CBSE | DEPARTMENT OF SKILL EDUCATION
CURRICULUM FOR SESSION 2020-2021

MEDIA (SUB. CODE-821)

JOB ROLE: ANIMATOR

RATIONALIZED CURRICULUM FOR CLASS XII
SESSION 2020-2021

Total Marks: 100 (Theory-60 + Practical-40)

	UNITS	NO. OF HOURS for Theory and Practical		MAX. MARKS for Theory and Practical
Part A	**Employability Skills**			
	Unit 1: Communication Skills- IV	10		
	Unit 2: Self-Management Skills- IV	10		
	Unit 3: ICT Skills- IV	10		10
	Unit 4: Entrepreneurial Skills- IV	15		
	Unit 5: Green Skills- IV	05		
	Total	**50**		**10**
Part B	**Subject Specific Skills**	Theory	Practical	Marks
	Unit 1: 3D Production Pipeline	20	20	
	Unit 2: Basics of Video and Sound Editing	20	40	50
	Unit 3: Basic Tools and Techniques of Animation in Autodesk MAYA	50	60	
	Total	**90**	**120**	**50**
Part C	**Practical Work**			
	Practical Examination			15
	Written Test			10
	Viva Voce			5
	Total			**30**
Part D	**Project Work/ Field Visit**			
	Practical File/ Student Portfolio			10
	Total			**10**
	GRAND TOTAL	**260**		**100**

DETAILED CURRICULUM/ TOPICS FOR CLASS XII:

Part-A: EMPLOYABILITY SKILLS

S. No.	Units	Duration(in Hours)
1.	Unit 1: Communication Skills- IV	10
2.	Unit 2: Self-management Skills- IV	10
3.	Unit 3: Information and Communication Technology Skills- IV	10
4.	Unit 4: Entrepreneurial Skills- IV	15
5.	Unit 5: Green Skills- IV	05
	TOTAL DURATION	**50**

NOTE: **For Detailed Curriculum/ Topics to be covered under Part A: Employability Skills can be downloaded from CBSE website.**

Part-B – SUBJECT SPECIFIC SKILLS

Unit 1: 3D Production Pipeline

Learning Outcome	Theory	Practical
1. Describe the Pre-production activities	1. Story boarding – layouts model sheets and animatic 2. Use of Adobe Photoshop for UV Mapping and Texturing 3. 3D animation in Autodesk MAYA **(To be assessed in practical's only. No question to be asked in theory examination from this portion)**	1. Demonstration of pre-production activities 2. Preparation of a flow chart of pre- production activities and required materials/equipment 3. Identification of the various drawing and text tools and the utility of the same (geometric, line, pen, brush, text, stroke, fill, point, erase, etc.)
2. Demonstrate the concept of texturing in Adobe Photoshop and modeling in Autodesk MAYA (Production 1)	1. Texturing and modeling 2. Basic standards followed in texturing and modeling	1. Creation of model for stop motion 3D animation 2. Texturing of character
3. Demonstrate the concept of lighting and rigging in Autodesk MAYA (Production 2)	1. Lighting and rigging 2. Basic standards followed in lighting and rigging	1. Demonstration of the concept of lighting and rigging 2. Demonstration of use of lighting to create a bright image 3. Importance of lighting in animation
4. Demonstrate the post -production activities	1. Animatics 2. Creating .avi files to see the flow of animation and its timing 3. Creating Animatics 4. Post-production process of animation 5. Exporting animation sequences and rendering	1. Demonstration of Post-production activities 2. Preparation of a flow chart of post-production activities and required materials/ equipment

Unit 2: Basics of Video and Sound Editing

Learning Outcome	Theory	Practical
1. Use Adobe Premiere CS/CC	1. Concept of work spaces 2. Video and Sound editing projects and its creation	1. Demonstration of the use of tool box of Adobe Premiere CS/CC
2. Edit the video	1. Video editing work flow 2. Timeline panel 3. Basic standards followed in editing a video 4. Clips and its types	1. Demonstration of editing the video 2. Handling the linking Audio or Background Music with the Video in Audio Tracks in Adobe Premiere
3. Use Adobe Sound Booth	1. The procedure of increasing or decreasing the amplitude of arrange by using the volume pop-up menu	1. Demonstration of the use of Adobe Sound Booth 2. Giving the demo of editing of the beginning or end of an audio track
4. Edit the sound	1. Various ways of editing audio track 2. Multi Track Sound Editing **(To be assessed in practicals only. No question to be asked in theory examination from this portion)** 3. Rendering the output audio file for playing in any Media Player	1. Demonstration of increasing or decreasing the length of the range by clicking and dragging the start and end points of the audio track 2. Demonstration of editing the sound track 3. Demonstrate audio output in .WAV and .MP3 audio file format

Unit 3: Basic Tools and Techniques of Animation in Autodesk MAYA

Learning Outcome	Theory	Practical
1. Demonstrate the use of edit keys in timeline	1. Key Frame Animation 2. Use of Auto Keying Animation 3. Disadvantages of auto key 4. Maya timeline **(To be assessed in practicals only. No question to be asked in theory examination from this portion)**	1. Demonstration of the use of Maya timeline, workspace, view ports, tools 2. Changing the settings in Maya timeline
2. Demonstrate the purpose of frames, timing, frame rate and key frames	1. Frame, timing and frame rate 2. Reasons for using key frame 3. Aspects of key frame? (picture size, position, rotation) 4. Concept of setting key frames 5. Importance of the Set key	1. Identification of number of frames, timing, frame rate and key frame in animation 2. Demonstration of the difference between tweening and key frame 3. Demonstration of setting key frames
3. Create and edit animation sequence graph using Graphic Editor	1. Use of Graphic Editor 2. Editing animation curves using Graphic Editor	1. Demonstration of editing animations in the Graphic Editor
4. Create a bouncing ball	1. Representation of different bouncing balls 2. Details of bouncing ball 3. Implementing the principles of animation on bouncing ball(e.g. Squash and Stretch, Ease In/Out)	1. Demonstration of the knowledge of use of middle-mouse button 2. Creating bouncing ball - animation of 200 frames by implementing two principles of animation