

Animation Engineering**Duration: Eight Weeks****Schedule: four hours per day****Curriculum**

Sr. No.	Name of the Topic
1.	Introduction to Animation Types of animations Creating a gif animation using gif animator. Controlling gif animation through internal setting of gif animator. Creating banner using gif animation. Creating smooth transition between gif animation frames
2.	Introduction to Macromedia Flash 8 Animation basics Logical screens Color Palettes Optimization Batch Mode Image Editor
3.	Creating Animations Using Flash 8 Working with the Timeline Using keyframes, blank keyframes, and frames Creating motion tweens Creating shape tweens Creating transition effects Using animation best practices
4.	Adding ActionScript with Script Assist and Moving Clips Using Script Assist Adding actions to a frame Creating and using Button symbols Creating and using Movie Clip symbols Organizing a Movie Clip Timeline Responding to user interactions
5.	Adding Sound and Video Importing sound Changing sound properties Adding sound to a Timeline Publishing Flash Documents Using different publishing formats Using publishing profiles Adding Flash Player detection Publishing for deployment
6.	3D Animations Introduction to 3D Animations Creating Interactive Animations Effects Optimizations
7.	Animations Using 3D max Introduction to Module Creating a Module Defining a object Creating a object Use of Tools Applying effects