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GOLDEN JUBILEE YEAR (1969-2019)

Ref : Estb/Adv. 02-2021/3330

Date : 07/10/2021

NOTICE

Subject: Skill Test & Interview for the post of Senior Animator (Animation & Multimedia) against Advt. No. 06/2020 & 02/2021.

In continuation to this office letter No. Estb/Adv.05-2021/3311 dated 05.10.2021 uploaded on the University website, it is for the information of concerned that the schedule of Skill Test & Interview for the post of Senior Animator (Animation & Multimedia) is as follows:

Subject	Date & time of Skill Test	Date & time of Interview	Reporting time
Senior Animator	Oct 13, 2021 at 10:00 AM onwards	Oct 13, 2021 At 2:00 PM onwards	09:00 AM

These shortlisted applicants (as per Annexure-'A') are hereby informed to report at 09:00 AM on Oct 13, 2021 in the Multimedia Centre of the University with all original documents/ testimonials for verification in support of the eligibility. It is reiterated that the eligibility of the shortlisted applicants is purely provisional (as it is based on the information/document filled in the application form) and subject to verification of documents at the time of Skill Test/ Interview. No applicant will be allowed to appear in the interview without verifying the eligibility.

These applicants must carry copy of a valid proof of identity bearing a clear recent photograph. (The duration of this Skill test will be 2 hours. The syllabus for the Skill test for the post of Senior Animator is enclosed as per Annexure –'B'). ***Only, the applicants who will qualify the Skill test, will be considered for further selection process i.e. interview and presentation on teaching skills.***

The list of such Skill test qualified applicants will be displayed on the Notice Board/ website by 12:45 PM on Oct 13, 2021. The applicants are advised to visit the website regularly. No separate information will be given to such candidates.

In case of being employed in Govt./Semi-Govt/PSU etc, it will require producing No Objection Certificate from present employer, if not applied through proper channel. Please note that no TA/DA would be admissible for appearing in the examination.

Encl: Annexure-'A' & 'B'.

6/10/2021
REGISTRAR
06/10/21

- All notice boards.
- Web Administrator: to upload on the University website
- All applicants via e-mail.

	Annexure-'A'
List of Shortlisted Applicants for the post of Senior Animator (Animation & Multimedia) against Advt. No. 06/2020 & 02/2021	
S/No.	**Application No.**
1	SA-06
2	SA-12
3	SA-14
4	SA-05
5	SA-07
6	SA-03
7	SA-02
8	SA-04
9	SA-08

Annexure-'B'

Syllabus for Skill Test for the post of Senior Animator

Unit I. Animation basic blocking, Body Mechanics, Advance Body Mechanics, Acting, Facial expression and Emotions, Animation from Storyboard, Animation from live action video, Walk through and Camera animation, Direction for animation

Unit II. Create low poly models, Texturing, Create game props., Create game characters, Create game environment, Introduction to game engine, Importing assets in game engine, Lighting, camera.

Unit III. Introduction to UI Design, Understanding UI Layouts, Designing UI's, Introduction to Web & Mobile UI Design, Color and Typography

Unit IV. UI Design Patterns/Components, Introduction and Understanding to UX Design, Introduction to Web & Mobile UX Design, Learning UX Tools & Techniques, UI Design & Components

Unit V. Rigging fundamentals, Biped Character setup, bind and Skinning, Quadruped Character setup, bind and Skinning, Mechanical Rigging, Basic understanding of animation principals, Ball Bouncing with different timing and weight, Character head turn blinking and thinking, Change in Character emotions, Exercise based on flour sag, Channel controls and connection editor.

Unit VI. Introduction to use of rigging and animation in films. Explain basic fundamentals of rigging and animation. Brief explain Joints/bones, hierarchy, and basic tools. Rigging Skeletons components (Joints/bones, Joints chains, Skeleton hierarchy), Building Skeleton (setting up joints for posing and animation) posing skeletons, IK handles, IK solvers, IK/FK blending. Setup joint chain, pose with forward or inverse kinematics (pose and animate with FK, setup a IK handle, use single chain IK, use rotate plane IK, use multi chain IK, use Spine IK and use 2 bone IK). Blend FK and IK, Skeletons and IK nodes.

Unit VII. Skinning understanding skinning, deformable objects and skin objects, direct and indirect skin methods, bind poses, double transformation effects, editing skin point set membership, point tweaking skinned objects. Smooth skinning, rigged skinning, and rigged objects and points, rigged skin points weights and sets, flexors binding rigid skin, deformers, constraints, character sets. Introduction to animation in 3D software (Autodesk Maya, 3D MAX, Blender,), animation principles (Squash and Stretch, Anticipation, Staging, Straight Ahead Action and Pose to Pose, Follow Through and Overlapping Action, Slow In and, Slow Out, Arc, Secondary Action, Timing, Exaggeration, Solid drawing, Appeal), Using animation feature (edit animation preferences and animation control), window and editors setting, timeline, animation, sound, key frame animation (key, auto key, key in attribute editor,, channel box, graph editor and dope sheet.), cutting, coping and pasting key.

Unit VIII. Nonlinear animation tools in Maya, Nonlinear animation components in Trax editor. Path animation, position object on the path curve, orienting object on path, manipulating object, path markers, motion capture animation.

Continue P/2 -

Unit IX. Un-wrapping UVs, Understanding Material and Different types Shader, Understating texturing concept, texture mapping. Fundamentals of lighting design, Computer generated lighting Fundamental of Camera. Rendering techniques with different type of render engine Basic lighting, point light. Direction light, Image based mapping for texture, Create character blocking, Create animal character blocking

Unit X. Digital Painting, 3D Sculpturing

Unit XI. Introduction to 3D software and interfaces – polygon model , nurbs model Inorganic model, Props Modeling (Knife, drum, gun etc)Organic Model(Female model with hair)Organic Model(male model with hair, Interior Modeling, Exterior modeling Model tree in high details.