

Outline syllabus

Animation and Multimedia Course is designed to provide the basic foundation for letting students learn the basics of multimedia designing in computer science and its related tool set so that at the end of the course they will be able to make animated content and small platformer games and multimedia content for the various events.

Detailed Syllabus Lecture-wise Breakup

Subject Code	16B1NCI433	Semester Even	Semester 4th Session 2015 - 16 Month from Jan to may
Subject Name	Animation and Multimedia Development		
Credits	3	Contact Hours	3
Faculty (Names)	Coordinator(s)		
	Teacher(s) (Alphabetically)	1. Prashant Kaushik	
Module No.	Subtitle of the Module	Topics in the module	No. of Lectures for the module
1.	Introduction	Introduction to Animation, Mutimedia Content generation, Image manipulation, time Lines etc. Introduction to tools like GIMP and InkScape	4
2.	Image manipulations	Image maniputaion techniques like shading, fading, gradient etc. use of tools like GIMP and Inkscape for creating the manipulated Images and Image vectors. UI Designs for Poster, Mobile Apps, Games etc.	10
3.	Vector Based 2D content Creation	Inkscape and its basics and vector methods for Applying manipulation techniques like Path making, Breaking, joining. Exports to various media for Print and animation Pupose.	10
4.	Animations	Use of tool like Unity2D and 3D for creating the animation from the static and dynamic methods. Exporting the media for various Screen devices.	10
5.	Digital Asset Management	Best practice for creating, managing and maintaining the Animation and multimedia content	5
6.	Small Games	Using the Unity3D/2D tool simple 2D	5

	platformer games	
Total number of Lectures		44

Recommended Reading material: Author(s), Title, Edition, Publisher, Year of Publication etc. (Text books, Reference Books, Journals, Reports, Websites etc. in the IEEE format)	
1.	The Book of GIMP - A Complete Guide to Nearly Everything By Olivier Lecarme (Author), Karine Delvare (Author) Kindle Edition
2.	Getting Started with GIMP By Micheal davies
3.	Inkscape, A Guide to a Vector Drawing Program, 4th EditionBy Tavnjong Bah. publisher Amazon
4.	The Book of Inkscape - The Definitive Guide to the Free Graphics by Dmitry Kirsanov publisher Amazon
5.	2D Unity: Build Two-Dimensional Games with the World's Most Popular Game Development Platform by Jeff Murray
6.	Unity 2D Game Development Blueprints by Saher, Abdelrahman