



National Institute of Electronics and Information Technology, Kolkata

COURSE PROSPECTUS

Name of the Course:	Offline Certificate Course in 2D Animation
Course Code:	
Starting Date:	18.03.2024
Duration:	150 Hrs.
Course Coordinator:	Bhaskar Banerjee (SC-'D')
Course In-charge:	Sangeeta Mondal
Last date of Registration:	15.03.2024

Preamble:

Animation means making visual objects move. 2D animation is the process of creating that illusion of movement for characters and objects within a two-dimensional space. Traditional 2D animation was hand-drawn, but it can now also be computer generated.

2D animation is the art of creating movement in a two-dimensional space. This includes characters, creatures, FX, and backgrounds.

The illusion of movement is created when individual drawings are sequenced together over time. One second of time is usually divided into 24 frames. Depending on the style of animation there can be as many as 24 unique drawings in one second of animation (24fps) or as little as two. Conventionally animation is done on "2s" meaning there is a drawing every 2 frames (12fps). This allows artists to save on production time/costs and gives 2D animation its unique look.

While this process is sometimes referred to as traditional animation, mainstream 2D production has evolved from hand-drawn processes using pencil and paper to the implementation of digital techniques using computer software like Adobe Flash and Adobe Animate.

Objective of the Course:

To develop and skill the hand-drawn style character animations from scratch, and be guided step by step by industry professionals who have worked on iconic animated films and TV shows. This course also covers the fundamentals of 2D animation techniques using Adobe ® Flash software.

Outcome of the Course:

At the end of the course the student will learn basic concepts of 2D Animation, Storyboarding and create animated digital multimedia content for media using the tools and techniques as available in the Adobe Flash software.



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Course Structure:

Sl No.	Topic	Duration (in Hrs.)
1	Drawing Fundamentals for Animation	09 Hours
2	Introduction to Storyboard & Animatics	06 Hours
3	Background Drawing in Photoshop	18 Hours
4	Adobe Flash	30 Hours
5	Character Rigging	06 Hours
6	Introduction to 2D Animation	03 Hours
7	Application of 2D Animation Principle	09 Hours
8	2D Animation	33 Hours
9	Project Work & Portfolio Development	30 Hours
10	Video Editing	06 Hours
	Total	150 Hours

Other Details:

Course Fees: Rs- 10,000/- + GST (Not Refundable)

However, the above Training fee shall be refunded on few special cases as given below:

- If the course is postponed and the new date is not convenient for the student.
- If the course is cancelled.

Payment Schedule: The fee is to be paid in one installment as given below:

Installment No.	Last date for Payment	Amount (in Rs.)
1	15.03.2024	Rs- 10,000/- + GST

Prerequisite: Basic Drawing Knowledge

Eligibility: Pursuing student 12th standard & above

Number of seats: 20



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How to Apply:

Candidates can apply online using the **Google form** link <https://forms.gle/bin4rcXRv4q9nH4EA>

Payment towards the Course fee can be paid through any one of the following modes:

- **ACCOUNT DETAILS:** **Account Name:** NIELIT Kolkata Tax, **Account No:** 3194198019
Branch: Central Bank of India, Jadavpur, Kolkata. **IFSC Code:** CBIN0281247
- Pay through UPI Mobile Apps Eg: Google Pay, Paytm, BHIM, Phone Pe

Note: Institute will not be responsible for any mistakes done by either the bank concerned or by the depositor while remitting the amount into our account.

Last date of Registration:

Selection of candidates: Selection is based on a first-come basis (subject to fulfilling the eligibility criteria)

Admission Procedure:

All interested candidates are required to fill out the Registration form (in Google Form) with the Course fees on or before **15th March 2024**. You are required to send the scanned copy (soft copy) of the following documents and make it into a **single pdf** and send it to mail id: **bhaskar.mact@gmail.com** on or before **15th March 2024**.

- Self-attested copy of Degree certificate /Consolidated Mark sheet
- Self-attested copy of Semester mark sheets and College ID (**only applicable for candidates who are currently studying**)
- Self-attested copy of Govt. issued photo ID card (Only Aadhar Card)
- Passport size photograph
- Screenshot of the Successful Payment of the Course fee done.

Discontinuing the course: No fees under any circumstances shall be refunded in case of a student discontinues the course. No certificate shall be issued if discontinued.

Course Timings: 3 hours (11 AM. to 2 PM.) offline on Monday, Wednesday, Friday

Mode of Training: Offline

Certification: After Successful completion of the course, the examination will be conducted, and accordingly Certificate will be issued.



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Grading Scheme:

Following Grading Scheme (on the basis of total marks) will be followed:

Grade	S	A	B	C	D	Fail
Marks Range (in %)	85 to 100	75 to 84	65 to 74	55 to 64	50 to 54	Below 50

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Jadavpur University Campus, Kolkata-700032

E-mail: bhaskar.mact@gmail.com / Phone: (033) 2414 - 6054/ 6081

Contact Person: Bhaskar Banerjee, Mobile: 9073304896

Sangeeta Mondal, Mobile: 7686860930

Annexure

Detailed syllabus of the course:

1. Drawing Fundamentals for Animation:

- ✓ Basics of Character Design
- ✓ Concept of Anatomy Study & Proportion of Figure
- ✓ Anatomy Basic Figure Sketch
- ✓ Cartoon Character Head Drawing & Rotation
- ✓ Cartoon Palm Drawing (4 & 5 finger)
- ✓ Cartoon Body Shape Drawing
- ✓ Character Rotation
- ✓ Character Expression & Pose Drawing
- ✓ Character Design from Script follow
- ✓ Basics Perspective drawing

2. Introduction to Storyboard & Animatics:

- ✓ Importance of Storyboard in Animation
- ✓ Camera Angle Staging for Storyboard
- ✓ Creating Storyboard for an Animation Space
- ✓ Manual/ Digital Storyboard Drawing by Script Follow
- ✓ Introduction of Animatics By using Adobe Flash

3. Background Drawing in Photoshop:

- ✓ Basics Knowledge of Photoshop
- ✓ Digital Drawing of Props
- ✓ Background Layout Concept & Sketch from STB
- ✓ Basic Digital Painting of BG by Photoshop

4. Adobe Flash:

- ✓ Concept of ActionScript
- ✓ Interface of Adobe Flash & Uses of Tools
- ✓ Concept of Layers, Properties of Library & Timeline
- ✓ Concept of Keyframe
- ✓ Introduction to 2D Animation
- ✓ Frame by Frame Animation
- ✓ Tracing
- ✓ Background Drawing by Using Flash
- ✓ Concept of Masking & Symbol
- ✓ Basic Whiteboard Animation
- ✓ Concept of Tweening for smoother Animation
- ✓ Car Animation
- ✓ Butterfly Animation by using Guideline

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- ✓ Bird Animation
- ✓ Day & Night Animation

5. Character Rigging:

- ✓ Basic of Character Rigging for Animation
- ✓ Lip Sync of Front, Profile & 3/4th Character & Expression

6. Introduction to 2D Animation:

- ✓ Overview of 2D Animation
- ✓ History of Animation & Evaluation
- ✓ Flip book Concept

7. Application of 2D Animation Principle:

- ✓ Introduction of 12 Principle of Animation
- ✓ Application of 12 Principle like Ball Bounce, Feather, Iron Ball etc.

8. 2D Animation:

- ✓ Basic Walk Cycle by Brush
- ✓ Profile Walk by Rigging Character
- ✓ Progressive Walk & Non-progressive Walk
- ✓ Walk to Stand & Vice-versa
- ✓ Front Walk
- ✓ 3/4th Walk
- ✓ Run Cycle in Profile view
- ✓ Posing by Rigging Character
- ✓ Staging & In-between
- ✓ Hand Action
- ✓ Lip Sync & Expression
- ✓ Animation & Compositing

9. Project Work & Portfolio Development:

- ✓ Create an Animation of a short story by the Student Individually
- ✓ Create Portfolio Individually

10. Video Editing:

- ✓ Introduction to Adobe Premier Pro Interface
- ✓ Video Editing & Rendering Video