



**DEPARTMENT OF DISTANCE & CONTINUING EDUCATION,  
SCHOOL OF OPEN LEARNING,  
CAMPUS OF OPEN LEARNING, UNIVERSITY OF DELHI**

**Certificate Course in Animation, Motion Graphics, Photography and Video Editing**

**Structure Of Lesson Plan**

Module	Session	Topic
<b>Module 1. Photography</b>	<b>1</b>	Introduction to Camera; Photography; Camera Sensors; Camera Lenses; Exploring Your Camera Kit; Image File Formats; Using the Right Light
	<b>2</b>	Exposure in Camera - An Introduction; Shutter Works; Shutter Speed- A Demo; Aperture; Aperture-A Demonstration; ISO; ISO- Demonstration; Exposure Correction; Exploring the Shooting Modes
	<b>3</b>	Composition Overview; Composition; Focal Elements; Composition Structure; Positive & Negative Space; Perspective; Balance; Conclusion
	<b>4</b>	Lighting Overview; Natural Light; Hard and Soft Light; Direction of Light; Artificial Light; Camera Settings for Studio Light; Demonstration - Lighting Techniques; Different Scenarios - Natural Light; Lighting Accessories; White Balance
	<b>5</b>	Introduction; Learning Objectives; High Speed Photography; Motion Blur; Night Photography; Black and White Photography; Zoom Burst; Macro Photography; Smoke Photography; Long Exposure Photography; Light Painting; Filters; Conclusion

	6	Overview of below listed; Street Photography; Tips for Street Photography; Landscape Photography; Tips for Landscape Photography; Architecture Photography; Tips for Architecture Photography; Portrait Photography; Still Life Photography; Fashion Photography; Wedding Photography; Wild Life Photography; E-commerce Photography
<b>Module 2. Software Adobe Photoshop</b>	7	Photoshop - Introduction; Photoshop - Manage Layers in Photoshop; Explore the Selection Tool in Photoshop; Selection Tool - Role of Lasso Tool; Object Selection Tool and Magic Wand Tool; Purpose of Content Aware Fill in Lasso Tool; Purpose of Crop Tool; Purpose of Frame Tool; Explore the Brush and Healing Tools
	8	Role of Clone Stamp and Gradient Tools; Role of Eraser, Blur, Sharpen and Smudge Tools in Photoshop; Dodge and Burn Tool in Photoshop; Explore the Automation Tools in Photoshop; Explore the Tools Under the Adjustment Tab in Photoshop; Explore the Clipping Mask Tool in Photoshop
	9	Explore the Layer Mask Tool in Photoshop; Explore the Sky Replacement Tool in Photoshop; Imperfections in the Edges; Explore the Liquify Tool in Photoshop; Color Change Method in Photoshop; Explore the Tools Under the Filter Section in Photoshop; Explore the Text Tool in Photoshop; Things to Take Care While Export Your Photo
<b>Module 3. Animation, Motion Graphics</b>	10	Principles of Design; Character Design; Storytelling; Idea and script designing
	11	Introduction to Graphic design; Vector Illustration; Digital Image Editing; Print Media Design
	12	Introduction to Editing; Timeline + Working with Audio: Introduction to audio editing: adjusting levels, adding music, and sound effects. Exporting videos for different platforms; Effect and video panel; Working with transitions; Graphics (Titles); Color Correction and export; Exporting your project

	<b>13</b>	Workflow structure Understanding compositions and layers; Basic tools and features; Animation; Text and shapes, Creating a simple text and Shape animation Animating text layers; Animating shape layers; Motion Graphics; Exporting your project
	<b>14</b>	Art of Maya; Types of Modelling; Asset Construction; Character Modelling
	<b>15</b>	Overview of Material UI; Shading and Texturing; CG Lighting aspects; Techniques of lighting; Camera Attributes; Scene rendering
	<b>16</b>	Rigging and Convention Workflow; Rigging concepts; Vehicle Rigging; Character Rigging
	<b>17</b>	CG Animation Concepts; Graphic editor; Ball Bounce Animation Vehicle Animation; Character Animation
	<b>18</b>	Visual effects Adding Transitions and Effects Applying transitions between clips. Adding visual effects and color correction, Applying Effects and Transitions Introduction to effects and presets. Adding transitions and effects to animations. Understanding file info Importing media files and organizing projects. Basic editing techniques: trimming, cutting, and rearranging clips. Importing media files and organizing projects Keying Overview of Premiere Pro interface. Basic editing techniques: trimming, cutting, and rearranging clips, Skin tone adjustments, Remove Green screen, Luma Key, Chroma key, Outer, Inner, Edge.
	<b>19</b>	Motion tracking; Matchmoving; Introduction to Blender; CG Integration
	<b>20</b>	Introduction to Animation with Moho Overview of Moho interface and workspace. Understanding vector-based animation. Basic tools and features in Moho. Creating Basic Animations Drawing and animating shapes and characters. Keyframing and interpolation. Practice project: Simple bouncing ball animation. Working with Bones and Rigging Introduction to bone rigging. Rigging and animating a character. Practice project: Rigging and animating a simple character.

