

NITEC IN DIGITAL ANIMATION

CERTIFICATION

Credits required for certification:

Core Modules	: 44
Life Skills Modules	: 9
Elective Modules	: 6
<hr/> Total	<hr/> : 59

COURSE STRUCTURE

Module Title	Credits
CORE MODULES	
Drawing for Animation	6
3D Modelling	6
Advanced 3D Modelling	6
Principles of Animation	6
3D Animation	6
Creative Production	6
Industry Attachment	8
ELECTIVES (COURSE SPECIFIC)	
Clay Sculpting	3
Introduction to Post Production	3
Gesture Drawing for Animation	3
ELECTIVES (GENERAL) AND LIFE SKILLS MODULES	
For details, click here	

Note: The offer of electives is subject to the training schedule of respective ITE Colleges. Students are advised to check with their Class Advisors on the availability of the elective modules they intend to pursue.

MODULE OBJECTIVES

Core Modules

Drawing for Animation

On completion of the module, students should be able to apply the basic principles of form, composition, shapes and colour to create character, key layout and background designs.

3D Modelling

On completion of the module, students should be able to perform 3D asset creation involving modelling, texturing, rigging, lighting and rendering.

Advanced 3D Modelling

On completion of the module, students should be able to produce a digital sculpture, reconstructing it for production with the necessary texture, material, rig, pose and render.

Principles of Animation

On completion of the module, students should be able to apply the principles of animation to the drawing of key poses in action. They are able to animate using key poses for objects and characters and perform lip sync and body movement for the characters.

3D Animation

On completion of the module, students should be able to animate according to a style and a particular staging. They are trained in character animation, body mechanics, acting for animation to create a series of 3D animated shots.

Creative Production

On completion of the module, students should be able to create an animated content applying the concepts of storyboarding and principles of animation. They will learn to bring an idea from conception to realization, incorporating the knowledge and skills learned into this project development.

Industry Attachment

Students will undergo a 6-month attachment in animation industry or work on an industry-based project. On completion of the module, students should be able to apply and integrate the technical, social and methodological competencies in carrying out related industry project and handle project management, perform production-related tasks within a given deadline.

Electives (Course Specific)

Clay Sculpting

On completion of the module, students should be able to design and construct characters based on the given human, animal or inanimate subjects. They should be able to develop a background history of their characters. The students are also trained on the function of a model sheet, to create different views of their character design and apply colours to them. They will then go hands-on to reproduce their 2D design into a 3D sculpted artwork.

Introduction to Post Production

On completion of the module, students should be able to identify the flow of video, and use basic video/audio editing and compositing techniques such as applying various cuts, transitions, music, sound effects and text effects to package their animation for an audience.

Gesture Drawing for Animation

On completion of the module, students should be able to do quick sketches of key poses of life characters, with emphasis on the line quality of the human poses or gestures. Students are trained to apply the line of action, weight, structure, volume, balance, rhythm, and proportion in their short sketches.

Electives (General) and Life Skills Modules

For details, click [here](#).