

NITEC IN DIGITAL ANIMATION

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.