

## Semester V

**Course Title:** Animation – I (Infographics and 2D)

Course Code: BFAGD-303

Credit Hours: 3 (1+2)

### Course Outline:

#### **Course Objectives**

- To prepare students for gaming industry by inculcating necessary practical knowledge about Animation.
- Introduce graphic design students to the fundamental concepts of animation.
- Develop an understanding of the infographics animation and the role of graphic design within it.
- Equip students with basic skills in design principles, animation techniques, and storytelling.

#### **Course Outcomes**

- To make students able to develop original ideation process.
- To build skill set for infographics animation, based on hands on experience.
- To enable students with aesthetic and technical aspects relating animation.

#### **Course Contents**

- History and evolution of animation.
- Animation styles and design disciplines involved
- Core animation elements (mechanics, dynamics, aesthetics)
- Genres and their visual styles
- User experience (UX) and user interface (UI) design principles
- Storytelling; narrative structures and building engagement
- Prototyping techniques for testing and refining animation.
- Fundamental principles of animation (timing, spacing, anticipation, follow-through)
- Creating basic 2D character sprites
- Animating character movement and actions
- Introduction to animation software

#### **Recommended Books**

1. McCloud, Scott. (2023). *Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels*. Harper Perennial.
2. Schell, Jesse. (2014). *The Art of Game Design: A Book of Lenses*. CRC Press.
3. Blackwell, Tom. (2010). *The Animator's Survival Kit: A Manual for Beginners and Professionals*. Focal Press.
4. White, Allen. (2008). *The Art of 2D Game Design*. A K Peters/CRC Press.
5. Fiske, John. (2004). *Intertextuality: The Displacement of Language*. Routledge.
6. Laurel, Brenda. (2003). *Computers as Theatre*. Addison-Wesley Longman, Inc.
7. Brummett, Barry. (2000). *Realizing the Promise of Educational Technology*. Routledge.