

**MARIS STELLA COLLEGE, VIJAYAWAD A-8**  
**(Affiliated to Krishna University, Machilipatnam)**  
**CERTIFICATE COURSE**  
**SYLLABUS**

**Course Title: Computer Animations**  
**Course Duration: 30 Hrs.**

**Course Code: 20CERCA1**  
**Credits: 1**

**Objectives**

- To familiarize the students with various software approaches and techniques of Animation Technology.
- To develop competencies and skills.
- To explore different approaches in computer animation.

**Course outcomes**

**CO1:** Demonstrate and execute the meaningful animation application using flash techniques.

**CO2:** Demonstrate an understanding of the multimedia building blocks

**CO3:** Apply multimedia tools in developing Flash Animations.

**Unit-I**

**Introduction to Animation (5 Hrs.)**

Concept of Animation, History of Animation, Principle of Animation, Types of Animation, Concept of 2D, 3D Animation

**Unit-II**

**Working with Layers (5 Hrs.)**

Introduction to layers, hide and show layers, lock a layer, add and name layer, change the order of Layers, organize layers in folder. Types of Layers- guide layer, mask layers, layer properties, masking animation, masking frame by Frame

**Unit-III**

**Working with Graphics using Flash (20 Hrs.)**

Working with elements, working with Text - breaking a part of the Text, working with Colors, working with graphics importing & working with Bitmaps, Jpeg, gif, etc. Break apart.

Creating Flash Elements: Working with Object - Drawings, creating, moving, drag, cutting, copying and selecting Objects, Transforming

Objects, Rotating and skew an object, flipping an object, restoring a transformed object.

Working with symbol and Instances: About the symbol, creating and deleting symbols, duplicate and modify an instance of a symbol, Types of symbol-Movie clip, Button, Graphics.

Marking Positions- What is Onion Skinning & its Types & uses.

**Reference Books:**

- Flash CS3 in simple Steps-Cogent Learning Solution- Dreamtech Press
- Flash 8-Straight to Point by Dinesh Maidasani –Firewall Media Publisher
- Macromedia Flash 8: A Tutorial Guide, author- Jay Armstrong, Jen deHaan-BPB Publisher.