

B.Voc Graphic and Animation

SEM-I					
	Course Code	Name of the Course	Software	Hours Per Week	Credit

Theory					
1		English I - Communication Skills		3	4
2		Basic Computer Application 1 (P)		3	3
3		Foundation Art - 1 (Basic Sketching and Human Anatomy in Drawing)		3	4
4		Basic and Graphics Design Principal, History & Colour Theory.		4	5
5		Illustrations and Digital Art (P)	Adobe Illustrator	4	4
6		Web Applications design	HTML,CSS, JAVA, Dreamweaver	4	5
7		Layout Design And Image-Editing (P)	Adobe Photoshop	3	3
8		Website Development Coding (P)	PHP, .net, Wordpress,	4	4
				28	32

SEM-II					
	Course Code	Name of the Course		Hours Per Week	Credit

Theory					
1		Communication Skill-II (English)		3	4
2		Basic Computer Application 2 (P)		3	4
3		Foundation Art - 2 (Character Designer, Perspectives Drawings and Storyboard Design)		4	5
4		Movie making Production (Pre-Production, Production, Post- Production)		4	4
5		Video & Audio editing	Adobe Premiere Pro	4	5
6		Visual Effects And Compositing (P)	Adobe After Effects	4	4
7		Short Film Making (Project-I)		3	3

25 29

SEM-III					
	Course Code	Name of the Course		Hours Per Week	Credit

Theory					
1		History of Animation and Principles of Animation		5	6
2		Production Sketching, Character Key drawing (Classic Animation)		5	6
3		Cel Animation and Tracing		5	6
4		2D Digital Animation (P)	Adobe Animate	6	6
5		Make 1 min 2D Movie (Projects-II)		5	5
				26	29

SEM-IV

	Course Code	Name of the Course		Hours Per Week	Credit
Theory					
1		Introduction of 3Ds MAX	3Ds Max	4	5
2		3D Modelling and Texuring		4	5
3		Lighting and Render		4	5
4		3D Animation		4	5
5		Arnold Render in 3Ds Max		3	3
		V- Ray Lighting & Rendering		4	4
6		3D Showreel 1min (Project-III)			2
7		Internship 1 (30 days)		2	
				23	31

SEM-V

	Course Code	Name of the Course		Hours Per Week	Credit
Theory					
1		Introduction of 3D Maya	3D MAYA	3	4
2		3D Character Modeling		4	5
3		Texturing 3D Models with Maya		4	5
4		Muscle System		4	5
5		Rigging with MAYA		4	4
6		Character Animation		5	4
7		Lighting & Rendering		3	3
8		3D Animation Movie 1 min (Project-IV)		0	2
				27	32

SEM-VI

	Course Code	Name of the Course		Hours Per Week	Credit
Theory					
1		Maya Dynamics, Particle System		5	6

2		Hair and Fur, Bifrost,	3D MAYA	5	6
3		Arnold Render in MAYA		5	6
4		Internship 2 (60 days)			4
5		Portfolio Presentation			6
				15	28

Total Hrs.	Uty exam dur.(hrs)	Weight Ratio	
		Intrnal Evaul	External Evaul

54	0	2	1
54	3	1	4
54	3	1	4
72	3	1	4
72	3	1	4
72	3	1	4
54	3	1	4
72	3	1	4
504			

Total Hrs.	Uty exam dur.(hrs)	Weight Ratio	
		Intrnal Evaul	External Evaul

54	3	1	4
54	3	1	4
72	3	1	4
72	3	1	4
72	3	1	4
72	3	1	4
72	3	1	4
54	3	1	4

450

Total Hrs.	Uty exam dur.(hrs)	Weight Ratio	
		Intrnal Evaul	External Evaul

90	3	1	4
90	3	1	4
90	3	1	4
108	3	1	4
90	3	1	4

468

Total Hrs.	Uty exam dur.(hrs)	Weight Ratio	
		Intrnal Evaul	External Evaul
72	3	1	4
72	3	1	4
72	3	1	4
72	3	1	4
54	3	1	4
72	3	1	4
0			
0			

414

Total Hrs.	Uty exam dur.(hrs)	Weight Ratio	
		Intrnal Evaul	External Evaul
54	3	1	4
72	3	1	4
72	3	1	4
72	3	1	4
72	3	1	4
90	3	1	4
54	3	1	4
0			

486

Total Hrs.	Uty exam dur.(hrs)	Weight Ratio	
		Intrnal Evaul	External Evaul
90	3	1	4

90	3	1	4
90	3	1	4
0			
0			
270			