

<b>COURSE TITLE</b>	<b>HISTORY OF ANIMATION VFX AND GAME</b>
<b>COURSE CODE</b>	<b>05BA0101</b>
<b>COURSE CREDITS</b>	<b>6</b>

**Objective:**

- 1 To impart a thorough understanding of the evolution of animation techniques – from traditional hand-drawn methods to computer-generated imagery (CGI).
- 2 To impart a thorough understanding of the history and development of visual effects (VFX) in film and media, including key milestones and technological advancements.
- 3 To explore the origins and growth of the gaming industry, highlighting significant eras, innovations, and influential games.
- 4 To analyze the integration of animation, VFX, and game design in modern media and their impact on storytelling and audience engagement.
- 5 To develop a critical perspective on the cultural, artistic, and technological influences that have shaped the fields of animation, VFX, and gaming.

**Course Outcomes:** After completion of this course, student will be able to:

- 1 Students can comprehend the evolution of animation techniques, from traditional hand-drawn methods to modern computer-generated imagery (CGI). They'll evaluate the advantages and disadvantages of different animation styles, distinguishing between 2D and 3D animation with practical examples. By mastering these concepts, learners will enhance their understanding of animation's role in storytelling and media.
- 2 Students can grasp the history and development of visual effects (VFX), covering key milestones, technological advancements, and the transition from practical effects to digital VFX. They'll analyze the contributions of major VFX studios and explore various types of VFX, such as compositing and CGI. Additionally, they'll complete assignments to solidify their comprehension of VFX's impact on filmmaking.
- 3 Students can understand the origins and growth of the gaming industry, including significant eras, innovations, and influential games. They'll explore the evolution of game design, from arcade games to modern console and mobile gaming, and analyze the social, psychological, and economic impacts of gaming. Practical examples and assignments will reinforce their understanding of gaming's cultural significance.
- 4 Students can study the integration of animation, VFX, and gaming in modern media, exploring how these fields intersect to enhance storytelling and audience engagement. They'll analyze case studies of successful integration in films, TV shows, and games, and evaluate the advantages and disadvantages of this convergence. Additionally, they'll explore future trends, such as virtual reality (VR) and augmented reality (AR), in these industries.
- 5 Students can learn the fundamentals of animation, VFX, and gaming, including their historical development, technological advancements, and practical applications. They'll explore the differences between traditional and digital methods, analyze their cultural and artistic influences, and complete projects to demonstrate their understanding of these interconnected fields.

**Pre-requisite of course:NA**

### Teaching and Examination Scheme

Theory Hours	Tutorial Hours	Practical Hours	ESE	IA	CSE	Viva	Term Work
6	0	0	50	30	20	0	0

Contents : Unit	Topics	Contact Hours
1	<b>Introduction to Animation</b> Summary of Traditional Animation Techniques – Overview of hand-drawn animation and its evolution, Introduction to Animation – Definition, history, and key principles of animation	15
2	<b>Key Milestones in Animation</b> Key Milestones in Animation – Early pioneers, Golden Age of Animation, and the transition to digital methods, Advantages and Disadvantages of Traditional vs. Digital Animation – Comparative analysis, Types of Animation – 2D Animation with examples, Types of Animation – 3D Animation with examples	15
3	<b>History and Development of Visual Effects (VFX)</b> Introduction to VFX – Definition, history, and its role in filmmaking, Key Technological Advancements – From practical effects to CGI and motion capture, Famous VFX Studios and Their Contributions – Examples from Industrial Light & Magic (ILM), Weta Digital, and others, Advantages and Disadvantages of Practical Effects vs	15
4	<b>Evolution of the Gaming Industry</b> Introduction to Gaming – Definition, history, and its cultural significance, Key Eras in Gaming – From arcade games to console and PC gaming, and the rise of mobile gaming, Innovations in Game Design – Explore the impact of graphics, storytelling, and interactivity, Advantages and Disadvantages of Gaming – Social, psychological, and economic perspectives, Types of Games – Action, Adventure, RPG, and Simulation with examples	15
5	<b>Integration of Animation, VFX, and Gaming</b> Introduction to Convergence – How animation, VFX, and gaming intersect in modern media, Role of Animation and VFX in Gaming – Enhancing realism and storytelling	15
6	<b>Case Studies – Examples of successful integration in films, TV shows, and games.</b> Case Studies – Examples of successful integration in films, TV shows, and games, Advantages and Disadvantages of Convergence – Impact on creativity and industry trends, Future Trends – Virtual Reality (VR), Augmented Reality (AR), and AI in animation, VFX, and gaming	15
<b>Total Hours</b>		<b>90</b>

#### Textbook :

- 1 The Animator's Survival Kit, Richard Williams, Faber & Faber, 2001

**References:**

- 1 The Illusion of Life: Disney Animation, The Illusion of Life: Disney Animation, Frank Thomas & Ollie Johnston, Abbeville Press, 1981
- 2 Digital Cinematography: Fundamentals, Tools, Techniques, and Workflows, Digital Cinematography: Fundamentals, Tools, Techniques, and Workflows, David Stump, Focal Press, 2014
- 3 The Art of Game Design: A Book of Lenses, The Art of Game Design: A Book of Lenses, Jesse Schell, CRC Press, 2008

**Suggested Theory Distribution:**

The suggested theory distribution as per Bloom's taxonomy is as follows. This distribution serves as guidelines for teachers and students to achieve effective teaching-learning process

Distribution of Theory for course delivery					
<b>Remember / Knowledge</b>	<b>Understand</b>	<b>Apply</b>	<b>Analyze</b>	<b>Evaluate</b>	<b>Higher order Thinking / Creative</b>
20.00	30.00	25.00	15.00	10.00	0.00

**Instructional Method:**

- 1 Board Work, PPT, Practicals

**Supplementary Resources:**

- 1 <https://www.awn.com/>
- 2 <https://www.fxguide.com/>
- 3 <https://www.fxphd.com/>
- 4 <https://www.tvinsider.com/network/fx/schedule/>
- 5 <https://www.katexagoraris.com/misc-7/a-guide-for-production%3A-for-beginners->