

## Animator Skills

कार्टून व एनीमेटर कौशल वर्तमान मांग के अनुरूप बेहद प्रचलित कौशल है।

Course Name	ANIMATOR SKILLS	Course Code	MES/Q0701
<p><b>After completing this programme, participants will be able to:</b></p> <ul style="list-style-type: none"> <li>Identify animation requirements</li> <li>Breakdown different stages of animation production</li> <li>Prepare a schedule by listing the characters, props, number of shots and scenes and complexity of the scene requirement by reading script and referring storyboard in detail.</li> <li>Plan tools and workflow for the animation</li> <li>Apply principles of animation as per the character turn around, pose sheet, expression chart.</li> <li>Produce 2D animation, 3D animation and stop motion animation</li> <li>Create layout with camera, props and characters in given scene or shot or location as per storyboard.</li> <li>Create poses for characters to exhibit their attitude, behavior as per pose sheet and storyboard.</li> <li>Create walk cycle, run cycle of biped and quadruped characters</li> </ul>			

## CURRICULUM / SYLLABUS

### Part-A (Domain Skills)

S. No.	Module	Duration (In Hours)
1.	<p><b>Introduction and Orientation Theory Duration-</b></p> <ul style="list-style-type: none"> <li>Explain the importance of media and entertainment</li> <li>Describe the role and responsibility of an animator</li> <li>Explain the technical terms associated with animation</li> </ul>	5:00
2.	<p><b>Understand Animation Requirements-</b></p> <ul style="list-style-type: none"> <li>Discuss the creative and technical requirements of the project with Director, Art Director and Supervisors. This could include the following: <ul style="list-style-type: none"> <li>Identify the concept and/or style of animation, script, storyboard and animatic,</li> <li>Identify the target audience, define project pipeline/ asset management/ scheduling and activities, project timelines and constraints, production brief/ key milestones for delivery, creative brief/desired look of the end- product – using similar projects for reference,</li> <li>List the quality standards to be maintained,</li> <li>Identify and list the technical details like aspect ratio, output format, list of deliverables and their respective output format</li> </ul> </li> </ul>	35:00
3.	<p><b>Conceptualise Creative Ideas for Production-</b></p> <ul style="list-style-type: none"> <li>Research and find character references that would aid and inspire designs</li> <li>Design creative concepts and ideas for production using visualization and using references from the concept art-work prepared by the designers, drawing from imagination, acting and performing</li> <li>Identify the style of the work-product that would most appeal to the target audience in sync with the schedule and show requirement</li> </ul>	15:00
4.	<p><b>Plan Tools and Workflow-</b></p> <ul style="list-style-type: none"> <li>Compare various types of software tools available for production in the market</li> <li>Research and Suggest the best tool for the production</li> <li>Evaluate timelines for production in accordance to the production schedule (supervisor)</li> <li>List the production workflow/schedule, deliverables and timelines with the Director, Art Director and Supervisors</li> </ul>	20:00
5.	<p><b>Produce 2D-</b></p> <ul style="list-style-type: none"> <li>Follow the storyboard for composition i.e. positioning of the character with respect to the background and camera to create the desired animation</li> </ul>	35:00



S. No.	Module	Duration (In Hours)
	<ul style="list-style-type: none"> <li>Draw/source key frame drawings to establish a reference point for strong poses</li> <li>Incorporate audio/music assets</li> <li>Create shadows for animation using pre- defined lighting keys</li> <li>Bring assets together to produce sequences and scenes/shots as per requirements and ensuring continuity</li> <li>Ensure that the hook-up/transition from one scene to another is done properly</li> <li>Create compositions with layers and build a perspective view in the scene/shot.</li> <li>Work effectively within the team and with other departments, namely, assets, lighting and effects</li> <li>Critically review animation produced, keeping in mind the creative and design specifications and producer brief</li> </ul>	
6.	<p><b>Produce 3D Animation-</b></p> <ul style="list-style-type: none"> <li>Apply principles of design, 3D animation and film-making to create sequences and scenes/shots</li> <li>Follow the storyboard for composition i.e. positioning of the character model with respect to the background and camera to create the desired animation</li> <li>Animate expressions and lip movements to match dialogues and sound</li> <li>Communicate requirements to camera and lighting for motion capture, where required</li> <li>Work with motion capture data received from the motion/ performance capture studio (clean up the data and map animation data to 3D models)</li> <li>Prepare a prototype work product/pre- visualisation for review</li> <li>Refine the product until the required creative effect is achieved</li> <li>Organise, store and manage work- products into file formats using standard file naming conventions and maintain assets for further use</li> <li>Work effectively within the team and with other departments, namely, design, modeling/rigging, texturing, editing, rendering and compositing</li> <li>Critically review animation produced, keeping in mind the creative and design specifications and producer brief</li> <li>Refine the output based on deviations observed and/or modifications required within requisite timelines</li> </ul>	45:00
7.	<p><b>Produce Stop Motion Animation-</b></p> <ul style="list-style-type: none"> <li>Follow the storyboard for composition.</li> <li>Construct/compose a shot by placing the characters as per the storyboard.</li> <li>Animate stop motion characters (puppets or models) in accordance with the script and any feedback from the director/producer/ supervisor.</li> <li>Examine animation produced, keeping in mind creative and design specifications and the production brief.</li> <li>Organise, store and manage work-products into file formats using standard file naming conventions and maintain assets for further use.</li> </ul>	15:00
8.	<p><b>Maintain workplace health and safety-</b></p> <ul style="list-style-type: none"> <li>Describe the organization's health, safety and security policies and procedures.</li> <li>Understand the safe working practices.</li> <li>Recall the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires which may involve evacuation of the premises.</li> <li>Participate in health and safety knowledge sessions and drills.</li> <li>Identify the people responsible for health and safety at workplace, including those to contact in case of an emergency.</li> <li>Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms.</li> <li>Follow the organization's emergency, procedures for accidents, fires, etc</li> </ul>	25:00
9	<p><b>Communication and Professional-</b></p> <ul style="list-style-type: none"> <li>Report output, efforts and schedule taken to complete the allotted task</li> <li>Read and understand the script and character descriptions</li> </ul>	15:00



Skilling Youth  
Enriching Livelihoods

# Mukhyamantri Yuva Kaushal Yojna (MMYK)



S. No.	Module	Duration (In Hours)
	<ul style="list-style-type: none"><li>• Read the work plan and production schedule to ensure that progress is in line</li><li>• Suggest creative ideas to the Director and Animation supervisor</li><li>• Communicate clearly and collaborate effectively with colleagues who are working with the previous or next scenes/shots</li><li>• Understand the modifications required from the Director, Animation supervisor and Producer</li><li>• Discuss the challenges faced during production and discuss ways to address such challenges in future projects on requirements</li><li>• Address comments and make changes</li><li>• Seek assistance and guidance from the Director, Art Director and Supervisors, where required</li><li>• Improve work-products and performance based on feedback received and through self- appraisal</li><li>• Understand the perspective of Client, Director, Art Director and Supervisors and apply it to the animation being produced.</li></ul>	
<b>Sub Total</b>		<b>210.00</b>

## **Part-B (Soft Skills)**

S. No.	Topics	Duration (In Hours)
1.	Development Competency/ Proficiency in English/Vernacular	10:00
2.	Effective Communication	10:00
3.	Self & time Management	10:00
4.	Motivational Techniques	05:00
5.	Interpersonal Skill Development	05:00
6.	Computer Literacy	20:00
7.	Life Skills	05:00
8.	Entrepreneurship	15:00
9.	Occupational Safety, Health and Environment Education	10:00
<b>Sub Total</b>		<b>90:00</b>

**Total Course Duration : 300:00 Hours**