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| <b>Programme: B.Sc.<br/>Animation and VFX</b>                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                         | <b>Year: First</b>               | <b>Semester: I</b>         |
| <b>Course Code: VOC189</b>                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                         | <b>Course Title: Digital Art</b> |                            |
| <b>Course outcomes:</b> <ul style="list-style-type: none"><li>• Create digital art assets.</li><li>• Employ digital painting techniques to enhance visuals.</li><li>• Develop concept art that aligns with design objectives.</li><li>• Apply texturing and shading skills to enhance graphics.</li><li>• Integrate digital art effectively into character design.</li></ul>           |                                                                                                                                                                                                                                                                                                                         |                                  |                            |
| <b>Credits: 3</b>                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                         | <b>SEC</b>                       |                            |
| Max. Marks: 25+75                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                         | Min. Passing Marks: 10+25        |                            |
| Unit                                                                                                                                                                                                                                                                                                                                                                                   | Topics                                                                                                                                                                                                                                                                                                                  |                                  | No.of Lectures<br>Total=60 |
| I                                                                                                                                                                                                                                                                                                                                                                                      | <b>Fundamentals of Digital Art and Asset Creation:</b> Introduction to Digital Art, Digital Art Workflow, Raster and Vector Graphics, Digital Drawing Fundamentals, Understanding Graphic Tablets and Input Devices, Layers and Selections, Basic Asset Creation Techniques, Composition and Visual Design Principles.  |                                  | 15                         |
| II                                                                                                                                                                                                                                                                                                                                                                                     | <b>Digital Painting Techniques:</b> Introduction to Digital Painting Software, Brush Tools and Customization, Color Theory for Digital Media, Lighting and Shadow Techniques, Texture Painting, Rendering Methods, Matte Painting Basics, Enhancing Visual Quality through Digital Painting Workflows.                  |                                  | 15                         |
| III                                                                                                                                                                                                                                                                                                                                                                                    | <b>Concept Art Development and Design Visualization:</b> Concept Art Fundamentals, Research and Reference Collection, Ideation and Thumbnail Sketching, Environment Concept Art, Prop Design, Visual Storytelling Techniques, Design Thinking in Concept Development, Creating Artwork Aligned with Project Objectives. |                                  | 15                         |
| IV                                                                                                                                                                                                                                                                                                                                                                                     | <b>Texturing, Shading and Character Design Applications:</b> Surface Texturing Techniques, Material Creation, Shading Principles, Character Design Fundamentals, Costume and Prop Development, Integration of Digital Art into Character Design, Portfolio Artwork Development and Industry-Oriented Project Execution. |                                  | 15                         |
| <b>Suggested Readings:</b> <ul style="list-style-type: none"><li>• James Gurney – <i>Color and Light</i></li><li>• 3DTotal Publishing – <i>Digital Painting Techniques</i></li><li>• Scott Robertson – <i>How to Draw</i></li><li>• 3DTotal Publishing – <i>Beginner's Guide to Digital Painting</i></li><li>• Michael Hampton – <i>Figure Drawing: Design and Invention</i></li></ul> |                                                                                                                                                                                                                                                                                                                         |                                  |                            |

**Suggested Continuous Evaluation Methods:**

- Digital Sketching Assignments
- Asset Creation Exercises
- Digital Painting Projects
- Concept Art Development Tasks
- Character Design Assignments
- Texturing and Shading Exercises
- Portfolio Reviews
- Presentations and Viva Voce

**Suggested equivalent online courses:**

- Adobe Photoshop for Digital Artists
- **Coursera** – Fundamentals of Graphic Design
- **CG Spectrum** – Digital Painting Essentials
- **Udemy** – Digital Art and Illustration Masterclass
- **LinkedIn Learning** – Digital Painting Foundations



Prof. Virendra Kr Vyas



Dr. Om Shankar Gupta



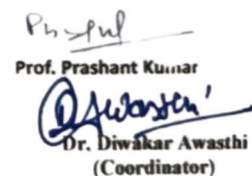
Dr. Hariom Kumar



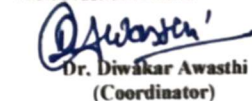
Prof. Manukonda Rabindranath



Dr. Hoimawati Talukdar



Prof. Prashant Kumar



Dr. Diwakar Awasthi  
(Coordinator)