

**Annexure I**

**Detailed Curriculum**

<b>Name of Unit of Qualification</b>	:	Animation Fundamentals
<b>Duration</b>	:	10 Hrs
<b>Topics</b>	:	Animation Fundamentals and Storyboarding

<b>Performance Criteria (OUTCOME) No.</b>	<b>Contents</b>	<b>Hrs.</b>
1. Develop a story line concept and outline conceptual ideas through storyboarding	Introduction to Traditional Animation, Computer based animation, sprite animation, rendered animation. Introduction to tweening, warping, morphing, walk cycle. History of Animation. Introduction to technical and aesthetic issues involved in the utilizing color, graphics, typography, still images, video and audio in time-based media. The art of content gathering and storyboarding.	10

<b>Name of Unit of Qualification</b>	:	Image Editing Techniques
<b>Performance Criteria (OUTCOME) No.</b>	:	<b>Contents</b>
<b>Duration</b>	:	20 Hrs
<b>Topics</b>	:	<b>Graphics Basics</b> : Bitmap vs. vector-based <b>Graphics Basics</b> : Introduction in image resolution, interface and options in Photoshop, image and graphics, Basic Photoshop Tools, vs. bitmaps and Regions, Restoring and enhancing images
Develop multimedia and rich content using Photoshop	:	Standard selection vs. floating, selection, Tolerance and Opacity  <b>Introduction to Color</b> : Color modes- RGB, CMYK, grayscale, LAB, bitmap, Hue, saturation, and brightness, Browser safe colors, Shadows, highlights and midtones of an image Photoshop Interface, Tools and Options  <b>Interface, Tools and Options:</b> About Photoshop, The Photoshop Interface , Setting up a new Photoshop document , Saving a new document , The Default palettes , Working with Photoshop palettes , The Photoshop Toolbox and Options bar, Using Guides and Ruler  <b>Photoshop Image and Color Basics</b> : Supported import and export image formats, Opening an Image in Photoshop, Creating images in Photoshop, Saving images In Photoshop . Basic image editing, Changing image size, Cropping an image, Changing color/bit depth, Optimizing Images using Save for Web, Working with color in Photoshop

	<p>shortcuts , Tools options, Marquees , Magic wand , Lassos , Move tool , Crop tool, Slice tools, Pencil , Paintbrush ,Eraser tools ,History brushes, Gradient , Paint bucket , Burn-dodge-sponge, Blur-sharpen-smudge, Shapes-line-rectangle-polygon , Path selection tool , Pen tool , Type tools , Notes tool-audio annotation, Eyedropper-color sampler- measure too, Hand-zoom , Quick mask-Screen modes , Jump to Image Ready , Back ground and foreground.</p> <p><b>Layers, Channels and Actions:</b> About layers-fill and adjustment layers ,The layer palette, Naming layers, Creating layers, Deleting layers ,Viewing layers, Moving layers, Layer opacity . Locking layers , Merging layers, Layer modes and blending options, Image composting using layers</p> <p><b>Restoring and enhancing images :</b> Restoring damaged photos , Photo retouching , Clone tamp-pattern stamp, Healing brush tool , Retouch tool , Photo enhancement and Color correction Changing levels , Changing curves, Color balance, Changing brightness and contrast , Changing hue saturation and brightness , Histogram, Gradient map , Desaturate, Invert ,Color replace, Selective color , Equalize, Threshold, Channel mixer , Posterize, Changing background using layer composting.</p>	
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<b>Name of Unit of Qualification</b>	:	2D Animation Techniques
<b>Duration</b>	:	30 Hrs.
<b>Topics</b>	:	Environments and tools, Exploring The Flash Interface, Working with images, Basic drawing and Selections , Shapes, Color, Text, Layers, Scenes and Frame Labels, Symbols and Instances, Animation, Action Script, Publishing A flash movie

<b>Performance Criteria (OUTCOME) No.</b>	<b>Contents</b>	<b>Hrs.</b>
Develop multimedia and animated rich content using Flash	<b>Environments and tools:</b> Bitmap Vs vector graphics, Image vs. Movie, Conventional Animation Vs Flash animations, Concepts of Frame Rate and Resolution, PAL, NTSC and Film Standards	30

**Exploring The Flash Interface:** The Flash stage, Stage Settings, Creating a new Flash file, The various import formats, Timeline- Play head/Frames/Key Frames/ Blank frames, Menus, Toolbox and Properties, Keyboard shortcuts and Preferences, Color Swatches and Color Mixer, Rulers, Guides, Grids and snappings, Common Libraries, Debugger and Output, Movie Explorer

**Working with images:** Discussing bitmap and vector graphics, Importing and manipulating images, Converting bitmaps to vector graphics

**Basic drawing and Selections:** Applying the Pencil and Eraser tools, Drawing with the Pen tool, Creating custom line styles, Selection Tools -Arrow Tools, and Lasso Tool, Navigation Tools - Hand and Zoom Tools

**Shapes:** Basic shapes, Creating rectangles, ovals, and circles, polystar, Creating freeform shapes, Selecting and editing shapes, Using the Selection and Lasso tools, Transforming shapes, Copying, moving, and deleting a shape, Grouping and aligning objects

**Color:** Applying color, Using the Paint Bucket and Ink Bottle tools, Using the Eyedropper and Brush tools, Fill Transform Tool, Custom colors and gradients, Creating a custom color swatch, Applying gradients, Creating a custom gradient

**Text :** The Text tool, Creating an extending text block, Creating a fixed text block, Text formatting, Changing font styles, Modifying a text block, Aliasing small text, Adjusting the kerning of text, Setting line spacing/margins//indentation, Converting text into, Text utilities, Using the Find and Replace feature, Using the Spell Checker feature, Using the History panel

**Layers:** Layer basics, Merging and rearranging layers, Deleting a layer, Modifying layers, Renaming a layer, Layers Folders, Locking and hiding layers, Masking a layer, Creating layer folders, Guide layers, Creating a guide layer, Controlling the speed of a motion tween, Arranging and extending frames

**Scenes and Frame Labels:** Creating a Scenes, Organizing Scenes, Creating Frame Labels

**Symbols and Instances:** About Symbols and Instances, Using and managing the Symbol Library, Graphic Symbols, Movie Clip Symbols, Managing the Timeline of Movie Clip with the main Timeline, Button Symbols, Creating and editing a button symbol, Controlling tints, brightness and transparency of instances

**Animation:** Animation basics, Timeline, Frames and

		Key Frames, Creating a basic text animation, Creating and manipulating animations, Creating a basic frame-by-frame animation, Using Onion Skin to modify an animation, Using shape tweening and hinting, Using motion tweens	
<b>Name of Unit of Qualification</b>	:	Skills Using motion tweening with a guide, Mask Animations	
<b>Duration</b>	:	20 Hrs Working with sound and embedding videos	
<b>Topics</b>	:	Project Work <b>Introduction To Action Script:</b> Understanding Object Oriented Programming, When to Use Action Script, Introducing the Actions Panel, Working in Normal Mode, Working in Expert Mode, Using the Reference Panel, Understanding Action Script Syntax	
<b>Performance Criteria (OUTCOME) No.</b>		<b>Contents</b> <b>Creating Action Script Movies:</b> About Flash Symbol Instances, Adding a Project When Undertaking a Project, Adding an Action, Learning Problem Solving Skills in a team, Adding an Action to a Button, Planning Your Action Script Movie, Tips for Creating Code, Dissecting an Action Script	<b>Hrs.</b>
4. Develop problem solving skills through Project Work		<b>Controlling The Timeline With Action Script:</b> Starting and Stopping the Movie, Navigating to Frames and Scenes, Creating an Interactive Animation, Navigating to URLs, Opening a URL in a Different Browser Window  <b>Controlling Movie Content With Action Script:</b> Creating Presentations, Working with Flash Levels, Using the Load Movie and Unload Movie Action  <b>Creating Action Script Loops:</b> About Loops, Looping Between Frames, Creating a For Loop, Creating a While Loop, Creating a Do While Loop  <b>Working With Variables And Arrays:</b> About Variables and Arrays, Understanding Variable Data Types, Variable and Array Naming Conventions, Declaring a Variable, Creating an Array, Working with Arrays, Getting Data From an Array  <b>Modifying An Object With Action Script:</b> Creating a Movie Clip, Creating Movie Clip Instances, Using the Set Property Action, Changing an Object's, Getting an Object's Properties  <b>Publishing A flash movie;</b> changing publish settings	20