



# Bharath

INSTITUTE OF HIGHER EDUCATION AND RESEARCH

(Declared as deemed to be university under section 3 of UGC Act 1956, vide notification No.F.9-5/2000-U.3)

## SCHOOL OF ARTS

Date:02.07.2018

### CIRCULAR

**Sub: Organising Value added Course on Specializing In Game Art and Animation- reg.,**

With reference to the above mentioned subject, we bring it to your notice that School of Arts, Bharath Institute of Higher Education & Research is organising **Value added course** “**Specializing In Game art and Animation**”. The syllabus and registration form is enclosed below.

The candidates those who are interested to join must fill the registration form and submit to the Course Coordinator Mr.Nagarajan, on or before 18.07.2018.The Registration form received after the mentioned date shall not be entertained under any circumstances.

  
Dean-Faculty of Arts & Science

Encl: A copy of Syllabus & Registration form

Dean-Faculty of Arts & Science  
Bharath Institute of Higher Education & Research  
(Declared as Deemed to be University U/S 3 of UGC Act. 1956)  
Chennai-600 073. INDIA

Copy To:

- 1.All HODs
- 2.Office File/ Notice Board
- 3.Course Coordinator



Bharath Institute of Higher Education & Research  
School of Arts  
Students Registration List  
Value Added Course: Game art & Animation

S.NO	REG.NO	NAME OF THE CANDIDATE	DEPARTMENT
1	U18PS001	BALAJI S	PHYSICS
2	U18PS003	DIVYA S	PHYSICS
3	U18PS005	SARAN R	PHYSICS
4	U18PS006	NARENDRAPRASAD P	PHYSICS
5	U18PS007	BALAJI S	PHYSICS
6	U18PS008	SREE LAKSHMI PRIYA S	PHYSICS
7	U18PS010	MOHAMED AZHARUDEEN M	PHYSICS
8	U18PS011	N SAYADEEVI	PHYSICS
9	U18PS012	SANGEETHA V	PHYSICS
10	U18PS013	PURUSHOTHAMAN R	PHYSICS
11	U18PS014	KARUNYA G A	PHYSICS
12	U18PS015	KOKILA P	PHYSICS
13	U18PS016	DHANIN N REJ	PHYSICS
14	U18PS017	ANTHA L	PHYSICS
15	U18PS018	SARANRAJ C	PHYSICS
16	U18PS019	VIGNESHKUMAR Y	PHYSICS
17	U18PS020	DHARMARAJ S	PHYSICS
18	U18PS021	PRIYA DHARSHINI K	PHYSICS
19	U18PS022	MADHUPRIYA S	PHYSICS
20	U18PS023	JASTUSBABU N	PHYSICS
21	U18BA015	PURUSHOTHAMAN R	BBA
22	U18BA016	VIGNESH K	BBA
23	U18BA017	KARAN S	BBA
24	U18BA018	KARTHICK S	BBA
25	U18BA019	BENJAMIN SAMUEL NESSAIYAN M	BBA
26	U18BA020	VARUN K J	BBA
27	U18BA021	ARUNKUMAR S	BBA
28	U18BA022	MANIKANTA P	BBA
29	U18BA023	SAJESH KUMAR	BBA
30	U18BA024	KARTHIK C	BBA
31	U18BA025	NAWNET TIRKEY	BBA
32	U18BA026	OMESH VISHAAL RAJASEKARAN	BBA
33	U18BA027	KARTHIK H	BBA
34	U18BA028	AJAY KUMAR B	BBA
35	U18BA029	THIRUKUMARAN R	BBA
36	U18BA030	PRAVEEN KARTHIK R	BBA



37	U18BA031	GOPINATH R	BBA
38	U18BA032	KIRUTHIKA S	BBA
39	U18BC013	RAVINDAR S	COMMERCE
40	U18BC014	KAMALRAJ E S	COMMERCE
41	U18BC015	SRINIVASAN S	COMMERCE
42	U18BC016	SWETHA A	COMMERCE
43	U18BC017	SHELCIYA B	COMMERCE
44	U18BC018	KEERTHI D	COMMERCE
45	U18BC019	ADITHYA S	COMMERCE





# Bharath

INSTITUTE OF HIGHER EDUCATION AND RESEARCH

(Declared as deemed to be university under section 3 of UGC Act 1956, vide notification No.F.9-5/2000-U.3)

SCHOOL OF ARTS

Registration Form

Value Added Course

Date: 17-7-2017

Name : Narendra Prasad.P

Reg.No. : 018 P5006

Gender : male

Department : physics

Year : 2017

Contact No. : 8122409565

Email ID : narendra.prasad@gmail.com

Course Applied For : Game Art and Animation

Narendra Prasad  
Signature





# Sharath

INSTITUTE OF HIGHER EDUCATION AND RESEARCH

(Declared as deemed to be university under section 3 of UGC Act 1956. vide notification No.F.9-5/2000-U.3)

## SCHOOL OF ARTS

### Registration Form

### Value Added Course

Date: 17-7-2018

Name : Narendrab Prasad .P  
Reg.No. : UC8 P5006  
Gender : male  
Department : physics  
Year : 2018  
Contact No. : 8122409565  
Email ID : narendra.prasad@gmail.com  
Course Applied For : Game art and Animation

Narendrab Prasad  
Signature





**Bharath**  
INSTITUTE OF HIGHER EDUCATION AND RESEARCH  
(Declared as deemed to be university under section 3 of UGC Act 1956, vide notification No.F.9-5/2000-U.3)

## SCHOOL OF ARTS

### Value Added Course

**Course name : Specializing in game art & Animation**

**Course duration : 30 Hours**

### Syllabus

#### Unit- 1

Animation Process / How animation works

Understand Timing and spacing

Exercise -1: "Animate a geometric shapes moving/Rolling one side to another on the floor"

Overview on various Mediums and Techniques

Animation showcase

#### Unit – 2

Exercise-2: Tell an short act using Stop Motion (clay / paper Cutout) animation Techniques

Understand Basic Principles of Animation

Execute 2-3 exercise to understand Principles.

#### Unit – 3

Understand preproduction, production and postproduction film making process in brief.

Student's Assignment-1: Animate a short act/ concept adding sound effects using any medium like clay, paper cutout, Pixilation, Classical etc....(faculty will help in editing & sound editing)

#### Unit 4

Using Morphing, Blending technique in 2D classical animation, Animate a concept synchronizing with sound effects.

#### Unit 5

Understand Follow through, over lapping action, Flexibility, Exaggeration, Secondary action, etc... Principles

Understand Mass and Volume attributes

Student's Assignment: Animating Flour Sack, Ball with Tail. Medium: Hand Drawn key frame animation.



**Bharath Institute of Higher Education & Research**  
**School of Arts**

**Lesson Plan**

<b>Value Added Course: Specialization in game art &amp; animation</b>		<b>Course Duration:30 Hrs</b>		
<b>S.No</b>	<b>Date</b>	<b>Topic</b>	<b>Time</b>	<b>Hour</b>
1	02-08-18	Introduction to Animation Process	2.00-3.00p.m	1
2	04-08-18	How animation works	10.00-12.00p.m	2
3	07-08-18	Understand Timing and spacing	2.00-4.00p.m	2
4	11-08-18	Animate a geometric shapes moving	10.00-12.00p.m	2
5	13/8/2018	Rolling one side to another on the floor	2.00-3.00p.m	1
6	18/8/2018	Overview on various Mediums and Techniques	10.00-12.00p.m	2
7	20/8/2018	Animation showcase	2.00-4.00p.m	2
8	25/8/2018	Tell an short act using Stop Motion	10.00-12.00p.m	2
9	28/8/2018	Understand Basic Principles of Animation	2.00-3.00p.m	1
10	01-09-18	exercise to understand Principles.	10.00-12.00p.m	2
11	06-09-18	Understand preproduction, production	2.00-4.00p.m	2
12	08-09-18	Animate a short act/ concept adding sound effects	10.00-12.00p.m	2
13	12-09-18	like clay, paper cutout, Pixilation	2.00-4.00p.m	2
14	14/9/2018	Blending technique in 2D	2.00-4.00p.m	2
15	15/9/2018	Animate a concept	10.00-12.00p.m	2
16	19/9/2018	synchronizing with sound effects.	2.00-3.00p.m	1
17	22/9/2018	Rendering and Export	10.00-12.00p.m	2



**Bharath Institute of Higher Education & Research**  
**School of Arts**

**Lesson Plan**

<b>Value Added Course: Specialization in game art &amp; animation      Course Duration:30 Hrs</b>				
<b>S.No</b>	<b>Date</b>	<b>Topic</b>	<b>Time</b>	<b>Hour</b>
1	02-08-18	Introduction to Animation Process	2.00-3.00p.m	1
2	04-08-18	How animation works	10.00-12.00p.m	2
3	07-08-18	Understand Timing and spacing	2.00-4.00p.m	2
4	11-08-18	Animate a geometric shapes moving	10.00-12.00p.m	2
5	13/8/2018	Rolling one side to another on the floor	2.00-3.00p.m	1
6	18/8/2018	Overview on various Mediums and Techniques	10.00-12.00p.m	2
7	20/8/2018	Animation showcase	2.00-4.00p.m	2
8	25/8/2018	Tell an short act using Stop Motion	10.00-12.00p.m	2
9	28/8/2018	Understand Basic Principles of Animation	2.00-3.00p.m	1
10	01-09-18	exercise to understand Principles.	10.00-12.00p.m	2
11	06-09-18	Understand preproduction, production	2.00-4.00p.m	2
12	08-09-18	Animate a short act/ concept adding sound effects	10.00-12.00p.m	2
13	12-09-18	like clay, paper cutout, Pixilation	2.00-4.00p.m	2
14	14/9/2018	Blending technique in 2D	2.00-4.00p.m	2
15	15/9/2018	Animate a concept	10.00-12.00p.m	2
16	19/9/2018	synchronizing with sound effects.	2.00-3.00p.m	1
17	22/9/2018	Rendering and Export	10.00-12.00p.m	2



**Bharath Institute of Higher Education & Research**

**School of Arts**

**Course TimeTable**

**Value Added Course:Specializing In Game art & Animation Course Duration:30 Hrs**

<b>S.No</b>	<b>Date</b>	<b>Time</b>	<b>Hour</b>
1	02-08-18	2.00-3.00p.m	1
2	04-08-18	10.00-12.00p.m	2
3	07-08-18	2.00-4.00p.m	2
4	11-08-18	10.00-12.00p.m	2
5	13/8/2018	2.00-3.00p.m	1
6	18/8/2018	10.00-12.00p.m	2
7	20/8/2018	2.00-4.00p.m	2
8	25/8/2018	10.00-12.00p.m	2
9	28/8/2018	2.00-3.00p.m	1
10	01-09-18	10.00-12.00p.m	2
11	06-09-18	2.00-4.00p.m	2
12	08-09-18	10.00-12.00p.m	2
13	12-09-18	2.00-4.00p.m	2
14	14/9/2018	2.00-4.00p.m	2
15	15/9/2018	10.00-12.00p.m	2
16	19/9/2018	2.00-3.00p.m	1
17	22/9/2018	10.00-12.00p.m	2





# Bharath

INSTITUTE OF HIGHER EDUCATION AND RESEARCH  
(Declared as deemed to be university under section 3 of UGC Act 1956, vide notification No.F.9-5/2000-U.3)

## SCHOOL OF ARTS

### Course Feedback form

### Value Added Course

Date: 22/9/2018

Course Title: Courses on Specializing In Game Art and Animation Game art & Animation

Name: *Naseendra prasad*

RegNo: *U18 P5006*

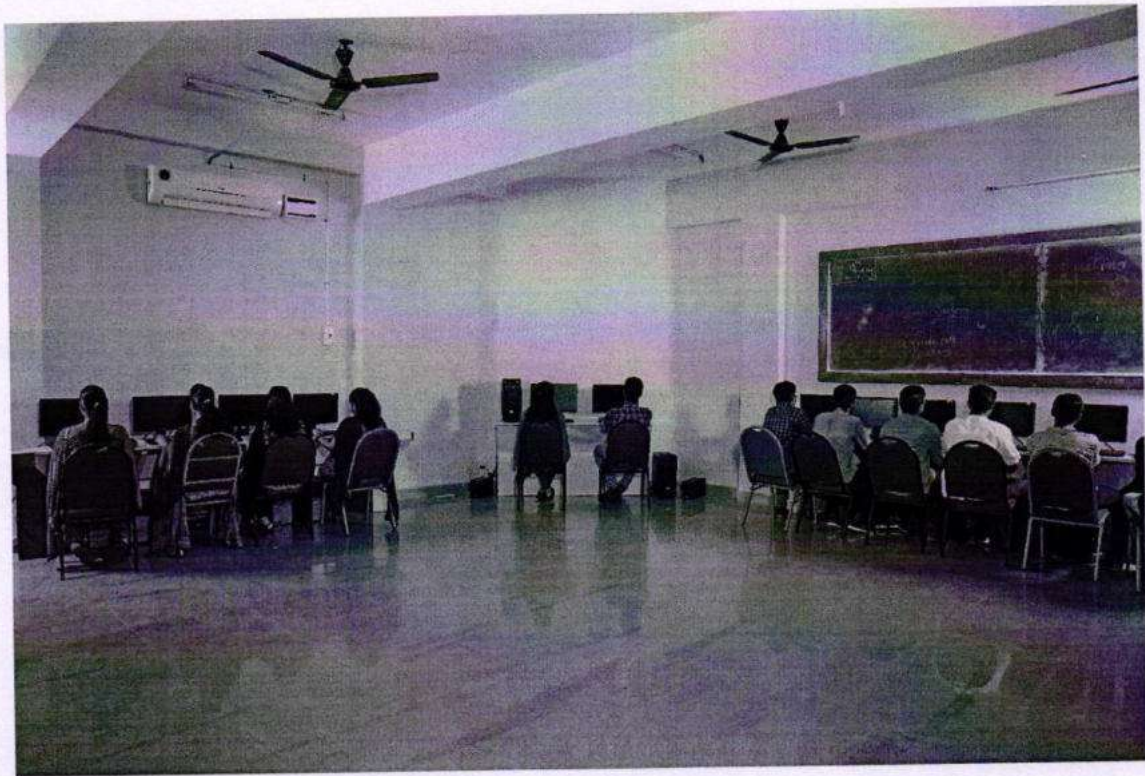
Department: *physics*

S.No	Particulars	1	2	3	4	5
(1. Very Unsatisfied 2. Unsatisfied 3. Neutral 4. Satisfied 5. Very Satisfied)						
1.	Ojectives of the course clear to you		✓			
2.	Course contents met with your expectations			✓		
3.	Lecture sequence was well planned		✓			
4.	Lectures were clear and easy to understand			✓		
5.	Teaching aids were effective	✓				
6.	Instructors encourage interaction and were helpful		✓			
7.	The level of the course		✓			
(1. Very poor 2. Poor 3. Average 4. Good 5. Excellent)						
8.	Overall rating of the course:	1	2	3	4	5

Please give Suggestion for the improvement of the course:

*Naseendra prasad*  
Signature





## **Resource person**

Ms. Jayamathi

Asst.professor,

Department of Visual Communication,

Hindustan College of Arts and Science,

Chennai.





**Bharath**  
INSTITUTE OF HIGHER EDUCATION AND RESEARCH


**School of Arts**

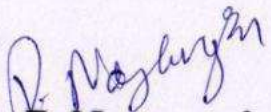
**CERTIFICATE OF PARTICIPATION**


**This is to certify that**

**NARENDRA PRASAD P.**

has participated in the course Game Arts and Animation ,  
conducted by the School of Arts, from BIHER August 02, 2018  
to September 22, 2018.

  
**Mr. A. Niramathi**  
Course Co-ordinator

  
**Mr. P. Nagarajan**  
Convenor

  
**Dr. A. Muthukumaravel**  
Dean Arts & Science