

CHOICE BASED CREDIT SYSTEM

B.Sc. Animation & Graphics Syllabus

SEMESTER	CORE COURSE (14)	AECC (2)	SKILL EC (2)	ELECTIVE D SP (4)	ELECTIVE GENERIC (4)	HOURS	CREDIT
I	FOUNDATION ART (C1) DIGITAL ART & STORY BOARDING (C2)	AECC 1 ENGLISH/MIL COMMUNICATION ENVIRONMENTAL SCIENCE			GRAPHIC DESIGNING (GE-1)	C1=6X15 C2=6X15 AECC=2X15 GE1=6X15	6 6 2 6
II	TRADITIONAL ANIMATION (C3) DIGITAL ANIMATION 2D (C4)	AECC 2 ENGLISH/MIL COMMUNICATION ENVIRONMENTAL SCIENCE			WEB DESIGNING (GE-2)	C3=6X15 C4=6X15 AECC=2X15 GE2=6X15	6 6 2 6
III	ANIMATION SET DESIGNING 3DS (C5) CHARACTER DESIGNING 3DS (C6) CG TEXTURING (C7)		DIGITAL SCULPTING (SEC-1)		MEDIA MANAGEMENT (GE-3)	C5=6X15 C6=6X15 C7=6X15 SEC1=2X15 GE3=6X15	6 6 6 2 6
IV	ADVANCED BG DESIGN (C8) ADVANCED CHARACTER DESIGN (C9) ADVANCED TEXTURING IN MAYA (C10)		DIGITAL PAINTING (SEC-2)		ARCHITECTURAL VISUALIZATION (GE-4)	C8=6X15 C9=6X15 C10=6X15 SEC2=2X15 GE4=6X15	6 6 6 2 6
V	CG LIGHTING & RENDERING (C11) RIGGING FOR ANIMATION (C12)			EDP (DSE-1) AV EDITING (DSE-2)		C11=6X15 C12=6X15 DSE1=6X15 DSE2=6X15	6 6 6 6

VI	3D ANIMATION (C13)			FILM COMPOSITING (DSE3)		C13=6X15	6
	CHARACTER ANIMATION (C14)			VISUAL EFFECTS (DSE4)		C14=6X15 DSE3=6X1 5 DSE4=6X1 5	6 6 6 6
						Total Credits	140