



GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Diploma Engineering

Level: Diploma

Branch: Animation and Multimedia Technology

Subject Code : DI01067031

Subject Name : Introduction of Art & Animation

w. e. f. Academic Year:	2026-27
Semester:	1 st
Category of the Course:	ESC

Prerequisite:	Basic familiarity with art materials such as pencils, paper, and colours; interest in drawing, creativity, visual storytelling, and animation. No prior knowledge of animation software is required.
Rationale:	This course introduces students to the fundamentals of art and animation, enabling them to develop creativity, observation, drawing, and visual storytelling skills. It provides a foundation for understanding animation principles, production processes, and digital tools used in the animation and multimedia industry.

Course Outcome:

After Completion of the Course, Student will able to:

No	Course Outcomes	RBT Level
01	Describe the fundamentals of art, animation, and the animation production pipeline.	Underst and
02	Apply elements and principles of art in visual compositions and storytelling.	Apply
03	Explain and apply the fundamental principles of animation in simple exercises.	Apply
04	Demonstrate basic drawing and sketching techniques for animation.	Apply
05	Identify animation tools, software, and various animation techniques used in industry.	Underst and

**Revised Bloom's Taxonomy (RBT)*

Teaching and Examination Scheme:

Teaching Scheme (in Hours)			Total Credits L+T+ (PR/2)	Assessment Pattern and Marks				Total Marks
L	T	PR	C	Theory		Tutorial / Practical		
				ESE (E)	PA(M)	PA(I)	ESE(V)	
2	0	2	3	70	30	20	30	150



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Course Content:

Unit No.	Content	Hours	Weight %
1. Introduction to Art & Animation	- Meaning and scope of art and animation - Evolution from traditional to digital - Role in entertainment, education, advertising, games, and VFX - Difference between live action and animation - Overview of animation pipeline: Pre-production, Production, Post-production	6	20
2. Fundamentals of Art	- Elements of art: line, shape, form, space, color, texture, value - Principles of design: balance, rhythm, contrast, unity, emphasis, proportion - Visual storytelling basics	8	25
3. Drawing for Animation	- Gesture and figure drawing - Object and perspective drawing - Construction using basic shapes - Line of action and movement flow - Light, shadow, and background sketching - Character expressions and body language	8	25
4. Tools & Software Basics	- Traditional tools: pencils, paper, sketchbooks - Digital tools and tablets - Adobe Photoshop & Illustrator fundamentals - File formats and workflow basics - Short practical assignment integrating art and digital tools	8	30
	Total	30	100

Suggested Specification Table with Marks (Theory):

Distribution of Theory Marks (in %)					
R Level	U Level	A Level	N Level	E Level	C Level
20	30	50			

Where R: Remember; U: Understanding; A: Application, N: Analyze and E: Evaluate C: Create (as per Revised Bloom's Taxonomy)



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References/Suggested Learning Resources:

(a) Books:

1. Richard Williams, *"The Animator's Survival Kit"*, Faber & Faber; Expanded Edition (5 November 2009), ISBN-10: 9780571238347, ISBN-13: 978-0571238347
2. Eric Goldberg, *"Character Animation Crash Course!"*, Silman-James Press; First Edition (2008), ISBN-10: 1879505975, ISBN-13: 978-1879505971.
3. Preston Blair, *"Cartoon Animation"*, Walter Foster Publishing; Revised Edition (1995), ISBN-10: 1560100842, ISBN-13: 978-1560100843.
4. Tony White, *"Animation: From Pencils to Pixels"*, Focal Press; First Edition (2006), ISBN-10: 9780240806709, ISBN-13: 978-0240806709.
5. Frank Thomas and Ollie Johnston, *"The Illusion of Life: Disney Animation"*, Disney Editions; Revised Edition (1995), ISBN-10: 0786860707, ISBN-13: 978-0786860708.
6. Maureen Furniss, *"Art in Motion: Animation Aesthetics"*, John Libbey Publishing; Revised Edition (2008), ISBN-10: 0861966635, ISBN-13: 978-0861966639.

(b) Open source software and website:

Software

1. Blender
2. OpenToonz
3. Pencil2D
4. Krita
5. Synfig Studio
6. GIMP

Websites

1. <https://www.blender.org>
2. <https://opentoonz.github.io>
3. <https://www.pencil2d.org>
4. <https://krita.org>
5. <https://www.synfig.org>
6. <https://www.gimp.org>
7. <https://www.animationmentor.com>
8. <https://www.behance.net>
9. <https://nptel.ac.in>
10. <https://swayam.gov.in>

Suggested Course Practical List: If any

1. Study of animation history and animation industry applications.
2. Identification and application of elements of art through sketching exercises.
3. Composition using principles of design.
4. Colour wheel preparation and colour harmony exercises.
5. Gesture drawing and line of action studies.
6. Object drawing using basic shapes and construction methods.
7. Character expression drawing (facial expressions and poses).



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8. Perspective drawing for simple scenes and backgrounds.
9. Demonstration of squash and stretch principle through sketches.
10. Animation timing and spacing exercise.
11. Character movement and pose-to-pose animation exercise.
12. Study and comparison of various animation techniques.
13. Introduction to digital animation software and interface exploration.
14. Storyboard creation for a short animated sequence.
15. Portfolio presentation of completed artwork and animation exercises.

List of Laboratory/Learning Resources Required:

Software Requirements

- Adobe Photoshop (drawing and colouring)
- Adobe Illustrator (vector illustration)
- Adobe After Effects (motion graphics and compositing)
- Blender (basic 3D animation and modeling)
- Toon Boom Harmony / Open Toonz (2D animation tools)
- Story boarder software for planning

Audio-Visual Equipment

- Projector / smart board for demonstrations
- Speakers for animation sound integration
- Video playback systems for reference study
- Lighting setup for studio shoots (for stop motion)

Suggested Project List:

1. Character Design Project.
2. Storyboarding Project.
3. Animation Principles Exercise Project.
4. Walk Cycle Animation Project.
5. Short Animated Sequence Project.

Suggested Activities for Students:

- 1) Sketchbook development with animation concepts
- 2) Gesture drawing and character movement studies
- 3) Character design sheets (turnaround, expressions)
- 4) Storyboard creation for short sequences
- 5) Walk cycle and basic motion exercises
- 6) Short animation project (2D or stop motion)
- 7) Background painting and scene composition
- 8) Visual storytelling assignments
- 9) Portfolio preparation of animation works

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