

DR. BABASAHEB AMBEDKAR MARATHWADA UNIVERSITY, AURANGABAD.



CIRCULAR NO.SU/SYLLABUS/B.VOC./18/2022.

It is hereby inform to all concerned that, on the recommendation of, Chairman Ad-hoc Board for B.Voc courses, the **Academic Council at its meeting held on 29 August 2022 has decided that to accept the curriculum of B.Voc in Multimedia & Animation II nd Semester under Choice Based Credit and Grading System** from the academic year 2019-20 respectively.

This is effective from the Academic Year 2019-20 & onwards under the Faculty of Science & Technology Studies.

This curriculum is also available on the University website www.bamu.ac.in.

All concerned are requested to note the contents of the circular and bring notice to the students, teachers and staff for their information and necessary action.

University campus,
Aurangabad-431 004.

Ref. No.SU/B.voc./syllabus./2021-22/

Date: 01.09.2022

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**Deputy Registrar,
Academic Section.
(Syllabus)**

Copy forwarded with compliments to :-

- 1] **The Principals, affiliated concerned Colleges,
Dr. Babasaheb Ambedkar Marathwada University.**
- 2] **The Director, University Network & Information Centre, UNIC, with a request to upload the curriculum along with this Circular on University Website.**

Copy to :-

- 1] The Director, Board of Examinations & Evaluation, Dr.BAMU, A'bad
- 2] **The Concerned Section Officer, Examination Branch,**
- 3] The Section Officer, [Eligibility Unit],
- 4] **The Programmer [Computer Unit-1] Examinations,**
- 5] **The Programmer [Computer Unit-2] Examinations,**
- 6] The In-charge, [E-Suvidha Kendra],
- 7] The Public Relation Officer,
- 8] The B.Voc Section,Dr.BAMU,A'bad
- 9] The Record Keeper,

**DR. BABASAHEB AMBEDKAR
MARATHWADA UNIVERSITY
AURANGABAD**



**SYLLABUS OF
BACHELOR OF VOCATIONAL
IN**

**B.Voc in Multimedia & Animation
Semester –II**

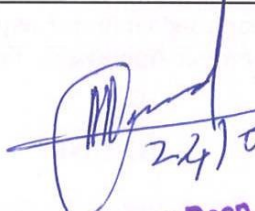
Choice Based Credit System

Effective from the Academic Year
2019-2020 & Onwards

Sem - II

B. Voc. Multimedia & Animation -Semester -II

Sr. No.	Course Code	Name of the Course	Contact Hours Per Week		Evaluation Scheme		Credit
			L	P	CIA	SEE	
Semester-II		General Academic Components					
1	VOC 201	Linguistic Proficiency - English	4	0	20	80	4
2	VOC 202	Generic Skill-II (Organization Behavior-II)	2	0	10	40	2
3	VOC 203	Generic Skill-III (Web Technology)	2	0	10	40	2
4	VOC 204	Energy and Environment	4	0	20	80	4
Semester-II		Skill Development Components					
5	VOC 211	Camera operator – IV	4	0	20	80	4
6	VOC 212	3D Animation - V	4	0	20	80	4
7	VOC 213	Stop Motion Animation - VI	4	0	20	80	4
8	VOC 221	Practical-I- Camera operator-IV	0	4	25	25	2
9	VOC 222	Practical-II- 3D Animation-V	0	4	25	25	2
10	VOC 223	Practical-III- Stop Motion Animation-VI	0	4	25	25	2
11		In-Plant Training –I (Summer Training)					
Total			24	12	245	605	34


 24/09/22
 Dean
 Faculty of Science & Technology
 Dr. Babasaheb Ambedkar Marathwada
 University, Aurangabad

VOC-201: Linguistic Proficiency – English

Credit: 4 Credits

Marks: 100

Learning Objectives

To provide students with fundamental backgrounds of communicative English.

Course Outcomes

On completion of the course, students should be able to – describe the knowledge or skills students should acquire by the end of a particular assignment, class, course, or program, and help students understand why that knowledge and those skills will be useful to them.

1. Apply knowledge of grammar effectively to formulate correct sentences.
2. Prepare Proposals, Surveys, Appraisals, Project Reports, Newspaper/ Media Report
3. Prepare business related communications
4. Grasp outline and the main point of audio/ audio-visual broadcast and pick out necessary information.
5. Express themselves as per situational demand

Course Contents

Unit1: Correct Usage of Grammar Elements (12Hrs)

Nouns and Pronouns, Adjectives, Verbs, Adverbs; Formation of Words (Latin and Greek Roots to be excluded); Punctuation; Idioms

Unit2:Situational Writing Skills (12 Hrs)

Forms of written communications; Developing ideas and logic; Language and Grammar required for writing in different forms- Single paragraphs, Proposals, Surveys, Appraisals, Project Reports, Newspaper/Media Report

Unit3:Business Correspondence (12 Hrs)

Introduction, Forms of letters, Classification of Letters, Social Letters, Notes of Invitations, Business Letters, Letters of Application, Official Letters, Letters to Newspapers

Unit 4: Listening Skills

(12 Hrs)

Listening skills- Approaches, Barriers, Tips; comprehension of main ideas and important details; understanding of speaker's purpose and attitude; understanding spoken data in order to make inferences, form generalization, and draw conclusion (*Students will watch and listen to actual TV news/ videos at natural speed in order to get accustomed to phonological changes, rhythms, and the pitch and intonation of natural spoken English. Students will also learn phrases and expressions typically found in broadcast English. The TV news/videos segments to be shown are carefully chosen for science and engineering majors.*)

Unit 5: Discourse Strategies

(12Hrs)

Discourse strategies- expressing ideas and opinions clearly; selecting, organizing and presenting information spontaneously; English sound articulation, stress, rhythm, grouping (pausing, linking, focus) and intonation, vocabulary-building strategies, speaking skills: summarizing main ideas from various sources, using proper forms of language to perform social functions in various contexts.

Text:

1. High School Grammar and Composition; Wren and Martin; 2017; Blackie Elt Books; India
2. Business Correspondence and Report Writing; R. C. Sharma; K. Menon; 2017; Mc Graw Hill Education; India
3. Mastering communication; Nicky Stanlon; 2009; Palgrave Macmillan; India
4. Listen to Succeed; L. B. Shore; 2012; CreateSpace Independent Publishing Platform; US

References:

1. Macmillan Foundation English; R. K. Dwivedi, A. Kumar; 2001; Macmillan India Ltd; India
2. Business Writing: What Works, What Won't; W. Davidson, J. Iming; 2015; St. Martin's Griffin, New York
3. Scientist Must Write; Robert Barrass; 2002; Routledge Study Guides; London

Web:

1. <https://nptel.ac.in/content/storage2/courses/109104030/Module1/Lecture1.pdf>
2. <https://www.nptel.ac.in/courses/109104031>

VOC-202: Generic Skill-II (Organization Behaviour-II)

Credit: 2 Credits

Marks: 50

Learning Objectives:

The objectives of the course are to familiarize the participants with the behavioral patterns of human beings at individual and group levels in the context of an Organization.

Course Outcomes:

On completion of the course, students should be able to – Demonstrate the applicability of the concept of organizational behaviour to understand the behaviour of people in the organization.

Course Contents:

Unit 1:

Organizational Behavior – Definition, Need for studying Organizational Behavior, Application of Organizational Behavior in Business.

(06 Hrs)

Unit 2:

(06 Hrs)

Individual behaviour – personality, perception, learning, attitudes inter-personal behaviour – Group and inter-group behaviour.

Unit 3: (12 Hrs) Group Dynamics – Formal and Informal Group, Group Norms, Group Cohesiveness, Group Behaviour and Group Decision – making.

Unit4:

(06 Hrs)

Motivation and morale, leadership-nature, styles and approaches, development of leadership including laboratory training..

Unit 5:

(06 Hrs)

Management of change-conflict Management- Organisation Health, Development and Effectiveness. Management of culture, Cross Cultural Management.

Text :

1. Organizational Behaviour, India Edition, Nelson & Quick, Cengage learning.

2. Organisational Behaviour, S. Fayyaz Ahamed and others, Atlantic publisher.
3. Organisation Behaviour, A modern approach – Arun Kumar & N. Meenakshi
Vikas publishing House PVT Ltd.,
4. Behaviour in organizations, Indian Edition, Jerald Green Berg and Robert A. Baron
– PHI Learning PVT Ltd.,

References :

1. Fundamentals Organisational Behaviour, India Edition – Slocum and Hell
Riegel by Cengage learning.
2. Culture and organisational Behaviour Jai B.P. Sinha [www. sagepublications. com](http://www.sagepublications.com)
3. Organizational Behaviour, Special Indian Edition – by Steven L Mcshane,
Mary Ann Von Glinow and Radha R. Sharma, Tata Mcgraw hill co.
4. Management of Organizational Behaviour Indian Edition, By Paul Hersey
Kenneth. H. Blanchard and Dewey – PHI learning PVT Ltd.,

Web:

1. [http://www.bdu.ac.in/cde/docs/ebooks/mba/I/P16MBA5%20-
%20ORGANIZATIONAL%20BEHAVIOUR.pdf](http://www.bdu.ac.in/cde/docs/ebooks/mba/I/P16MBA5%20-%20ORGANIZATIONAL%20BEHAVIOUR.pdf)
2. <https://in.sagepub.com/en-in/sas/culture-and-organizational-behaviour/book233768>

VOC-203: Generic Skill-III (Web Technology)

Credit: 2 Credits

Marks: 50

Learning Objectives:

The objectives of the course are to familiarize with the basic Aspect of web technology with help of internet and HTML language in the context of Web Development.

Course Outcomes:

On completion of the course, students should be able to – understand what is Internet and Its features, Student Come to know and develop program of HTML.

UNIT-I: Internet and WWW:

(06 Hrs)

What is Internet?, Introduction to internet and its applications, E mail, telnet, FTP, e-commerce, video conferencing, e-business. Internet service providers, domain name server, internet address World Wide Web (WWW) : World Wide Web and its evolution, uniform resource locator (URL), browsers - internet explorer, netscape navigator, opera, firefox, chrome, mozilla. Search engine, web saver - apache, IIS, proxy server, HTTP protocol.

UNIT-II: HTML and Graphics:

(06 Hrs)

HTML Tag Reference, Global Attributes, Event Handlers, Document Structure Tags, Formatting Tags, Text Level formatting, Block Level formatting, List Tags, Hyperlink tags, Image and Image maps, Table tags, Form Tags, Frame Tags, Executable content tags. Imagemaps : What are Imagemaps? Client-side Imagemaps, Server-side Imagemaps, Using Server-side and Client-side Imagemaps together, alternative text for Imagemaps

UNIT-III: Tables:

(06 Hrs)

Introduction to HTML tables and their structure, The table tags, Alignment, Aligning Entire Table, Alignment within a row, Alignment within a cell, Attributes, Content Summary, Background color, Adding a Caption, Setting the width, Adding a border, Spacing within a cell, Spacing between the cells, spanning multiple rows or columns, Elements that can be placed in a table, Table Sections and column properties, Tables as a design tool

UNIT-IV: Frames:

(06 Hrs)

Introduction to Frames, Applications, Frames document, The tag, Nesting tag, Placing content in frames with the tag, Targeting named frames, Creating floating frames, Using I-Iidden frames Forms : Creating Forms, The '<FORM>' tag, Named Input fields, The '<INPUT>' tag,

Multiple lines text windows, Drop down and list boxes, Hidden, Text, Text Area, Password, File Upload, Button, Submit, Reset, Radio, Checkbox, Select, Option, Forms and Scripting, Action Buttons, Labelling input files, Grouping related fields, Disabled and read-only fields, Form field event handlers.

UNIT-V : Passing form data Style Sheets:

(06 Hrs)

What are style sheets?, Why are style sheets valuable? Different approaches to style sheets, Using Multiple approaches, Linking to style informatioll in s separate file, Setting up style information, Using the '<LINK>' tag, embedded style information, Using '<STYLE>' tag, Inline style information.

Text:

1. Web Design The complete Reference, Thomas Powell, Tata McGrawHill
2. HTML and XHTML The complete Reference, Thomas Powell, Tata McGrawHill

Reference :

2. Web Design The complete Reference, Thomas Powell, Tata McGrawHill
3. HTML and XHTML The complete Reference, Thomas Powell, Tata McGrawHill

Web:

1. https://www.academia.edu/840019/Web_Design_The_Complete_Reference
2. <https://w3professors.files.wordpress.com/2011/04/html-the-complete-reference.pdf>

VOC-204: Energy and Environment

Credit: 4 Credits

Marks: 100

Learning Objectives

To develop basic idea of energy resources, allied techniques and conscience for environment among students

Course Outcomes

On completion of the course, students should be able to –

1. Describe basic concepts of conventional and non-conventional energy
2. Recognize elements of primary non-conventional energy resources
3. Correlate pollution, role of human being, and threats to environment
4. Discuss ethical and legislative issues related to environment
5. Express the needs and basic routes towards environment sustainability

Course Contents

Unit 1: Fundamentals of Energy

(12 Hrs.)

Global energy consumption profile, Oilcrisis of 1973, Classification of energy resources, Consumption trends of primary energy resources, Importance of non-conventional energy resources, Energy chain, Common forms of energy, Advantages and disadvantages of conventional energy resources, Salient features of non-conventional energy resources, environmental aspects of energy, Sustainable development, Energy density of fuels

Principles of energy conservation, Energy conservation ACT 2001, General electrical ECOs, Cogeneration, Need of energy storage, Overview of energy storage methods

Unit 2: Non-conventional Energy Sources

(12 Hrs.)

Solar energy basics, Solar thermal systems, Basics of solar photovoltaic; Wind Energy fundamentals, Environmental aspects of wind energy generation, Biomass energy, Usable form of biomass- composition and fuel property, Biomass resources and conversion technologies, Urban waste to energy conversion, Biogas production from waste biomass.

Small Hydro resources, advantages and disadvantage, Layout, Water Turbines, Generation

Basics of financial and economic evaluation.

Unit 3: Environment Pollution and Waste Management (12 Hrs.)

Pollution- Air, Water, Noise and Soil Pollution (causes, Effect, Control Measures); Nuclear hazards, Role of an individual in preventing pollution, Climate Change, Global Warming, Acid rain, Ozone Layer Depletion, Nuclear Accidents; Disaster management.

Waste Management – Solid Waste Management, Causes, Effects and control measures of Urban and Individual waste, Municipal Solid Waste, Vermicomposting, Hazardous waste.

Unit 4: Social Issues and Environment (12 Hrs.)

Human Population – Population growth, Global profile, Urbanization, Environmental and Human health, Values and Human rights.

Sustainable development, Waste conservation, Wasteland reclamation, Consumerism and waste products.

Environmental Ethics- Issues and possible solutions

Unit 5: Environment Regulations (12 Hrs.)

Environmental Acts - Environment Protection, Air (Prevention and Control of Pollution Act), Wildlife Protection Act, Forest Conservation Act, Issues involved in enforcement of environment legislation, Public Awareness.

Environment Management Standards – ISO 14000, BHARAT and EURO Stages, Environmental Clearance/ Permission for establishing Industries

Text:

1. Textbook for Environmental Studies–Erach Bharucha for University Grants Commission; University Press; 2004 New Delhi, India
2. Environmental Management- N. K. Uberoi; Excel Books; 2013 New Delhi; India
3. Non-Conventional Energy Resources; B. H. Khan; 2006 Tata McGraw-Hill Education; India

References:

1. Environmental Science and Engineering- Glynn Henry J., Gary W. Heinke; 2004.; Pearson Education, Inc, NY
2. Non-Conventional Energy Sources- G. D. Rai , 2006; Khanna Publishers, India

Web:

1. https://onlinecourses.nptel.ac.in/noc18_ge09/preview
2. <https://nptel.ac.in/courses/127106004/>
3. <https://nptel.ac.in/courses/122106030/>

VOC-211: Camera Operator-IV

Credit: 4 Credits

Marks: 100

Learning Objectives:

The objectives of the course are to familiarize the component of camera and its operating

Course Outcomes:

On completion of the course, students should be able to – Understand that he will develop skills and knowledge in cinematography by Camera

Unit I: Study of Camera System :- (12Hrs)

History of Cameras, Basic of Cameras, Types of Cameras, Important of safety instructions, Part of Camera, Display of Cameras, Battery Included, Activating Your Camera, Setting the Time and Date, Selecting a Shooting Mode, Choosing a Focus Mode , Selecting a Focus Point, Using the Built-in Flash.

Unit II: Understanding Exposure :- (12Hrs)

Attaching the Strips, attaching a Lens, inserting the Battery & Memory Card, turning the Camera on and off, Choosing Display, Adjusting Display Brightness, LCD Panel Readouts, RAW conversion, erase, crop, resize, image rotate, red eyes removal, slide show.

Unit III: Basic Photography and Playback :- (12Hrs)

Quality Settings, Release Shutter Without Card, Red-Eye Reduction, White Balance, Custom White Balance, Color Space, Grid Display, Playback 1 & 2 Menu Options, Creative Filters, Highlight Alert, Slide Show, Auto Rotate, Format, LCD Brightness, Zoom, Camera Angles Close-up, Wide-Shot, Master shot, High and low angle shot, long Shot, mid shot, Over the Shoulder.

Unit IV: Live View and Advanced Photography :- (12Hrs)

Working with Live View, Activating Live View, Focusing in Live View, video shooting option, Capturing Video/Sound, ISO settings , Lens types, Focusing Options ,

Unit V: Types of Photography :- (12Hrs)

Macro Photography, Portraiture Photography, Landscape Photography, Action Photography, Still Life Photography. Ground level Photography, Prospective Photography, Black & White Photography , Time Laps Photography using setting.

Text:

1. The Camera Assistant's Manual (FIFTH EDITION) by David E. Elkins, S.O.C.
2. Digital SLR Cameras & Photography For Dummies®, 5th Edition Published by: John Wiley & Sons.
3. The Digital Photography Book by Scott Kelby

4. Digital Camera X-EI FUJIFILM produce

References:

1. The Camera Assistant's Manual (FIFTH EDITION) by David E. Elkins, S.O.C.
2. Digital SLR Cameras & Photography For Dummies®, 5th Edition Published by: John Wiley & Sons.
3. The Digital Photography Book by Scott Kelby
4. Digital Camera X-EI FUJIFILM produce

Web:

1. https://archive.org/stream/DavidE.Elkins2009TheCameraAssistantsManual/David%20E.%20Elkins%20-%20%282009%29%20-%20The%20Camera%20Assistant%27s%20Manual%20_djvu.txt
<https://nptel.ac.in/courses/127106004/>

VOC-221: Practical-I-Camera Operator-IV

Credit: 2 Credits

Marks: 50

List of Practical based on Camera Operator

- ☐ ☐ Capture Close-up Shot Photography
- ☐ ☐ Study the Initial Set-up
- ☐ ☐ Mounting the Lens on camera
- ☐ ☐ Adjusting Diopter Correction and Inserting a Memory Card
- ☐ ☐ Setting the Time and Date
- ☐ ☐ Study Camera Front View
- ☐ ☐ Study Camera back Business End
- ☐ ☐ Study Camera Topside
- ☐ ☐ Capture Close-up Shot Photography
- ☐ ☐ Capture Wide-Shot Photography
- ☐ ☐ Capture still life Photography
- ☐ ☐ Create zoom in and zoom out Photography (use lens)
- ☐ ☐ Capture mid shot Photography
- ☐ ☐ Capture landscape Photography
- ☐ ☐ Capture Rule of third Photography
- ☐ ☐ Capture Prospective Photography
- ☐ ☐ Capture black & white Photography
- ☐ ☐ Capture time laps Photography
- ☐ ☐ Capture Low angle Photography
- ☐ ☐ Create normal Video shooting

VOC-212: 3D Animation-V

Credit: 4 Credits

Marks: 100

Learning Objectives:

The objectives of the course to understand detail concept of 3d Animation till final output of project in comparison with 2d animation

Course Outcomes:

On completion of the course, students should be able to – understand 3d animation techniques with procedure

Unit I: Getting Started with Max

(12 Hrs.)

Definition of Computer-based Animation, Basic Types of Animation, Definition of Modeling, Creation of 3D objects. Exploring the Max Interface, Controlling & Configuring the Viewports, Customizing the Max Interface & Setting Preferences, Importing & Exporting, Selecting Objects & Setting Object Properties, Duplicating Objects, Creating & Editing Standard Primitive & extended Primitives objects, Transforming objects, Pivoting, aligning etc.

Unit II: 2D Splines & Shapes& compound object

(12 Hrs.)

Understanding 2D Splines & shape, Extrude & Bevel 2D object to 3D, Understanding Loft, Modeling simple objects with splines, Understanding morph, connect compound objects, Boolean .

Unit III: 3D Modelling

(12 Hrs.)

Modelling with Polygons, Principles of 3D modeling, concepts like polygons, and sub surface modelling, scale and proportion of various models, Viewports, Command Panel, Lower Interface Bar Controls, Interacting with the Interface

Unit IV: Key frame Animation

(12 Hrs.)

Creating Key frames, Auto Key frames, Move & Scale Keyframe on the timeline, animation Modifiers .

Lighting & Camera

Configuring & Aiming Cameras, camera camera, , using basic lights & lighting Techniques,

Unit V: Texturing with Max

(12 Hrs.)

Using the material editor & the material explorer, creating & applying standard materials, adding material details

with maps, creating compound materials & material modifiers, unwrapping UVs & mapping texture, using atmospheric & render effects etc.

Text:

- 1) 3Ds Max 6 Bible by Kelly L. Murdock
- 2) <https://www.autodesk.in/products/3ds-max/overview>

Reference:

- 1) 3Ds Max 6 Bible by Kelly L. Murdock

Web:

- 1) <https://www.autodesk.in/products/3ds-max/overview>

VOC-222: Practical-II-3D Animation-V

Credit: 2 Credits

Marks: 50

List of Practical based on 3D Animation

- ☐ Creation of 3D objects using 3ds Max.
- ☐ Creating & Editing Standard Primitive.
- ☐ Make a Chair Using 2D splines.
- ☐ Create a simple home using box and poly.
- ☐ Make a table Using loft modifier.
- ☐ Create object or home using compound Object (Boolean).
- ☐ Create sofa modeling using
- ☐ Create a Hand using 3ds Max.
- ☐ Create a Realistic male face using 3ds Max.
- ☐ Create a Realistic female face using 3ds Max.
- ☐ Create Toonish character.
- ☐ Bouncing ball using animation Principle.
- ☐ Practical based on Mental Ray light
- ☐ Walkthrough Using Camera.
- ☐ Unwrap a Face using UVW unwrap.
- ☐ Practical based On material editor.
- ☐ Create a Wall Using Bump Map
- ☐ Importing &Exporting .Obj object.
- ☐ Render effect using Volume light
- ☐ Creating and applying standard Materials.

VOC-213: Stop Motion Animation-VI

Credit: 4 Credits

Marks: 100

Learning Objectives:

The objectives of the course to understand behavioural aspect of human in connect with motions.

Course Outcomes:

On completion of the course, students should be able to – understand important of stop motion animation and understanding of human behaviour.

Unit I: History of Animation : -

(12 Hrs.)

Explore how animation works. Learn Stop Motion Animation , learn the basics for setting up your stage and camera learn image capture, editing and playback controls.while creating a simple movie of a blob moving.

Unit II: Relevance of message and medium and a relationship: (12 Hrs.)

Art forms and orientation into time and performing. Animation- Art of 21st century, History of Animation- Primitive Animation, Innovations and experiments in visual media, How to develop/portray the character in accordance to the script

Unit III: Understand the Character Requirement

(12 Hrs.)

Understand requirement include the way the character will act accordance to the storyboard , Move character and compose a shot in accordance to the script and storyboard as prototype.

Unit IV: Character Animation

(12 Hrs.)

Animated stop motion character in accordance to the script and directors process, Contribute creative ideas during the animation process , Apply stop motion animation techniques include traditional frame by frame capture clay motion and cut out using computer generated , Tools

Unit V: Human Behavior

(12 Hrs.)

Stop motion, Comparison to Computer generated image, How to observe and study human behavior and expressions to help visualize concepts Life drawing including human anatomy, emotions, actions and expressions, Assess the effort, duration and cost involved for each work activity

Text:

1. The Advanced Art of Stop-Motion Animation."Ken A. Priebe"
2. <http://www.dragonframe.com/introduction-stop-motion-animation/>
3. <http://content.photojojo.com/tutorials/stop-motion-digital-camera/>

Reference:

1. Secrets of Clay Animation Revealed 3 Paperback
2. Stop motion animation."Barry J C Purves"

Web:

1. <https://www.intofilm.org/intofilm-production/165/introduction-to-stop-motion-animation-resource-intofilm.pdf>

VOC-223: Practical-III-Stop Motion Animation-VI

Credit: 2 Credits

Marks: 50

List of Practical based on Stop Motion Animation:

- ☐ Create a clay base with different shape.
- ☐ Create a clay character basic shape.
- ☐ Create bouncing ball using stop motion.
- ☐ Create a tree (practices for different shape)
- ☐ Create animal in basic shape.
- ☐ Draw character shape .
- ☐ Traditional drawing tools and techniques.
- ☐ Create 1 human body.
- ☐ Creating a simple movie of a blob moving.
- ☐ Stop motion animation photography.
- ☐ Claymation basics -stop motion animation.
- ☐ Missing Stickman.
- ☐ Paper cut stop motion animation.
- ☐ Paper animation.
- ☐ Making box Hulk Play.
- ☐ Make A Simple Stop Motion Puppet.
- ☐ Animate stop motion character.
- ☐ Animate Computer mouse using camera.
- ☐ Use camera angle to stop motion character.
- ☐ Create a movie using stop motion techniques.