

Programme: B.Sc. Animation and VFX		Year: Second	Semester: IV
Course Code: VOC194		Course Title: Creature Animation	
Course outcomes: 1. Expertise in animating creatures, monsters, and fantastical beings. 2. Understanding of the unique movement and behavior of various creatures. 3. Proficiency in advanced animation techniques for realistic and fantastical creature animations. 4. Mastery of integrating creature animations into different environments and scenes. 5. Skill in using specialized tools and software for creature animation. 6. Ability to create lifelike and dynamic creature animations. 7. Application of creature animation skills to enhance storytelling and visual impact.			
Credits: 3		SEC	
Max. Marks: 25+75		Min. Passing Marks: 10+25	
Unit	Topics		No. of Lectures Total=60
I	Fundamentals of Creature Animation: Introduction to Creature Animation, Study of Animal Locomotion, Anatomy and Structure of Creatures, Observation and Motion Analysis, Realistic vs Fantastical Creatures, Principles of Creature Performance, Movement Patterns and Behavioral Characteristics of Different Species.		15
II	Creature Movement and Animation Techniques: Quadruped Animation, Bird and Flying Creature Animation, Reptilian and Aquatic Creature Movement, Weight Distribution and Balance, Gait Cycles, Advanced Timing and Spacing, Physical Dynamics, Creating Believable Creature Motion.		15
III	Advanced Creature Performance and Production Tools: Creature Rig Controls, Specialized Animation Tools and Software, Creature Acting and Emotional Expression, Predator and Prey Behaviors, Fantasy Creature Animation, Monster Animation Techniques, Animation Workflow for Film, Games and VFX Production.		15
IV	Creature Animation in Storytelling and Production: Integrating Creatures into Environments and Scenes, Interaction with Characters and Objects, Cinematic Creature Animation, Storytelling Through Creature Performance, Advanced Production Projects, Animation Polish and Refinement, Portfolio Development and Showreel Presentation.		15

Suggested Readings:

- ☐ *Richard Williams – The Animator's Survival Kit*
- ☐ *Walt Stanchfield – Drawn to Life*
- ☐ *Ed Hooks – Acting for Animators*
- ☐ *Aaron Blaise – The Art of Creature and Animal Drawing*
- ☐ *Terryl Whitlatch – Animal Anatomy for Artists*
- ☐ *Joe Weatherly – The Weatherly Guide to Drawing Animals*

Suggested Continuous Evaluation Methods:

- ☐ *Animal Motion Analysis Studies*
- ☐ *Walk, Run and Gallop Cycle Exercises*
- ☐ *Bird Flight Animation Projects*
- ☐ *Creature Behavior Observation Reports*
- ☐ *Fantasy Creature Animation Assignments*
- ☐ *Cinematic Creature Performance Projects*
- ☐ *Portfolio Reviews*
- ☐ *Viva Voce and Presentations*

Suggested equivalent online courses:

- ☐ *Animation Mentor – Creature Animation Workshop*
- ☐ *iAnimate – Creature Animation Program*
- ☐ *CG Spectrum – Creature Animation Fundamentals*
- ☐ *Aaron Blaise Creature Animation Courses*
- ☐ *Gnomon Workshop – Creature Performance Animation*
- ☐ *Coursera – Character and Creature Animation*


Prof. Virendra Kr Vyas

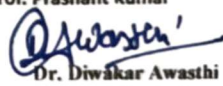

Dr. Om Shankar Gupta


Prof. Manukonda Rabindranath


Dr. Hariom Kumar


Dr. Hoimawati Talukdar


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