, framing, continuity etc. to a story.	Appreciate films and standards used in films like camera techniques, framing, continuity etc.
Storyboarding create a professional storyboard **Project**	To create a professional storyboard from a concept for animation production

LIST OF TOOLS & EQUIPMENTS

a) **Hardware:** Animation Light Boards, Pentium IV PCs, (Multimedia Enabled and Windows XP) , Scanner, Line Test Device, Printer.

b) **Software:** Adobe Photoshop CS3, Adobe Flash, Adobe Premiere, Toon Boom, Autodesk Maya 8.5, Sound Forge, Adobe Premier, Coral Draw and latest software if needed.