



Animation

Guidelines for Online Learning

Section-I Parent's Role

- ◆ For initial sessions, Parents are requested to sit with the learners for Animation Sessions until kid is comfortable to attend the sessions on its own, to ensure the following points:
 - ▶ Connectivity of Internet
 - ▶ Meeting of Lesson Plan's Objective
 - ▶ Make kids understand "How to Login to Day Wise Sessions"
 - ▶ Enable kids to get comfortable with the Session's Interface and make them understand:
 - ▷ How to Toggle window between the sessions and Software while performing activities or wherever instructions provided
 - ▷ Downloading of the Software.
 - ▷ How to perform any Quizzes & Activities.

Parents may require to use their E-mail ID to login into the software

Section-II System Requirements

- ▶ **Specification**
 - ▷ PC: Windows 7, 8 or 10 and a 1.4Ghz or equivalent processor, .net framework 4.5.2 or above
 - ▷ MAC: OSX 10.10 (Yosemite) or higher.
 - ▷ iPad: iOS8 or higher
- ▶ **PC & Mac**
 - ▷ 4GB Windows7
 - ▷ 350MB Disk Space
 - ▷ 800*600 resolution screen
- ▶ **Recommended Specification**
 - ▷ 2.06Ghz+ Processor,
 - ▷ 4GB RAM
 - ▷ 500GB+ Disk Space,
 - ▷ 1024*768 or greater resolution screen.
 - ▷ If you are using XP or Vista we have an older version of Zu3D available which is compatible

Section-III Internet Connectivity

- ◆ The first and foremost requirement is good network connectivity for smooth running of classes
- ◆ Lack of internet connectivity may cause:
 - ▶ Audio/Visual Disturbances
 - ▶ Some Quizzes may not work properly
 - ▶ Captions or Images may not be displayed
 - ▶ Activity's Instruction may not be clear
 - ▶ Software glitches may also occur

Section- IV Digital Equipment

- ◆ Laptop or Desktop
- ◆ A tablet or I-pad may also be used
- ◆ Webcam
- ◆ Speakers/Hheadphones

Section- V How to Perform "Animation Sessions"

- ◆ Once you login to the session, please go through the "Lesson Plans" for each day
- ◆ Lesson Plans are prepared for Each Day with the following details:
 - ▶ Estimated Time Requirements & Objective of the Session
 - ▶ Learning Resources Link
 - ▶ Software Links and other important links for the session
 - ▶ Details of Learning Materials required for Particular sessions
- ◆ Once the session starts reloading again and audio/video is paused due to bad internet connectivity, then refresh the page
- ◆ Animation session contain the Topics based on Storytelling concepts, Objective of Session, Summary, Assignment & Knowledge Check Quiz. It also contains the "Steps of Instructions" for performing Activities
- ◆ Activity's Instructions and Knowledge Check Quiz must not be skipped
- ◆ Performing Activities enables learners to build a strong foundation for Developing Visual perspective to represent thoughts and other STEAM concepts
- ◆ Number of Interactions performed under Knowledge Check Round reflects Day-wise Performance of learner.
- ◆ For performing activities, the toggling of a window between instructions and software must be followed
- ◆ Time Requirements may vary Day-wise or Activity wise depending upon the course structure
- ◆ For performing activities, resource learning links are provided and materials like Clay, Craft Papers, Sketch etc. must be arranged before the session
- ◆ In the context of above, please go through the "Lesson Plans" for each day in advance
- ◆ Wherever required, Day wise Resources/Assets are provided in the Session itself

To complete the session, learners are required to score at-least 40 percentage

Section- VI “Activity Software Guidelines”

- ◆ For performing Animation Activities, you need to download the software (Detailed Instructions for Downloading the same given in Day 1 Activity. For downloading the software, learners must require valid Email-ID or parent may also use their Email ID
- ◆ Only 15 days trial version of Software is available
- ◆ To explore all the tools and perform the course session activities, you need to purchase your own software
- ◆ All instructions must be properly followed as mentioned in the session, wherever, mentioned to put your “Camera Settings to Off Mode”, it should be followed
- ◆ It is compulsory to save all the activity files
- ◆ If learner start any activity, they must complete the activity at the same time otherwise they need to save their file and reopen the same file to complete the activity
- ◆ In-case of any wrong step performed, kindly repeat the activity
- ◆ Sample Activity’s Resource files (Software) are also provided for each day session
- ◆ Exporting of Files in required quality depends upon the storage capacity of your Laptop/Desktop
- ◆ In the software, few icons are used to make shapes and it can slow down the software, so kindly wait for few minutes to reload the software
- ◆ When you are importing the images in the software, wait for a few minutes to reflect the image on the timeline otherwise the software may work slowly.
- ◆ While stretching the imported image, the software may work slowly, so kindly wait for a few minutes to reload the software

Note: Estimated Time Duration for Completion of Course is 3 Months