Program	BS PR & Advertising	Course Code	PRAD-307	Credit Hours	3
Course Title	DIGITAL ANIMATION				

Course Introduction

This course provides a specialized focus on digital animation techniques and their application in advertising. Students will explore the creative and technical aspects of digital animation, learning how to develop compelling animated content that aligns with brand strategies and engages the target audience. The course covers various animation tools, storytelling techniques, and production processes tailored specifically for advertising purposes. The course is designed to equip students with the skills necessary to create dynamic and effective digital animations for advertising, preparing them for careers in the fast-paced world of digital marketing.

Learning Outcomes

By the end of this course, students will:

- 1. Understand the role of digital animation in contemporary advertising.
- 2. Master the principles of animation as they apply to digital media.
- 3. Develop and execute animated advertisements that effectively communicate brand messages.
- 4. Utilize industry-standard software to create high-quality digital animations.
- 5. Integrate sound design, motion graphics, and visual effects into animated advertisements.
- 6. Analyze and critique animated advertisements from creative and strategic perspectives.

Course Co	ntent	Assignments/Readings
Week 1-4	1. Introduction to Digital Animation in Advertising 1.1. Overview of digital animation's impact on advertising 1.2. Understanding the digital animation workflow 1.3. Key differences between traditional and digital animation in ad campaigns 1.4. Current trends in animated advertising 2. Principles of Animation for Advertising 2.1. The 12 principles of animation and their application in digital media 2.2. Timing, motion, and visual rhythm in advertising 2.3. Creating animations that capture attention and drive engagement 2.4. Case studies of successful animated ad	
Week 5-8	 3. Storytelling and Concept Development 1.1. Crafting compelling narratives for animated ads 1.2. Character development and branding through animation 1.3. Storyboarding and animatics for advertising campaigns 1.4. Visual storytelling techniques to enhance brand messaging 2. Digital Tools and Techniques 1.1. Introduction to industry-standard animation software (e.g., Adobe Animate, After Effects, Toon Boom Harmony) 2.2. Creating vector-based animations for scalability 	

		2.2 2D animation begins for a description	
		2.3. 3D animation basics for advertising	
		2.4. Motion graphics and their role in animated	
	1	advertisements	
	3.	Sound Design and Synchronization in Animation	
		3.1. The importance of audio in animated ads	
		3.2. Techniques for integrating sound effects,	
		voiceovers, and music	
		3.3. Synchronizing audio with visual elements	
		3.4. Creating cohesive audiovisual experiences in	
		advertising	
Week	4.	Animation Production Process for Advertising	
9-12		4.1. Pre-production: scripting, storyboarding, and	
		planning	
		4.2. Production: animation, motion graphics, and	
		sound integration	
		4.3. Post-production: editing, rendering, and final	
		output	
		4.4. Managing timelines and budgets in animated ad	
		production	
	5.	Interactive and Web-Based Animations	
		5.1. Creating animations for social media platforms	
		5.2. Interactive and responsive animations for	
		websites and mobile apps	
		5.3. Best practices for web-based animated	
		advertisements	
		5.4. Optimizing animations for different devices and	
		screen sizes	
	6.		
	"	Advertisements	
		6.1. Analyzing animation styles and techniques in ads	
		6.2. Understanding the effectiveness of animation in	
Week		brand communication	
13-16		6.3. Evaluating the ROI of animated advertising	
		campaigns	
		6.4. Peer reviews and critiques of student projects	
	7.	Final Project: Animated Advertising Campaign	
	' •	7.1. Developing a comprehensive concept for an	
		animated ad campaign	
		7.2. Production of the final animated advertisement,	
		including all stages from pre-production to post-	
		production	
		7.3. Presentation and critique of the final campaign,	
		with a focus on creative and strategic effectiveness	
Textbooks	and	Reading Material	

- 1. Maestri, G. (2006). Digital character animation 3 (2nd ed.). New Riders.
- 2. Williams, R. (2012). The animator's survival kit. Faber & Faber.
- 3. Case, T. (2018). Animation for advertising: From concept to production. Routledge.
- 4. Selected readings from Journal of Advertising and Animation Studies
- 5. Articles on the latest trends in digital animation for marketing

Online Resources:

- 1. Adobe Creative Cloud Tutorials
- 2. Motionographer Blog
- 3. Blender Guru

Software Tools:

- 1. Adobe Animate
- 2. Toon Boom Harmony
- 3. After Effects and Blender

Workshops and Tutorials:

Hands-on workshops in motion graphics and digital animation for advertising

Guest lectures by industry professionals

Online tutorials from platforms like Lynda and Skillshare.

Teaching Learning Strategies

- 1. Class Discussion
- 2. Projects / Assignments
- 3. Group Presentations
- 4. Students led presentations
- 5. Thought Provoking Questions
- 6. Field Visits and Guest Speakers

Assignments: Types and Number with Calendar

Assignments may include special reports, projects, class presentations, field work. The nature of assignment will be decided by the teacher as per the requirements of the course.

Assessment

Sr. No.	Elements	Weightage	Details
1.	Midterm Assessment	35%	Written Assessment at the mid-point of the semester.
2.	Formative Assessment 25%		Continuous assessment includes: Classroom participation, assignments, presentations, viva voce, attitude and behavior, hands-on-activities, short tests, projects, practical, reflections, readings, quizzes etc.
3.	Final 40% Assessment		Written Examination at the end of the semester. It is mostly in the form of a test, but owing to the nature of the course the teacher may assess their students based on term paper, research proposal development, field work and report writing etc.