

B.Sc. in Animation Curriculum

» COURSE STRUCTURE

» SEMESTER-I

- › Preproduction and Visual Development
- › Digital Tools and Animation
- › Character and Background Designing
- › Generative AI and Effect Animation
- › Creative Graphics
- › Creative Writing Essential (AEC I)
- › Prompt Engineering (SEC I)
- › Value Addition Course I
- › Advertisement and Media (MDC I)
- › Storyboarding and Animatics(Project)

» SEMESTER-II

- › 3D Hard Surface Fabrication
- › Texture Craft and Material Mastery
- › 3D Animation Aesthetics: Lighting and Rendering
- › 3D Sculpting and Character Modeling
- › Ability Enhancement Course III
- › Camera Operator(SEC III)
- › ART and Tradition (VAC III)
- › C and C++ (MDC II+MOOC)
- › Character Skinning and Rigging (Project)

» SEMESTER-V

- › Motion Graphics
- › Advanced Dimensional Design Techniques
- › Modifiers and Metamorphosis
- › Elective I (Specialization II)
- › Elective II (Specialization II)
- › Design and Facilitation of E-Learning Courses(SEC V)
- › INTERNSHIP Program I

» SEMESTER-VI

- › Advanced Integration Techniques
- › Interactive Production
- › Comprehensive Interactive Learning simulation
- › Elective V (Specialization II)
- › Elective VI (Specialization II)
- › Python(MDC-V/MOOC)
- › INTERNSHIP program-II

» SEMESTER-III

- › Animation Principles and Execution
- › Advanced Character Animation
- › Background and Experimental Animation
- › Lip Sync and Facial Expression
- › Ability Enhancement Course II
- › Sound Engineering (SEC II)
- › Fine Arts (VAC II)
- › Basics of Photography (MDC II)
- › 2D Animation Film Making(Major Project)
- › CERTIFICATION ADOBE (Optional)

» SEMESTER-IV

- › 3D Character Animation
- › 3D Facial Animation and Lip Sync
- › Visual Design for Games
- › Advanced Simulation
- › Ability Enhancement Course IV
- › Design Thinking and Innovation (SEC IV)
- › Website Interfaces Designing (VAC IV)
- › Moodle Learning Management System (MDC IV+MOOC)
- › 3D Animation Film Making (Major Project)
- › CERTIFICATION AUTODESK, BLENDER (Optional)

» SEMESTER-VI

- › Post-Production Essentials
- › The Art of Surfaces
- › Motion Lab for Interactive Learning
- › Elective III (Specialization II)
- › Elective IV (Specialization II)
- › Project eLearning (Project)

» SEMESTER-VII

- › Virtual Entertainment
- › LIVE BROADCAST essential
- › Immersive Dynamics
- › Project Instructional Designing
- › Elective VII (Specialization II)
- › Elective VIII (Specialization II)
- › Instructional Designing (Major project)
- › Specialization II (Major project)
- › CERTIFICATION Specialization Specific(Optional)