Karmaveer Bhaurao Patil University, Satara

Syllabus for

Skill Level 4 (Basics of Background Artist)

Under

Faculty of Science and Technology

(As per NEP 2020)

With effect from Academic Year 2024-2025

Title of Skill Course: Basics of Background Artist

1. Sector: Media and entertainment
2. Subject: Animation Science
3. Year of implementation: 2024

Course Structure

Skill Level	Theory Hours	Total Hours	Credits	No. of students in batch
4	15	15	02	30

Syllabus

Course Objectives:

1. Design effective layouts.
2. Develop storytelling and character animation through background design.
3. Fundamental skills required to develop character design.

Theory Syllabus (Contact Hrs: 15, Credits: 01)

Credits (Total Credits 1)	SEMESTER-I	No. of hours
UNIT - I	**Role and Responsibilities**	8
	Conceptualizing ideas for characters, scenes, backgrounds and other animation elements, Creating character sketches for new animations based on design briefs, Developing storyboards for animation projects, Designing backgrounds, sets and other elements of the animated environment	
UNIT - II	**Technical Knowledge**	7
	Developing storyboards based on the script, preparing presentations of rough sketches for clients, setting up exposure sheets, divided into actions and timing, dialogues and music, animation layers, backgrounds, view perspective, drawing rough sketches and animate, Designing frames and characters	

Course Outcomes:

1. Perceive 2D ANIMATION and various drawing concepts with colour theory and basics.
2. Produce/Post Produce with Painting & Animating incorporates sound into 2D animation.
3. Produce Perceive Background Composition, 2D Animation for Site publication.

References:
1. Wendy Tumminello, " Exploring Storyboarding", 1st Edition, 16, 2004
2. John Hart, "The Art of the Storyboard,A Filmmaker's Introduction", Focal Press, 2 nd edition, September 24, 2007.
3. Preston J. Blair, "Animation 1: Learn to Animate Cartoons Step by Step", Walter Foster Publishing, Jan 1, 2003. 2.
4. Wayne Gilbert, "Simplified Drawing for Planning Animation", Anomie Entertainment Ltd, 4th edition, Aug 1, 2014.

(LAB) BASICS OF BACKGROUND ARTIST

Course Objectives: Student will be able to
1. Recognized cartoon style and construction.
2. Understand background layout types related script

Credits (Total Credit 1)	SEMESTER-I (LAB) BASICS OF BACKGROUND ARTIST	No. of hours per unit/credits
Level - 4	1. How to create Basic Shapes. 2. Shading Techniques - How to Shade with a Pencil. 3. Sketching Hand and Leg Movement. 4. Perspectives Drawings: One, Two and Three-Point Perspectives 5. How to Draw a Background Scsene in Perspective. 6. How to write a story and script. 7. How to Create Story Board without drawing skill? 8. Observe and draw 5 texture patterns in pen and ink. 9. How to draw two-and three-dimensional shapes. 10. Observe and draw an outdoor landscape in pencil.	4

Course outcomes-Students should be able to
1. Create cartoon character and craftsmanship in their artworks.
2. Understanding principles of design for background compositions.

References-

1. A Treatise on Painting, *By Leonardo Da Vinci, John Francis Rigaud, Published by J.B. Nichols andSon, 1835*
2. Storyboarding: *Turning Script to Motion (Digital Filmmaker) Paperback – Import, 16 June 2017by Stephanie Torta (Author)*

BOS Sub Committee:

Sr. No.	Name of Member	Designation	Address
1	Mrs. Doke P.S.	Chairman	YC, Institute of Science, Satara
2	Mrs. Bhambure R.V.	Member	YC, Institute of Science, Satara
3	Mr. Karale K.S.	Academic Expert	Head of Department Animation Science, Tiranga College of Animation and VFX, Baramati
4	Mr. Shinde G.L	Industrial Expert	Unique Fx, Malhar Peth, Satara