

M.Sc. Animation & Graphics Syllabus

SEM	Subject 1	Subject 2	Subject 3	Subject 4	Subject 5	HOURS	CREDIT
I	Game Art and Designing	Essentials of Pre-production	Graphics for Print Media, UI and UX	Basics of 3D	Principle of Video Gaming		
III	Video Game Modeling	Game Texturing	3D Animation	360 Technology	Particles and Dynamics		
II	Game Engine Mechanics	Civil Architecture	Audio-video Editing	VFX Magic			
IV	Developing a Game	Project of Show reel	Studio Design & Project Management	Animation Film Making			