

**B. SC. ANIMATION N GRAPHICS DESIGNING**

SN	TYPES OF COURSE	SEM I	SEM II	SEM III	SEM IV	SEM V	SEM VI
1	<b>CORE COURSES</b>	Basics of Computer	Computer Animation Concepts	Photoshop, Coral Draw & Quark XPress	Gaming production		
2		Colors theory and Preproduction concepts	Multimedia Technology	Audio & Video Composing and Editing: Tools & Techniques	<b>ELECTIVE I</b>		
3		Flipbook Animation	Cinematography and film production process	Modeling & Texturing			
4	<b>AECC (ABILITY ENHANCEMENT COMPULSORY COURSE)</b>	Environmental Studies	Communicative English				
5	<b>SEC( SKILL ENHANCEMENT COURSE)</b>			Entrepreneurship	Mini Project I	ART LAB I	ART LAB II
6	<b>DSE ( DISCIPLINE SPECIFIC ELECTIVES) /CHOICE BASED</b>					<b>ELECTIVE II</b>	<b>ELECTIVE III</b>
						Advanced 3D Texturing, Rigging & Muscle systems I	Advanced 3D Texturing, Rigging & Muscle systems II
						Summer Training	Major Project
7	<b>LAB COURSES</b>	Basics of Computer LAB	Computer Animation Concepts LAB	Photoshop, Coral Draw & Quark Xpress LAB	Gaming production LAB		
8		Flipbook Animation LAB	Cinematography and film production process LAB	Modeling & Texturing LAB	Adobe Illustrator LAB	Advanced 3D Texturing, Rigging & Muscle systems I LAB	Advanced 3D Texturing, Rigging & Muscle systems II LAB

9		Colors theory and Preproduction concepts Lab	Multimedia Technology LAB	Audio & Video Composing and Editing: Tools & Techniques LAB	<b>ELECTIVE I LAB</b>	<b>ELECTIVE II LAB</b>	<b>ELECTIVE III LAB</b>
		<b>DSE ( DISCIPLINE SPECIFIC ELECTIVES)</b>					
		<b>SEM IV</b>	<b>SEM V</b>	<b>SEM VI</b>			
		<b>ELECTIVE I</b>	<b>ELECTIVE II</b>	<b>ELECTIVE III</b>			
		Digital Film Making	Stop Motion Animation	Advanced modeling with -Z Brush			
		Digital Sculpturing	2D Animation	3D Animation			