SWAMI VIVEKANAND SUBHARTI UNIVERSITY
UGC Approved
Meerut

ORDINANCE GOVERNING

ORDINANCE NO. V (82 B)

BACHELOR OF FINE ARTS (Research)

ANIMATION

4-Year Degree Programme (FYDP)

AS PER NEP-2020

Swami Vivekanand

SUBHARTI UNIVERSITY

Meerut

Effective from Session 2023-24

Year-wise Structure UG Programs
BFA Animation- Syllabus

Year/Semester		Subject I	Subject II	Subject III	Subject IV	Subject V	Vocational	Co-Curricular	Industrial Training/ Survey/ Project	Credits	(Min.-Max. Total Credits)After completion {Minimum Credits} [MaxDuration in years]
		Major	Major	Major	Major	Minor/ Elective	Minor	Minor	Major		
		Credits	Credits	Credits	Credits	(4) Credits	3 Credits	2 Credits	3 Credits		
Year	**Sem**	**Own Faculty**	**Own Faculty**	**Own Faculty**	**Any Faculty**	**Other Faculty**	**Vocational Faculty**	**Co- Curricular**	**Skill Enhancement Course (SEC)/Inter/Intra Faculty related to main Subject**	**Total Min.-Max. of the semester/ year**	
1	I	Fundamental of Art & Animation (4)	Print Media & Graphics (4)	Digital Art (4)	Script Writing & Story Board Development (4)	Choose any course from other Faculty Hindi/ English communication (4)	A Student chooses one vocation from list of Vocational Courses provided by the University	Food Nutrition and Hygiene	–	21	Certificate in Animation (21+25= 46)
	II	History of Indian Art (4)	Digital Illustration (4)	2D Digital Animation (4)	Colour Composition (4)		A Student chooses one vocation from list of Vocational Courses provided by the University	First Aid and Health	–	25	
2	III	History of Western Art (4)	Digital Audio & Video Editing (4)	Cinematography For VFX (4)	Autocad (4)	Choose any MOOC course from SWAYAM	A Student chooses one vocation from list of Vocational Courses provided by the University	Human Values and Environmental studies	–	21	Diploma in Animation (21+25=46) Total=92
	IV	Aesthetics (4)	3D Modeling – I (4)	3D Texturing, Lighting and Rendering- I (4)	Character Anatomy & Comic Design (4)		A Student chooses one vocation from list of Vocational Courses provided Studies	Physical Ed. And Yoga	–	25	

3	V	3D Modeling- II (5)	3D Character Setup and Animation (5)					Analytic Ability and Digital Awareness	Industrial Survey (3)	25	Bachelor of Fine Arts in Animation (25+22=47) Total=139
		3D Texturing, Lighting and Rendering- II (5)	Games Art and Design (5)								
	VI	Advanced Animation and Particles (6)	3D Dynamics and Simulation (6)					Communication Skills and Personality Development	Internship (8)	22	
4	VII	Basics of Research Methodology (5)	Portfolio Development (Graphics/ VFX/2D Animation / 3D) (5)			Constitution of India/ Cultural/NSS (4)			Project Report (6)	30	Bachelor (Research) of Fine Arts in Animation (26+30=56) Total=195
		Animation Research Fundamentals (5)	Specialization – I (Graphics/ VFX/2D Animation/ 3D) (5)								
	VIII	History of Animation (5)	Show Reel (Graphics/ VFX/2D Animation / 3D) (5)						Dissertation (6)	26	
		Academic Writing Techniques (5)	Specialization – II (Graphics/ VFX/2D Animation/ 3D) (5)								

*Exit with Bachelor's (Research) of Fine Arts in Animation

Course Type	Course Code	Course Name
Core Course	BFA-ANI-101	Fundamental of Art & Animation
	BFA-ANI-111	Print Media & Graphics
	BFA-ANI-112	Digital Art
	BFA-ANI-113	Script Writing & Story Board Development
	BFA-ANI-201	History of Indian Art
	BFA-ANI-211	Digital Illustration
	BFA-ANI-212	2D DigitalAnimation
	BFA-ANI-213	Colour Composition
	BFA-ANI-301	History of Western Art
	BFA-ANI-311	Digital Audio & Video Editing
	BFA-ANI-312	Cinematography For VFX
	BFA-ANI-313	AutoCAD
	BFA-ANI-401	Aesthetics
	BFA-ANI-411	3D Modeling- I
	BFA-ANI-412	3D Texturing, Lighting and Rendering- I
	BFA-ANI-413	Character Anatomy & Comic Design
	BFA-ANI-511	3D Modeling- II
	BFA-ANI-512	3D Texturing, Lighting and Rendering- II
	BFA-ANI-513	3D Character Setup and Animation
	BFA-ANI-514	Games Art and Design
	BFA-ANI-611	Advanced Animation and Particles
	BFA-ANI-612	3D Dynamics and Simulation
	BFA-ANI-613	Internship
	BFA-ANI-701	Basics of Research Methodology

	BFA-ANI-711	Animation Research Fundamentals
	BFA-ANI-714	Project Report
	BFA-ANI-801	History of Animation
	BFA-ANI-811	Academic Writing Techniques
	BFA-ANI-814	Dissertation
Discipline Specific Elective	BFA-ANI-515	Industrial Survey
	BFA-ANI-712	Portfolio Development (Graphics/ VFX/2D Animation / 3D)
	BFA-ANI-713	Specialization – I (Graphics/ VFX/2D Animation/ 3D)
	BFA-ANI-812	Show Reel (Graphics/ VFX/2D Animation / 3D)
	BFA-ANI-813	Specialization – II (Graphics/ VFX/2D Animation/ 3D)
AECC	AEC-01	English Communication/ Hindi Communication
	AEC-02	MOOC/ SWAYAM Course
	AEC-03	Constitution of India/ Cultural/ NCC/ NSS
Co-Curricular	ZO10101T	Food Nutrition and Hygiene
	ZO20201	First Aid and Health
	Z030301	Human Values and Environmental studies
	Z040401	Physical Ed. And Yoga
	Z050501	Analytic Ability and Digital Awareness
	Z060601	Communication Skills and Personality Development

Vocational Courses					
Sr.	Course Name	Semester	Credit	Dept./College	Codes
1	Basic of Electric Welding &Structure	1st	3	Engineering	VOC-1-BEWS
2	Introduction to Digital Marketing	1st	3	Engineering	VOC-1-IDM
3	Still Life &Landscape (Water color)	1st	3	Fine Arts	VOC-1-SLL
4	Guidance &Counseling	1st	3	Home Science	VOC-1-GC
5	Front Office Management	1st	3	Hotel Management	VOC-1-FOM
6	Social Media Management	1st	3	Journalism	VOC-1-SMM
7	Real Estate Business Management	1st	3	Management	VOC-1-REBM
8	Sports Journalism	1st	3	Physical Education	VOC-1-SJ
9	Computer Hardware &Installation	1st	3	Science	VOC-1-CHI
10	Draftsman	2nd	3	Engineering	VOC-2-D
11	Clay Modeling	2nd	3	Fine Arts	VOC-2-CM
12	Early Childhood Care and Education	2nd	3	Home Science	VOC-2-ECCE
13	Food &Beverage Operations	2nd	3	Hotel Management	VOC-2-FBD
14	Designing for Publicity	2nd	3	Journalism	VOC-2-DP
15	Library Book Management &Preservation	2nd	3	Library Science	VOC-2-LBMP
16	Sales Management	2nd	3	Management	VOC-2-SM
17	Data Entry/ Application of office Tools	2nd	3	Science	VOC-2-DOT
18	Basic of CAD &CAM	3rd	3	Engineering	VOC-3-BCC
19	Choreography	3rd	3	Fine Arts	VOC-3-CRG

20	Preservation of Fruits &Vegetable	3rd	3	Home Science	VOC-3-PFV
21	Bar Operations	3rd	3	Hotel Management	VOC-3-BO
22	Mobile Journalism	3rd	3	Journalism	VOC-3-MJ
23	Tally and Financial Accounting	3rd	3	Management	VOC-3-TFA
24	Production Engineering	3rd	3	Polytechnic	VOC-3-PE
25	Programming with Python &IOT	3rd	3	Polytechnic	VOC-3-PPI
26	Graphics Designing	3rd	3	Science	VOC-3-GD
27	Screen Printing	4th	3	Fine Arts	VOC-4-SP
28	Indian Traditional Embroidery	4th	3	Home Science	VOC-4-ITE
29	Basic of Art of Baking	4th	3	Hotel Management	VOC-4-BAB
30	Photo &Videography	4th	3	Journalism	VOC-4-PV
31	Basics of Digital Library	4th	3	Library Science	VOC-4-BDL.
32	Office Management	4th	3	Management	VOC-4-0M
33	Power Electronics	4th	3	Polytechnic	VOC-4-PE
34	Refrigeration and Air Conditioning	4th	3	Polytechnic	VOC-4-RAC
35	Computer Networking	4th	3	Science	VOC-4-CN

Core Course- Fundamentals and Principles of Art

Programme/ Class: UG Certificate in Animation	**Year:** First	**Semester:** First
Subject: Core Course		
Course Code: BFA-ANI-101	**Course Title:** Fundamental of Art & Animation	

Course Out Come:

1. Work with students to develop their individual drawing techniques. To understand role of forms in art. Use texture to develop depth and dimension. Students come to know about variation of brush stroke.
2. To make student clear that how we can enhance the power of color and their psychological impact.
3. For developing their design skills and visual communication abilities. Typography is the art and technique of arranging type to make written language legible, readable, and visually appealing.
4. Express students that how can we make intuitive and spontaneous art work. Balance in art contributes to the aesthetic potency of visual image. Rhythm in art represent the easy moment of viewer eye. Students need to focus on this so that the viewer will appreciate the art image.
5. Teach student that in art perspective is a system of representing the way that objects appear to get smaller and closer together the further away they are in the scene.
6. Proportions and layout play a crucial role in various design disciplines, including graphic design, architecture, interior design, and even photography.

Credits: 04	**Core Course (Major Theory)**
Max. Marks: 40 + 60	**Min. Passing Marks:**

Total No. of Lecture-PPT-Demonstration-Written description (in hours per week) 04 hours

Unit	Topic	No. of Practical (Total Hours - 48)
Unit-I	**Elements of Art** Dot & Line, Shape, Form, Space, Value and Texture.	04
Unit-II	**Colour** Introduction to RYB mode, hue, value, saturation, Colour Wheel, Colour harmony, Colour Schemes, Colour Blending (Additive model & Subtractive model) &Colour Psychology.	12
Unit-III	**Typography** Elements of typography- Essentials of Typography –Type style, Usage, Bit Mapped Fonts, Post Script fonts.	08
Unit-IV	**Principles of Art** Balance, Emphasis, Movement, Rhythm, Unity, Variety and	10

	Proportion.	
Unit-V	**Perspective** Types of Perspective views – Linear perspectives vs. Aerial Perspective, Perspective terminology – horizon line/eye level, station point , picture plane, vanishing point – linear Perspective construction methods - one point perspective, two point perspective, three point perspective.	06
Unit-VI	**Proportions & Layout** Kinds of proportion, Golden mean proportion, Liner proportion, Ariel proportion, Human figure proportion, Portrait proportion. Layout production Process- Page-makeup & Layout. Typeface design, copy fitting, special designs.	08

Suggested Readings:

1. चित्रकलाकेमूलाधार(विविधपक्ष) - डॉ. जूहीशुक्ला
2. Fundamentals of visual Art - Dr. Anju Choudhary.
3. An introduction to Art Techniques – The DK Art School.
4. Art Fundamentals (Theory and Practice) Twelfth Edition – Ocvirk, Stinson, Wigg, Bone, Cayton.
5. Basics of Design (Layout & Typography for Beginners) Second Edition – Lisa Graham

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Programme/Class: Certificate in Animation	**Year:** First	**Semester:** First
Course Code: BFA-ANI-111	**Course Title:** Print Media & Graphics	

Course outcomes:

The Student at the completion of the course will be able to:

1. Navigate and use Corel Draw's interface effectively.
2. Create visually appealing layouts and designs for print media.
3. Understand and apply design principles, including color theory and typography.
4. Manipulate and edit vector graphics and illustrations.
5. Prepare print-ready files with the appropriate resolution and color modes.
6. Troubleshoot and resolve common design issues.

Credits: 6	**Core Compulsory**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4

Unit	Topics	No. of Lectures
I	**Introduction to Corel DRAW** • Installing Corel DRAW Graphics Suite • Basics of Corel DRAW • Vector Graphics and Bitmaps • Starting and Opening Drawings • Previewing Drawings • Viewing Modes • Saving and Closing Drawings • Corel DRAW Workspace • Creative Tools and Content • Touchscreen and Wheel Devices	06
II	**Lines, Shapes, and Outlines** • Lines, Outlines, and Brushstrokes • Shapes and Shape Objects • Symmetrical Drawing	03

III	**Working with Objects, Symbols, and Layers** • Introduction to Objects • Linking and Embedding Objects • Layers and Symbols • Managing and Tracking Projects	04
IV	**Colour, Fills, and Transparencies** • Colour • Colour Models and Depth • Choosing Colours • Creating and Editing Colour Palettes • Uniform Fills and Fountain Fills • Vector and Bitmap Pattern Fills • Texture, PostScript, and Mesh Fills • Object Transparency • Managing Colours	08
V	**Exploring Special Effects** • Lenses • Adding 3D Effects • Mosaics	04
VI	**Working with Text** • Adding and Manipulating Text • Formatting Text • Managing Fonts • Writing Tools	04
VII	**Templates and Styles** • Templates • Using and Finding Templates • Managing Templates • Creating and Editing Templates • Introducing Styles and Style Sets • Creating, Applying, and Editing Styles and Style Sets • Managing Default Object Properties • Importing and Exporting Style Sheets • Colour Styles • Creating and Applying Colour Styles • Editing and Viewing Colour Styles • Exporting and Importing Colour Styles	10

VIII	**Pages and Layout** • Pages and Layout Tools • Page Layout and Background • Adding and Deleting Pages • Rulers • Document Grid and Pixel Grid • Tables • Adding Tables • Selecting, Moving, and Navigating Table Components • Inserting and Deleting Table Rows and Columns • Formatting Tables and Cells • Converting Tables to Text	08
X	**Introduction to Bitmaps** • Working with Bitmaps • Converting Vector Graphics to Bitmaps • Importing and Cropping Bitmaps • Bitmap Dimensions and Resolution • Straightening Bitmaps • Image Adjustment Lab • Adjusting Colour and Tone Tone Curve Filter • Special Effects Categories • Bitmap Colour Modes • Introducing Trace • RAW Camera Files	10
Suggested Readings: Corel DRAW X7: The Official Guide, 11th Edition by Gary David Bouton Corel Draw Training Guide Know the Tips, Techniques and Ideas for Creating Art Prof. Satish Jain,M. Geetha		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/Attendance		
Course pre requisites: The eligibility for this paper is 10+2 with any subject		

Programme/Class: Certificate in Animation	Year: First	Semester: First
Course Code: BFA-ANI-112	Course Title: Digital Art	

Course outcomes:

The Student at the completion of the course will be able to:

1. Create digital art using Adobe Photoshop.
2. Understand and apply fundamental principles of composition, color theory, and visual storytelling.
3. Use various Photoshop tools and features for digital painting, photo manipulation, and graphic design.
4. Demonstrate proficiency in digital illustration, character design, and concept art.
5. Employ advanced techniques for digital art, including layer masking, blending modes, and filters.
6. Adapt to emerging trends and technologies in the field of digital art and design.

Credits: 6	Core Compulsory
Max. Marks:	Min. Passing marks:

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4

Unit	Topics	No. of Lectures
I	**Introduction: Variations in Photoshop Applications**	02
II	**Getting Acquainted with Photoshop** • The Photoshop Environment • Palettes and the Palette Well • Creating Custom Workspaces • Opening Images • Using the File Browser • Image Magnification • Viewing Document Information • Moving the Image • Undoing Mistakes and The History Palette • Displaying Drawing Guides • Making Measurements • Adding Annotations • Setting Preferences	08

III	**Basic Image Manipulation** • Bitmap Images • Vector Images • Image Size and Resolution Settings • Scanning Images • Creating New Images • Placing Files	04
IV	**Creating Web Galleries and PDF Converts** • PDF Presentation • Slide Show Presentation	02
V	**Editing Raw Photos in Camera** • Colour options for background shades • Photo lighting and Temperature	04
VI	**Color Basics** • Color Modes and Models • Color Mode Conversion • Previewing Color Differences Between Operating Systems • Color Management • Foreground and Background Colors • Using the Color Picker • Selecting Colors with the Color Palette • Selecting Colors with the Eyedropper Tool • Selecting Colors with the Swatches Palette	06
VII	**Painting Tools** • Painting Tools • The Brush Tool • Blending Modes • The Pencil Tool • The Eraser Tool • The Magic Eraser Tool • The Background Eraser Tool • Using the Art History Brush • Using the History Brush	10

VIII	**Work with layers** • Examine and convert layers • Add and delete layers. • Add a selection from one image to another • Organize layers with layer sets and colors. • Use a layer mask with a selection. • Work with layer masks and layer content. • Control pixels to blend colors. • Eliminate a layer mask. • Use an adjustment layer. • Create a clipping mask	**10**
X	**Demonstrate the ability to make selections** • Make a selection using shapes • Modify a marquee. • Select using color and modify a selection. • Add a vignette effect to a selection	**04**

Suggested Readings:

1. Adobe Photoshop Classroom in a Book (2023 Release) by Conrad Chavez
2. The Digital Darkroom: The Definitive Guide to Photo Editing by James Abbott

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

Course pre requisites: The eligibility for this paper is 10+2 with any subject

At the End of the whole syllabus any remarks/ suggestions:

Programme/Class: Certificate in Animation	**Year:** First	**Semester:** First
Course Code: BFA-ANI-113	**Course Title:** Script Writing & Story Board Development	

Course outcomes:

The Student at the completion of the course will be able to:

1. Develop well-structured and engaging scripts for different media formats.
2. Understand the principles of storytelling, plot development, and character creation.
3. Create professional storyboards that visually convey narrative elements and camera angles.
4. Communicate ideas and narratives effectively through visual storytelling.

Credits: 4	**Core Course Any Faculty**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-4

Unit	Topics	No. of Lectures
I	**Introduction to Scriptwriting:** • Introduction to Script writing • The language of cinema • Requirement for the script • Scenes & Shots	04
II	**Introduction to Story board** • Introduction to Thumbnails • The frame /Aspect ratio • Types of story boards • Scene and shots • Different types of camera angle • The language of storyboards • Overview of storyboarding and its role in the production process • Basics of visual storytelling and composition • Introduction to storyboard software and tools	08

III	**Three pillars of storyboard** • Events, camera, sound. Storyboard language/conventions/iconography. Stick figures, perspective boxes, camera arrows, multiple panels, transitions, dialogue, soundtrack concept & design development. • Model sheet, character expression sheet.	04
IV	**Script Structure and Formatting** • Understanding the three-act structure • Mastering screenplay formatting and terminology • Analyzing well-structured scripts from various genres	04
V	**Character Development** • In-depth exploration of character creation • Crafting complex and relatable characters • Developing character relationships and dynamics	04
VI	**Creating Storyboards** • Step-by-step guide to creating storyboards • Translating scripts into visual sequences • Storyboarding for action, dialogue, and special effects scenes	06

Suggested Readings:

1. Storyboard Design Course by Giuseppe Cristiano ---- Barron"s
2. How to write for Animation – Jeffery Scott- The Overlook Press Woodstock and New York
3. The Art of layout and storyboarding – Mark T.Byrne

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

Course pre requisites: The eligibility for this paper is 10+2 with any subject

At the End of the whole syllabus any remarks/ suggestions:



Programme/Class: Certificate	Year: First	Semester: First
CourseCode:Z010101T	Course Title: Food, Nutrition and Hygiene	

Course outcomes:

The Student at the completion of the course will be able to:

1. To learn the basic concept of the Food and Nutrition
2. To study the nutritive requirement during special conditions like pregnancy and lactation
3. To learn meal planning
4. To learn 100 days Nutrition Concept
5. To study common health issues in the society
6. To learn the special requirement of food during common illness

Credits: 2	Co-Curricular Course Compulsory
Max. Marks:	Min .Passing Marks:

TotalNo.ofLectures-Tutorials-Practical(inhoursperweek):L-T-P:2-0-0

Unit	Topics	No. of Lectures
I	Concept of Food and Nutrition • Definition of Food ,Nutrients, Nutrition ,Health, balanced Diet • Types of Nutrition-Optimum Nutrition, under Nutrition ,Over Nutrition • Meal planning-Concept and factors affecting Meal Planning • Food groups and functions of food	8
II	Nutrients: Macro and Micro RDA, Sources, Functions, Deficiency and excess of •Carbohydrate •Fats •Protein •Minerals •Major: Calcium, Phosphorus, Sodium, Potassium Trace: Iron, Iodine, Fluorine, Zinc Vitamins •Water soluble vitamins: Vitamin B, C Fat soluble vitamins: Vitamin A, D, E, K •Water	7

	•Dietary Fibre	
III	1000 days Nutrition • Concept, Requirement, Factors affecting growth of child • Prenatal Nutrition (0 - 280 days): Additional Nutrients' Requirement and risk factors during pregnancy • Breast / Formula Feeding (Birth – 6 months of age) Complementary and Early Diet (6 months – 2 years of age)	**8**
IV	Community Health Concept Causes of common diseases prevalent in the society and Nutrition requirement in the following: • Diabetes • Hypertension (High Blood Pressure) Obesity • Constipation Diarrhea Typhoid • National and International Program and Policies for improving Dietary Nutrition • Immunity Boosting Food	7

Suggested Readings:

1. Singh, Anita,"FoodandNutrition",StarPublication,Agra,India,2018.
2. 1000Days-Nutrition_Brief_Brain-Think_Babies_FINAL.pdf
3. https://pediatrics.aappublications.org/content/141/2/e20173716
4. https://www.ncbi.nlm.nih.gov/pmc/articles/PMC5750909/

Suggested Continuous Evaluation Methods:

MCQs,PracticalDiet/MealPlanning,assignmentsPresentations,groupDiscussion,Casestudy,Survey

Suggested equivalent online courses:

https://www.udemy.com/course/internationally-accredited-diploma-certificate-in-nutritionDiplomain Human Nutrition-Revised Offered by Alison

SEMESTER II

Core Course -History of Indian Art

Programme/ Class: UG UG Programme/ Class	**Year:** First	**Semester:** Second
Subject: Core Course		
Course Code: BFA-ANI-201	**Course Title:** History of Indian Art	

Course Out Come:

1. They know about the information about art of prehistoric age and characteristics of painting, sculpture architecture of Indus valley civilization.
2. To know the art style of Shaishunaak & Nand period and about Jogimara cave paintings.
3. They know about the characteristics Gandhara art and Ajanta cave paintings.
4. Analyze the differences and similarities between Bagh, Badami, Sittanvasal, Ellora, Elephanta Cave paintings.
5. They know about the characteristics of Chola art and Introduction of Company school of Painting.

Credits: 4	Core Course
Max. Marks: 40+ 60	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 4-0-0

Unit	**Topic**	**No. of Theory class: 45 Hours**
1.	Prehistoric Age , Indus Valley Civilisation	6 Hours
2.	Shaishunaak & Nand period, Jogimara caves	6 Hours
3.	Gandhara Art, Ajanta Caves	6 Hours
4.	Bagh, Badami, Sittanvasal, Ellora & Elephanta Caves	4 Hours
5.	Chola Art, Pal School, Rajasthan School, Mughal School	13 Hours
6.	Pahari School, Company School of Art.	14 Hours

Suggested Readings:

1. Outlines of Indian Arts (Architecture, Painting, Sculpture, Dance & Drama), R.N. Mishra
2. अजंता का वैभव, अरुण प्रकाश, सूचना एवं प्रसारण मंत्रालय, भारत सरकार
3. Historical Development of Contemporary Indian Art 1880-1947, Lalit Kala Akademi, New Delhi
4. Roots of Indian Art, S.P. Gupta

5. Indian Art, Partha Mitter 6. Indian Art and Culture Nitin Singhania 7. The History of Indian Art, Sandhya Ketkar
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Programme/Class: Certificate in Animation	**Year:** First	**Semester:** Second
Course Code: BFA-ANI-211	**Course Title:** Digital Illustration	

Course outcomes:

The Student at the completion of the course will be able to:

1. Utilize Adobe Illustrator effectively for digital illustration and graphic design.
2. Apply design principles, including composition, color theory, and typography, to create visually appealing artwork.
3. Create vector-based illustrations suitable for both small and large-scale projects.
4. Understand and use essential Illustrator tools and features for drawing and editing.
5. Produce digital illustrations for a range of applications, from logos to posters to digital media.
6. Prepare digital artwork for print and web publication.

Credits: 6	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4

Unit	Topics	No. of Lectures

I	**Getting to know the work area** • Control panel • Working with panels • Tool panel • Saving your work • Using multiple artboards • Customizing your workspace	02
II	**Selecting and aligning** • Selection Tool v. Direct Selection Tool • Magic Wand • Grouping objects • Aligning objects	02
III	**Basic shapes** • Basic Shape Tools • Stroke and Fill • Line segments • Joining paths • Modifying basic shapes	04
IV	**Pathfinder** • Shape Modes v. Pathfinders • Shape builder	02
V	**Transforming objects** • Scaling objects • Reflecting objects • Distorting objects • Shearing objects • Making multiple transformations	02
VI	**Drawing with the pen tool/pencil tool** • Creating straight lines • Creating curved paths • Curves and corner anchor points • Selecting and manipulating curves • Pencil tool • Changing pencil tool options • Smooth tool • Variable-width strokes • Drawing tablet	06
VII	**Using color** • CMYK v. RGB • Color panel • Color guide • Appearance panel • Creating and saving custom colors • Swatch libraries • Spot colors • Live paint • Kuler color panel	06
VIII	**Type** • Importing text files • Using columns • Threading Text • Character Panel • Character Styles • Paragraph Panel • Type on a path • Outlining type	04
IX	**Layers** • Creating layers • Moving layers • Locking layers • Viewing layers • Merging layers • Isolation mode	04
X	**Gradients and blends** • Linear vs. Radial Gradients • Using the Gradient Panel • Changing colors of gradient • Changing direction of gradient • Transparency and gradients • Gradient Tool • Blending objects • Specified Steps vs. Smooth Color • Modifying blends	04
XI	**Working with symbols** • Symbol libraries • Creating symbols • Editing symbols • Applying a symbols instance • Breaking link to symbol • Symbol sprayer tool	04
XII	**Brushes** • Brush libraries • Creating own brushes • Pattern brushes • Bristle Brush	04

XIII	**3d objects** • 3D effects • Modifying 3D object • Mapping artwork to 3D object • Perspective grid	04

Suggested Readings:

1. **Adobe Illustrator Classroom in a Boo** by Brian Wood
2. **Illustrator CC: Visual QuickStart Guide** by Elaine Weinmann and Peter Lourekas
3. **Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork** by Von Glitschka

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

Programme/Class: Certificate in Animation	**Year:** First	**Semester:** Second
Course Code: BFA-ANI-212	**Course Title:** 2D Digital Animation	

Course outcomes:

The Student at the completion of the course will be able to:

1. Utilize Adobe Animate CC effectively for 2D digital animation.
2. Apply animation principles such as timing, spacing, and anticipation to create compelling motion.
3. Create animated characters, objects, and scenes suitable for different digital platforms.
4. Understand and use essential Animate CC tools and features for animation and interactivity.
5. Demonstrate proficiency in creating complex animation sequences and interactive elements.
6. Adapt to different animation styles and techniques.

Credits: 6	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4

Unit	Topics	No. of Lectures
I	**Introduction to animation** • History of animation: Types of animation • Understanding and learning the Principles of animation through the view of different animation films	04
II	**Flip Book** • Drawing a detail flip book with minimum 30 pages following the principles of animation	08

III	**2D Software Interface** • Understanding the 2d software interface • Drawing tools, pen tools and other necessary tools to create any drawing in the frames.	04
IV	**Frame by frame animation** • Creating frame by frame animation for a short animation (maximum 10 sec with simple drawing. • Creating simple frame by frame animation for a short animation (maximum 20 sec with color drawings and background.	04
V	**Tween** • Creating simple animation with shape, classic & motion tweening. • Creating simple animation with shape and classic tween together	02
VI	**Ball animation** • Drawing the ball with gradient color . • Creating key frames for the animation sequence • Creating stretch and squash for the ball animation • Creating timing and motion for the ball animation • Giving tween to the sequence of ball animation • Creating the shadow layer for the ball animation	06
VII	**Character drawing and creating symbols** • Drawing simple character with pen tool or shape tool • Preparing the character for animation: dividing each body parts into symbol • Creating symbols, types of symbols	04
VIII	**Human walk cycle** • Drawing the cycle sheet for a human walk cycle. • Creating the key frames for the walk cycle. • Giving the tween to the figure with normal walk cycle. • Creating four different types of walk cycle (jump, run, tip toe, crawl).	04
IX	**Lip Synchronization** • Knowing the alphabets and its movements • Creating the mouth shapes for each letters and movements of the lips. • Creating expression and emotion in character. • Synchronizing character mouth shape according to the dialogue.	04

X	**Creating a short animation film** • Drawing the detail storyboard for the animation film • Drawing the background in layers and symbols • Creating the characters in turn around • Creating the props • Creating the scenes with tween and animation • Completing the whole animation film with background music and dialogues	06

Suggested Readings:

1. **Adobe Animate CC for Dummies** by Theresa Cekovich and Wiley
2. **Animate to Harmony: The Independent Animator's Guide to Toon Boom** by Adam Phillips
3. **Creating Web Animations with Adobe Animate** by Chris Grover

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

Programme/Class: Certificate in Animation	**Year:** First	**Semester:** Second
Course Code: BFA-ANI-213	**Course Title:** Colour Composition	

Course outcomes:

The Student at the completion of the course will be able to:

1. 1.Students will justify their use of color and composition during
2. Students will create frescoes using proper terminology.
3. The students will know about ajanta fresco, jaipur fresco to technique, handling and process.
4. They know about different techniques of Mosaic.
5. Students will know about Direct and Indirect technique.
6. Development of a workable concept of what it means to dry colors.

Credits: 4	**Core Course Any Faculty**
Max. Marks: 40+ 60	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4

Unit	Topics	No. of Lectures

I	• Colour Knowledge:- Hue; Value Chrome, Tint, Shade and • Tone, Gray Scale, Chromatic value • Scale and color value scale.	32 Hours
II	• Textures:- Creative textures will be new experiment with media	20 Hours
III	• Painting -Still life from natural objects (vegetables and fruits):- To develop the proper view on proportion , balance and color composition	44 Hours

Suggested Readings:

1. The Best Color Theory Books for Foundational Knowledge BY
2. The Complete Color Harmony, Pantone Edition: Expert Color Information for Professional Results Flexibound – by LeatriceEiseman (Author)

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions:



Programme/Class: Certificate in Animation	**Year:** First	**Semester:** Second
Course Code: AEC-01	**Course Title:** English Communication	

Course outcomes:

The Student at the completion of the course will be able to:

1. Projecting the first impression
2. Use simple forms of polite expressions to establish basic social contact
3. Interpret and control a narrow range of isolated words and phrases dealing with everyday topics
4. Produce simple sentences using the correct word order and punctuation marks.
5. Construct a short guided paragraph
6. Learn pronunciation of the English sounds, to learn to read, write, and to know the fundamentals of English grammar and vocabulary
7. Learns to skim an adapted text for main idea, to scan an adapted text for specific information, to interpret an adapted text for inferences
8. Respond to input applying information to a specified task, to elicit, to select, to summarize information in essays
9. Students learn to use general, social and professional language

Credits: 4	**Ability Enhancement Compulsory Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-4

Unit	Topics	No. of Lectures
I	**Grammar** • Sentence and kinds • Review –Parts of Speech • Tenses • Determiners • Subject Verb Agreement	04
II	**Reading and Writing** • Reading Comprehension • Application and letter writing • Resume writing • Reporting Writing-Events etc	02

III	**Self-Introduction** • Introducing self • Speaking about achievements • Voicing future aspects	02
IV	**Nonverbal Communication** • Body Language • Paralanguage skills	02
V	**Manners and Etiquettes** • Personal grooming • Dress code • Professional etiquettes	04
VI	**Public Speaking skills** • Extempore • Role Play • Group Discussion	04

Suggested Readings:

1. An introduction to Professional English and Soft Skills by B. K. Das et al., Cambridge University Press
2. Technical Communication: Principles and Practice, Second Edition by Meenakshi Raman and Sangeeta Sharma, Oxford Publications.
3. Effective Technical Communication by M Ashraf Rizvi, The McGraw-Hill companies
4. Understanding Body Language by Alan Pease
5. Communicative Grammar of English by Geoffrey Leech and Ian Svartik
6. Better English Pronunciation by J.D.O'Connor.

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Presentations/ Group Discussions

At the End of the whole syllabus any remarks/ suggestions:

The purpose of commencing English communication skills course is to develop in students fundamental communication skills being integral to personal, social and professional interactions. One of the significant associations among human beings is the ability to share thoughts, emotions and ideas through various means of communication: both verbal and nonverbal. One of the significant associations among human beings is the ability to share thoughts, emotions and ideas through various means of communication: both verbal and non-verbal in both formal and informal environs. The present course hopes to address most of these aspects through an interactive approach of teaching learning process; focusing on various dimensions of communication skills. The course also focuses on enhancing the ability to handle casual and formed satiations in terms of personal and intellectual grooming.

Programme/Class: Certificate	Year: First	Semester: Second
Course Code: ZO20201	Course Title: First Aid and Health	

Course Outcomes:

The Student at the completion of the course will be able to:

1. Learn the skill needed to assess the ill or injured person.
2. Learn the skills to provide CPR to infants, children and adults.
3. Learn the skills to handle emergency child birth
4. Learn the Basic sex education help young people navigate thorny questions responsibly and with confidence.
5. Learn the Basic sex education help youth to understand Sex is normal. It's a deep, powerful instinct at the core of our survival as a species. Sexual desire is a healthy drive.
6. Help to understand natural changes of adolescence
7. Learn the skill to identify Mental Health status and Psychological First Aid

Credits:2(1Theory+1Practical)	Co-Curricular
Max. Marks:	Min. Passing Marks:
Total No. of Lectures- Tutorials- Practical (in hours per week):L-T-P:2-0-0	

Unit	Topics	No. ofLecturesTotal= 15Theory+ 30Practical

I	***A.*** **Basic First Aid** • Aims of first aid & First aid and the law. • Dealing with an emergency, Resuscitation (basicCPR). • Recovery position, Initial top to toe assessment. • Hand washing and Hygiene • Types and Content of a First aid Kit ***B.*** **First AID Technique** • Dressings and Bandages. • Fast evacuation techniques (single rescuer). • Transport techniques. ***C.*** **First aid related with respiratory system** • Basics of Respiration. • No breathing or difficult breathing, Drowning, Choking, Strangulation and hanging, • Swelling within the throat, Suffocation by smoke or gases and Asthma. ***D.*** **First aid related with Heart, Blood and Circulation** • Basics of The heart and the blood circulation. • Chest discomfort, bleeding. ***D.*** **First aid related with Wounds and Injuries** • Type of wounds, Small cuts and abrasions • Head, Chest, Abdominal injuries • Amputation, Crush injuries, Shock ***E.*** **First aid related with Bones, Joints Muscle related injuries** • Basics of The skeleton, Joints and Muscles. • Fractures (injuries to bones).	2 (Theory)10 (Practical)
II	***F.*** **First aid related with Nervous system and Unconsciousness** • Basics of the nervous system. • Unconsciousness, Stroke, Fits – convulsions – seizures, Epilepsy. ***G.*** **First aid related with Gastrointestinal Tract** • Basics of The gastrointestinal system. • Diarrhea, Food poisoning. ***H.*** **First aid related with Skin, Burns** • Basics of The skin. • Burn wounds, Dry burns and scalds (burns from fire, heat and steam). • Electrical and Chemical burns, Sun burns, heat exhaustion and heatstroke. • Frost bites (cold burns), Prevention of burns, Fever and Hypothermia. ***I.*** **First aid related with Poisoning** • Poisoning by swallowing, Gases, Injection, Skin ***J.*** **First aid related with Bites and Stings** • Animal bites, Snake bites, Insect stings and bites ***K.*** **First aid related with Sense organs** • Basic of Sense organ.	2 (Theory) 10 (Practical)

	• Foreign objects in the eye, ear, nose or skin. • Swallowed foreign objects. ***L.* Specific emergency satiation and disaster management** • Emergencies at educational institutes and work • Road and traffic accidents. • Emergencies in rural areas. • Disasters and multiple casualty accidents. • Triage. ***M.* Emergency Child birth**	
III	**Basic Sex Education** • Overview, ground rules, and a pre-test • Basics of Urinary system and Reproductive system. • Male puberty — physical and emotional changes • Female puberty — physical and emotional changes • Male-female similarities and differences • Sexual intercourse, pregnancy, and childbirth • Facts, attitudes, and myths about LGBTQ+ issues and identities • Birth control and abortion • Sex without love — harassment, sexual abuse, and rape • Prevention of sexually transmitted diseases.	9 (Theory)
IV	**Mental Health and Psychological First Aid** • What is Mental Health First Aid? • Mental Health Problems in the India • The Mental Health First Aid Action Plan • Understanding Depression and Anxiety Disorders • Crisis First Aid for Suicidal Behavior & Depressive symptoms • What is Non-Suicidal Self-Injury? • Non-crisis First Aid for Depression and Anxiety • Crisis First Aid for Panic Attacks, Traumatic events • Understanding Disorders in Which Psychosis may Occur • Crisis First Aid for Acute Psychosis	2 (Theory) 10 (Practical)

Core Course: HISTORY OF WESTERN ART

Programme/ Class: UG Diploma in Fine Arts	**Year:** Second	**Semester:** Third
Subject: Core Course		
Course Code: BFA-ANI-301	**Course Title:** History of Western Art	

Course Out Come:

1. Provide the information about the power of the church and the philosophy of that period (2 Century To 18 Century.)
2. Describe characteristics of painting, sculpture and architecture from Early Christian Art To Romanticism.
3. Explain the economical and political critical points in the history of Europe
4. explain how changes in the history of Europe affected Western Art
5. Explain how the art education was conducted in Renaissance.
6. Discuss the movements with the artists of each one by making correlations with other periods.
7. analyze the differences and the similarities of these movements.

Credits: **4**	**Core Course**
Max. Marks: 40+ 60	Min. Passing Marks:

Total No. of Lecture-Tutorials-Practical- 4-0-0

Unit	Topic	No **45 Hours**
Unit 1	• **Early Christian Art**	2 Hour
Unit 2	• **Byzantine Art**	2 Hour
Unit 3	• **Romanesque Art**	2 Hour
Unit 4	• **Gothic Art**	2 Hour
Unit 5	• **Early Renaissance** Giotto Masaccio Ghirlandaio Donatello Perugino	5 Hours

Unit 6	• **High Renaissance** Leonardo Michael Angelo Raphael	12 Hours
Unit 7	• **Baroque** Caravaggio Rembrandt Peter Paul Rubens	8 Hours
Unit 8	• **Rococo** Jean Honore Fragonard Jean Antoine Watteau Francisco de Goya	6 Hours
Unit 9	• **Romanticism** J.M.W. Turner John Constable	6 Hours

Suggested Readings:

1.ART PAST ART PRESENT
By - David G . Wilkins
- Bernard Schultz

2. THE ART OF ITALIAN RENAISSANCE
By - Rolf Toman

3.ACCADEMIA GALLERY,THE OFFICIAL GUIDE OF THE WORKS
By - Augusta Tosone

4.SACRED ART
By - Jenni Davis

5. THE STORY OF ART
By- E.H.Gombrich

6. ROMANESQUE
By - Norbert Wolf

College of Fine Arts SCFF

7. HISTORY OF ITALIAN ART
By - Claire Dorey

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This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

- https://www.edx.org/learn/art/universidad-carlos-iii-de-madrid-european-paintings-from-leonardo-to-rembrandt-to-goya
  - History of Western Art and Civilization: Prehistory through the Middle Ages with Beth Harris and Steven Zucker of Smarthistory
- https://smarthistory.org/what-is-art-history/
- https://smarthistory.org/christianity-an-introduction/
- https://www.mooc-list.com/course/early-christian-and-byzantine-art-saylororg
- https://www.coursera.org/learn/age-of-cathedrals
- https://www.mooc-list.com/tags/rococo
- https://www.mooc-list.com/tags/baroque-art
- https://www.udemy.com/course/high-renaissance-art-in-italy/
- https://www.mooc-list.com/tags/romanticism

Further suggestion: None

Programme/Class: Diploma in Animation	**Year:** Second	**Semester:** Third
Course Code: BFA-ANI-311	**Course Title:** Digital Audio & Video Editing	

Course outcomes:

The Student at the completion of the course will be able to:

-The objective of this course is to provide an introduction to Audio and Video editing using tools and techniques prevalent in the industry.

Credits: 6	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4

Unit	Topics	No. of Lectures
I	Introduction to Audio and its digital representation • Digitization • AV data from tape to computer hard disk • Understanding the playback deck, understanding signal processing of S-video, fire wire and composite video. • Editing Work Station management – disk space & speed requirement. • Broadband and streaming video technology. • Using Editing Software – editing basics and implementation of various techniques used in non-linear editing. • Mastering final edit line – audio levels, color correction, audio mixing, mixed and un-mixed versions, importing and applying compatible graphics files.	10 hrs
II	Digital Audio recording, Editing and Reproduction • Basic art of filmmaking, using currently available digital software/hardware tools. • Overview of preproduction planning- program ideas, production models, Preproduction & Post-Production activities Writing the program proposal, preparing a budget, presenting the proposal. • Writing the script, Director's roles & procedures, Visualization & sequencing, Shooting, Aesthetics of Editing, Role of audio & effects, Mix and composite, source material into a finished fine edit product.	10 Hrs

III	Concepts of Compositing • Projects • Composition basics • Recomposing, nesting, and pre-rendering	5 Hrs
IV	Animation and keyframes • Animation basics • Setting, selecting, and deleting keyframes • Editing, moving, and copying keyframes • Assorted animation tools • Keyframe interpolation • Speed • Time-stretching and time-remapping • Animating with Puppet tools • Tracking and stabilizing motion • Drawing, painting, and paths • Paint tools: Brush, Clone Stamp, and Eraser • Overview of shape layers, paths, and vector graphics • Creating shapes and masks • Managing and animating shape paths and masks • Shape attributes, paint operations, and path operations for shape layers	10 Hrs
V	Video Editing – • Media Management • Working in the audio • Effects & Transition • Animation • Titles	5 Hrs

Suggested Readings:

1. Digital Audio Editing: Correcting and Enhancing Audio in Pro Tools, Logic Pro, Cubase, and Studio One Paperback – Illustrated, 14 November 2013by Simon Langford.
2. Digital Audio Editing Fundamentals Paperback – Import, 16 December 2015by Wallace Jackson

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions:



Programme/Class: Diploma in Animation	**Year:** Second	**Semester:** Third
Course Code: BFA-ANI-312	**Course Title:** Cinematography for VFX	

Course outcomes:

The Student at the completion of the course will be able to:

1. Gain good understanding about compositing process.
2. Identify major applications of compositing techniques used in industry.
3. Develop a visual effects pipeline.
4. Demonstrate an in-depth knowledge of grading and VFX principles, practice and system Capabilities.
5. Create customized tools through software or scripting to allow for more creative Application of visual effects techniques.

Credits: 6	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4

Unit	Topics	No. of Lectures
I	**Animation and Titling** • To understand interface of the layer based software and the basic key framing. • Basic motion graphic elements • Animation (every student will create their own animation using transformation tools and apply • key frames for 150 frames) • Title Animation (Student will create titling using given footage by faculty) • Titling (own titling just using texts)	04
II	**Color Correction, Color grading & Tint** • To understand color correction options and methods. • Color Correction (using given footage by faculty). • Night Conversion (using given footage by faculty). • Night Conversion (using given footage by faculty). • Night Conversion (student will shoot his/her own footage and use it for day to night conversion)	08
III	**Basic Composting** • Compositing tools and properties. • Compositing (using given object by faculty) normal with animation. • Compositing (using given object by faculty) Green Screen. • Compositing (own footage) normal with animation. • Compositing (own footage) green screen.	06

IV	**Rotoscopy** • Tools and techniques of doing a Rotoscopy. • Rotoscopy (using given footage by faculty) • Rotoscopy (using given footage by faculty) • Doing rotoscopy in own footage 150 frames	**06**
V	**Retouch /Paint** • To understand the paint tools • Retouch (using given object by faculty) • Wire removal (using given object by faculty) • Doing retouch in own footage 150 frames.	**02**
VI	**Tracking** • To understand the tracking tools. • Tracking (using given object by faculty) • Match move (using given object by faculty) • Stabilization and camera shake (using given object by faculty) • Matchmove with own footage 250-300 frames	**06**
VII	**3D Compositing** • To understand 3d compositing techniques. • Compositing (using given object by faculty) Green Screen. • Compositing (using given object by faculty) • Compositing (own footage) normal with animation • Compositing (own footage) green screen.	**08**
VIII	**Particle Effects** • To understand the Effects and particles • Effects (using given object by faculty) normal with Animation • Particle Compositing (using given object by faculty) Green Screen. • Compositing (own footage) green screen using effects.	**06**

Suggested Readings:

1. Mark Christiansen," Adobe® After Effects® CC Visual Effects and Compositing Studio Techniques" 1st Edition, Peachpit Pearson Education, 2014.
2. Jon Gress, "Visual Effects and Compositing" 1st Edition, Published by New Riders,2015
3.Adobe After Effects Classroom in a Book-2023 , by Lisa Fridsma (Author)

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions:

Programme/Class: Diploma in Animation	**Year:** Second	**Semester:** Third
Course Code: BFA-ANI-313		
	Course Title: AutoCAD	

Course outcomes:

The student at the completion of the course will be able to:

- Identify the process of visualizing in depth and detail in AutoCAD and related software's.
- Develop an understanding of AutoCAD as a vital tool that aids the designer in visualizing, detailing, costing and presenting interior design projects.
- Demonstrate an understanding of the symbiosis of conceptual and technical skills required by a designer, to cope with industry changes, and the impact of new technologies.
- Understand the role of AutoCAD in the ongoing evolution of the practice of Interior design.

Credits:3	**Core Compulsory**
Max. Marks: 100	**Min. Passing marks:40**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-45=45

Unit	Topics	No. of Lectures=45
1	**Introduction of CADD & its importance in designing** • Function keys, Shortcut keys • Different sizes of paper • CADD Application & its features • Use of drawing elementary CADD commands – Line, Polyline, Polygon, Circle, Arc, Ellipse, Text etc. • Use of modifying Elementary Commands – Erase, Move, Copy, Mirror, Offset, Scale, Stretch, Chamfer, fillet & explode. • Making layers, line type & Line weight. • Different menus of Auto-Cad, Function keys, Shortcut keys, Paper size.	0-0-25=25
2	**Drafting Techniques** • Practice on Drawing basics • Geometrical Drawing Practice • Making plan and projection • Drafting of building plan, Elevation, Section Views.	0-0-20=20

Suggested Readings:

Sr. No.	Book	Author	Edition	Publication
1.	Principles Of Computer Programming	V. Rajaraman,		Prentice Hall of India
2.	Auto CAD Reference Manual		1998	Autodesk UNC

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Interior Design.

Suggested Continuous Evaluation Methods:

Class Performance/Practical Exam/Submission/Viva/Attendance

Course pre requisites: The eligibility for this paper is 10+2 with any subject

At the End of the whole syllabus any remarks/ suggestions: Students will be able to illustrate advance Interior design & detail drawings with the help of AutoCAD software.

Programme/Class: Diploma in Animation	**Year:** Second	**Semester:** Third
Course Code: Z030301	**Course Title:** Human Values And Environmental Studies	

Course outcomes:

The mission of the course on Human Values and Environmental Studies is to create morally articulate solutions to be truthful and just and to become responsible towards humanity. The course seeks to establish a continuous interest in the learners to improve their thought process with intent to develop a new generation of responsible citizens capable of addressing complex challenges faced by the society due to disruptions in human interactions effecting human values. This course works towards

- Building fundamental knowledge of the interplay of markets ,ethics, and law,
- Look at various challenges faced by individual to counter unethical issues
- Look at core concepts for business ethics
- Look at core concepts of anti-corruption
- Look at core concepts for a morally articulate solution evolver to management issues in general,
- Issues of sustainable development for a better environment.
- To know how environmental degradation has taken place.
- Be aware of negotiations and international efforts to save environment.
- How to develop sustainably?
- Efforts taken up by UN in Sustainable Development.
- Efforts taken by India in Sustainable Development.
- The course intends to create a sense of how to be more responsible towards the environment. Upon finishing of the course students will be able to come up with using ethical reasoning for decision making and frame ethical issues as well as operationalize ethical choices. The course integrates various facets of human values and environment.

Credits:2	**Co-Curricular Course**
Max. Marks:	**Min .Passing Marks:**

TotalNo.ofLectures-Tutorials-Practical(inhoursperweek):L-T-P:2-0-0

AsthecourserequirestwoareasofHumanValuesandEnvironmentStudiesinstitutionscanevenoptfora parallel delivery

Unit	Topics	No. of Lectures Total=30
I	• **HumanValues**-Introduction-Values,Characteristics,Types,DevelopingValue • systeminIndianOrganisation,ValuesinBusinessManagement,valuebased • Organisation,Trans–culturalHumanvaluesinManagement.SwamiVivekananda's • philosophyofCharacterBuilding,Gandhi'sconceptofSevenSins,APJAbdulKalam • View on role of parents and Teachers. • **Human Values and Present Practices**–Issues: Corruption and Bribe ,Privacy • PolicyinWebandSocialMedia,Cyberthreats,OnlineShoppingetc.RemediesUK • **BriberyAct,Introductiontosustainablepoliciesandpracticesin Indian** • **Economy.** • **Principles of Ethics** • **SecularandSpiritualValuesinManagement-Introduction**-SecularandSpiritual • values,features,LevelsofvalueImplementation.FeaturesofspiritualValues, • **CorporateSocialResponsibility**-Nature,Levels,PhasesandModelsofCSR, • CorporateGovernance.CSRandModernBusinessTycoonsRatanTata,AzimPremji • And Bill Gates.	02 02 03
II	• **HolisticApproachinDecisionmaking**-Decisionmaking,thedecisionmaking • process,TheBhagavadGita:TechniquesinManagement,DharmaandHolistic • Management. • **Discussion through Dilemmas** – • DilemmasinMarketingandPharmaOrganisations,movingfromPublictoPrivate– • monopolycontext,Dilemmaofprivatisation,Dilemmaonliberalization,Dilemmaon • Social media and cyber security ,Dilemma on Organic food, Dilemma on • Standar dization ,Dilemma on Quality standards. • **Case Studies**	03 03 02

III	• Ecosystem:Concept,structure&functionsofecosystem:producer,consumer, • decomposer, food web, food chain, energy flow, Ecological pyramids Conservation of Biodiversity- In-situ & Ex- situ conservation of biodiversity Role of individual in Pollution control • Human Population & Environment Sustainable Development • India and UN Sustainable Development Goals Concept of circular economy and entrepreneurship	7
IV	• Environmental Laws? • InternationalAdvancementsinEnvironmentalConservationRoleofNational Green Tribunal • Air Quality Index • Importance of Indian Traditional knowledge on environment	8
	• Bio assessment of Environmental Quality • Environmental Management System • Environmental Impact Assessment and Environmental Audit	

Suggested Readings:

1. A foundation course in Human Values and Professional Ethics by RR.Gaur,R. Sangalet.al
2. JUSTICE: What's the Right Thing to Do? Michael J .Sandel.
3. Human Values by A. N. Tripathi New Age International
4. Environmental Management by N.K. Uberoi
5. https://www.un.org/sustainabledevelopment/sustainable-development-goals/
6. https://www.india.gov.in/my-government/schemes
7. https://www.legislation.gov.uk/ukpga/2010/23/contents
8. DanielKahneman,Thinking,FastandSlow;AllenLaneNov2011 ISBN:9780141918921

Suggested Continuous Evaluation Methods:

In addition to the theoretical inputs the course will be delivered through case studies and dilemmas. Assignments, Presentation, GroupDiscussions.Thiswillinstillinstudentasenseofdecisionmakingandpracticallearning.The course participants can be evaluated on the following structure.

- Assignments(10)
- Presentation(10)
- Attendance (5)
- Final exam (75)

SEMESTER IV

Core Course- Aesthetics

Programme/ Class: UG Diploma in Fine Arts	**Year:** Second	**Semester:** Forth
Subject: Core Course/Major		
Course Code: BFA-ANI-401	**Course Title:** Aesthetics	

Course Out Come :(**Aesthetics)**

Co: 1 They know about the Indian arts and their Aesthetic values.
Co: 2 They know about the Six limbs of Indian Art and their Aesthetic values.
Co: 3 They know about the Rasa in Indian arts Dhwani Siddhant Philospher and Rasa Niahpathi and their Aesthetic values.
Co: 4 They know about the concept of sub-conscious and German Philosopher.
Co: 5 They know about the varied concepts of the philosopher on beauty and its relationship to ideas about art.

Credits: 4	Core Course/Major
Max. Marks: 40+ 60	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- 4

Unit	Topic	No. of Lectures
I	Nature of beauty: Plato, Aristotle, Kant , Hegal, Schopenhauer, Nietzsche	05 Hours.
II	Imitation play and Intuition: Croce	10 Hours.
III	Role of sub-conscious in artistic creation: Sigmund freud	08 Hours.
IV	An introduction to Indian Aesthetics and its brief historical background	10 Hours.
V	Details studies related to Rasa Niahpathi, Sadanga- The Six limbs of Indian Art.	5 Hours.
VI	Fundamentals of Indian Art based on Hindu Silpa texts Such as Vishnudharmotar-Puran, Samaranana, Sutracharana, Sukranitisara and Silparatham.	10 Hours.

Suggested Readings:

1. Art Beauty & Creativity: Indian & Western Aesthetic- Shyamla Gupta
2. Camparative Aesthrtic Vol. I- Prof. Dr. Kanti Chandra Pandey
3. Foundation of Indian Aesthetics- Vidyanivas
4. Aesthetic- PrakeshVireshwer, Nupur Sharma

This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course: https://www.britannica.com/topic/aesthetics
Further suggestion: None

Programme/Class: Diploma in Animation	**Year:** Second	**Semester:** Fourth
Course Code: BFA-ANI-411	**Course Title:** 3D Modeling - I	

Course outcomes:

By the end of the course, students will be able to:
1. Demonstrate a solid understanding of the principles and techniques of 3D modeling.
2. Create 3D models using Autodesk 3DS Max.
3. Utilize industry-standard tools and workflows for efficient and accurate modeling.
4. Understand the principles and concepts of 3D modeling for architectural and interior/exterior design.

Credits: 6	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4

Unit	Topics	No. of Lectures + Practical
I	**Introduction to 3DS Max and Interface** • Overview of 3DS Max software and its applications • Familiarization with the user interface and navigation controls • Customizing the workspace for efficient modeling	02 + 04
II	**Basic Modeling Techniques** • Creating and manipulating basic geometric primitives • Using transformation tools (move, rotate, scale) to modify objects • Understanding coordinate systems and pivot points	02 + 04
III	**Polygon Modeling** • Introduction to polygonal modeling techniques • Extrusion, beveling, and chamfering • Working with edge loops and smoothing groups	04 + 08

IV	**Advanced Polygon Modeling** • Subdivision surface modeling • Sculpting and detailing techniques • Using modifiers for non-destructive modeling	04 + 08
V	**Introduction to Architectural and Interior/Exterior Modeling** • Overview of architectural and interior/exterior modeling in 3D • Principles of architectural design and spatial planning • Understanding blueprints, floor plans, and elevations	04 + 08
VI	**Advanced Modeling Techniques** • Creating complex architectural structures (stairs, railings, etc.) • Modeling interior elements (furniture, fixtures, etc.) • Detail modeling for interior/exterior objects and features	04 + 08
VII	**Interior Modeling and Detailing** • Modeling interior spaces (rooms, hallways, etc.) • Placing furniture and interior fixtures • Adding basic interior details and decorations	08 + 16
VIII	**Exterior Modeling and Landscape** • Modeling exterior environments (buildings, landscapes, etc.) • Creating exterior architectural elements (roofs, facades, etc.) • Adding basic exterior details and natural elements	08 + 16
Suggested Readings: 1. Autodesk 3DS Max Fundamentals by ASCENT 2. 3DS Max Speed Modeling for 3D Artists by Thomas Mooney		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		

At the End of the whole syllabus any remarks/ suggestions: Students will learn industry-standard modeling workflows and gain practical experience in using the software to produce high-quality 3D assets. The course aims to equip students with the knowledge and technical proficiency required to create accurate and detailed 3D models of architectural spaces, interiors, and exteriors.

Programme/Class: Diploma in Animation	**Year:** Second	**Smester:** Fourth
Course Code: BFA-ANI-412	**Course Title:** 3D Texturing, Lighting and Rendering - I	

Course outcomes:

By the end of the course, students will be able to:
1. Understand the principles of 3D lighting, texturing, and rendering.
2. Create and manipulate lighting setups to achieve specific moods and aesthetics.
3. Apply appropriate texturing techniques to enhance the realism and visual appeal of 3D models.
4. Utilize material creation tools and shaders in 3DS Max effectively.
5. Configure rendering settings for optimal output quality and efficiency.
6. Set up rendering parameters and settings for high-quality output.

Credits: 6	**Core Course**
Max. Marks:	**Min. Passing marks:**
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4	

Unit	Topics	No. of Lectures + Practical
I	**Introduction to 3D Lighting, Texturing, and Rendering** • Overview of the importance and impact of lighting, texturing, and rendering in 3D projects • Understanding the principles of light and color in a 3D environment	02 + 02

II	**UV Mapping and Texturing** • UV mapping and its types • Applying textures and materials to models • Texture mapping techniques (procedural, image-based)	04 + 06
III	**Material Creation and Texturing** • Overview of material creation and shader networks in 3DS Max • Applying textures and procedural maps to 3D models • Creating realistic surface properties (diffuse, specular, glossiness)	04 + 08
IV	**Advanced Material Techniques** • Specialized materials (glass, metal, fabric, skin) • Using material maps for complex surface effects (bump, displacement, normal) • Texture mapping techniques (UVW mapping, unwrap UVW)	04 + 08
V	**Introduction to Lighting, Texturing, and Rendering for Architecture** • Overview of lighting, texturing, and rendering techniques in architectural visualization • Principles of light and shadow in architectural and interior/exterior scenes • Understanding the role of materials and textures in architectural visualization	04 + 08
VI	**Types of Lights and Light Properties** • Introduction to different types of lights (point, spot, area, etc.) • Manipulating light properties (intensity, color, attenuation, etc.) • Simulating natural lighting (sunlight, sky, etc.) • Light placement and control for architectural and interior/exterior scenes	05 + 10
VII	**Shadows and Reflections** • Techniques for creating and controlling shadows in 3DS Max • Shadow types (hard shadows, soft shadows, area shadows) • Managing reflections and specular highlights	03 + 06

VIII	**Global Illumination and Indirect Lighting** • Introduction to global illumination techniques (radiosity, photon mapping, etc.) • Simulating indirect lighting effects (ambient occlusion, global illumination, etc.) • Enhancing realism with bounce lighting and light interaction • Using image-based lighting for realistic illumination • Environment maps and HDRI (High Dynamic Range Imaging)	02 + 04
IX	**Rendering Parameters and Settings** • Understanding rendering parameters and settings in Autodesk 3ds Max • Adjusting rendering resolution, image format, and aspect ratio • Rendering options for architectural visualization (still images, animations, etc.) • Optimization techniques for faster rendering times	02 + 06
X	**Portfolio Development** • Creating a portfolio of visually compelling 3D scenes • Presentation and documentation of lighting, texturing, and rendering work • Peer feedback and self-assessment	02 + 12

Suggested Readings:

1. 3ds Max Design Architectural Visualization: For Intermediate Users by Brian L. Smith
2. Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization by Markus Kuhlo and Enrico Eggert

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: The objective of this course is to provide students with practical skills in lighting, texturing, and rendering techniques using Autodesk 3ds Max. The course aims to equip students with the skills necessary to create realistic and visually compelling 3D scenes and environments. Students will learn industry-standard practices for lighting, material creation, and rendering to enhance the visual quality of their 3D projects.

Programme/Class: Diploma in Animation	**Year:** Second	**Semester:** Fourth
Course Code: BFA-ANI-413	**Course Title:** Character Anatomy & Comic Design	

Course outcomes:

By the end of the course, students will be able to:
1. Understand the fundamentals of human anatomy and its application in character design.
2. Analyze and accurately depict anatomical proportions and structures in character drawings.
3. Apply principles of composition, layout, and storytelling in comic design.
4. Demonstrate proficiency in creating dynamic and expressive character poses and gestures.
5. Apply effective use of line, form, and shading techniques in comic art.
6. Develop storytelling skills through sequential art and panel arrangement.

Credits: 4	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-4

Unit	Topics	No. of Lectures + Practical
I	**Introduction to Character Anatomy** • Importance of character anatomy in animation and comic design • Basic principles of human anatomy for artists • Proportions and structures of the human figure • Gesture drawing and capturing dynamic poses	03 + 04
II	**Facial Anatomy and Expressions** • Anatomy of the human face and its features • Facial expressions and emotion depiction in character art • Study of facial proportions and features • Capturing likeness and personality in character design	03 + 05

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III	**Character Design and Development** • Principles of character design and visual storytelling • Creating unique and memorable characters • Designing characters with distinct silhouettes and visual appeal • Incorporating anatomy and proportions into character design	04 + 08
IV	**Comic Layout and Storytelling** • Principles of visual storytelling and sequential art • Understanding the narrative structure of comics • Layout design and panel composition techniques • Sequential storytelling and pacing	02 + 04
V	**Inking and Line Work in Comic Art** • Techniques for creating clean and expressive line work • Line weight variation and emphasis in comic illustrations • Inking tools and methods (traditional and digital)	03 + 06
VI	**Coloring and Shading in Comic Art** • Principles of color theory and its application in comics • Digital and traditional coloring techniques • Adding depth and dimension through shading and lighting	04 + 08
VII	**Sequential Narrative and Storyboarding** • Introduction to storyboarding for comics and animation • Developing storytelling skills through panel arrangement • Conveying action, emotion, and time through sequential art	04 + 08
VIII	**Comic Design Project** • Project involving the creation of a comic strip or sequential narrative	01 + 12

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Suggested Readings:

1. Fundamentals of Character Design: How to Create Engaging Characters for Illustration, Animation & Visual Development by Publishing 3dtotal
2. Beginner's Guide to Sketching: Characters, Creatures and Concepts: Characters, Creatures & Concepts by Publishing 3dtotal

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: Students will learn industry-standard modeling workflows and gain practical experience in using the software to produce high-quality 3D assets. The course aims to equip students with the knowledge and technical proficiency required to create accurate and detailed 3D models of architectural spaces, interiors, and exteriors.

Programme/Class: Diploma in Animation	**Year:** Second	**Semester:** Fourth
Course Code: Z040401	**Course Title:** Physical Ed. And Yoga	

Course outcomes:
Students will learn the introduction of Physical Education, Concept of fitness and wellness, Weight management and lifestyle of an individual. The student will also learn about the relation of Yoga with mental health and value education. In this course student will also learn about the aspects of the Traditional games of India.

Credits: 2	**Co - Curricular**
Max. Marks:	**Min. Passing Marks:**

TotalNo.ofLectures-Tutorials-Practical(inhoursperweek):L-T-P:2-0-0

Unit	Topics	No. of Lectures Total=30
I	**Physical Education:** • Meaning, Definition, Aim and Objective. • Misconception about Physical Education. • Need, Importance and Scope of Physical Education in the Modern Society. • Physical Education Relationship with General Education. • PhysicalEducationinIndiabeforeIndependence.PhysicalEducationinIndiaafterIndependence.	6 Theory

II	**Concept of Fitness and Wellness:** • Meaning, Definition and Importance of Fitness and Wellness. • Components of Fitness. • Factor Affecting Fitness and Wellness. **Weight Management:** • Meaning and Definition of Obesity. • Causes of Obesity. • Management of Obesity. • Health problems due to Obesity. **Lifestyle:** • Meaning, Definition, Importance of Lifestyle. • Factor affecting Lifestyle. • Role of Physical activity in the maintenance of Healthy Lifestyle.	5 Theory 3 Practical
III	**Yoga and Meditation:** • Historical aspect of yoga. • Definition, types of scopes & importance of yoga. • Yoga relation with mental health and value education. • Yoga relation with Physical Education and sports. • Definition of Asana, differences between asana and physical exercise. • Definition and classification of pranayama. • Difference between pranayama and deep breathing. • Practical: Asana, Suraya-Namaskar, Bhujang Asana, Naukasana, Halasana, Vajrasan, Padmasana, Shavasana, Makrasana, Dhanurasana, Tad Asana. Pranayam: Anulom, Vilom.	2 Theory 6 Practical

IV	**Traditional Games of India:**
	• Meaning.
	• Types of Traditional Games-
	  • Gilli- Danda
	  • Kanche
	  • Stapu
	  • Gutte, etc.
	• Importance/ Benefits of Traditional Games.
	• How to Design Traditional Games.
	Recreation in Physical Education:
	• Meaning, Definition of Recreation.
		2 Theory
		6 Practical

	• Scope and Importance of Recreation. • General Principles of Recreation. • Types of Recreational Activities. • Aerobics and Zumba.(Fir India Movement)	

Suggested Readings:

Singh, Ajmer, Physical Education and Olympic Abhiyan, "Kalayani Publishers",New Delhi, Revised Addition, 2006

Patel, Shri krishna, Physical Education, "Agrawal Publishers", Agra, 2014-15Panday,Preeti,SharirikShikshaSankalan,"Khel Sanskriti Prakashan, Kanpur

Suggested Continuous Evaluation Methods:

- Assignments (10)
- Presentation (10)
- Attendance (5)
- Final exam (75)

Suggested equivalent online courses:

- IGNOU
- Rajarshi Tandan Open University



SEMESTER V

Programme/Class: Bachelor's in Animation	**Year:** Third	**Semester:** Fifth
Course Code: BFA-ANI-511	**Course Title:** 3D Modeling - II	

Course outcomes:

By the end of the course, students will be able to:
1. Understand the fundamental concepts and principles of 3D modeling.
2. Apply industry-standard techniques to create 3D models using Autodesk Maya.
3. Demonstrate proficiency in modeling various types of objects, characters, and environments.
4. Use appropriate tools and workflows to create clean and efficient geometry.
5. Apply texture mapping techniques to enhance the realism of 3D models.
6. Analyze and evaluate different modeling techniques for specific animation requirements.

Credits: 5	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6

Unit	**Topics**	**No. of Lectures + Practical**
I	**Introduction to 3D Modeling** • Overview of 3D modeling in animation • Different types of 3D models (characters, objects, environments) • Principles of 3D geometry and topology	02 + 04

II	**Polygonal Modeling** • Introduction to polygonal modeling • Creating and manipulating basic polygonal shapes • Edge and vertex modeling techniques • Extrusion, beveling, and other polygonal modeling tools	02 + 04
III	**NURBS Modeling** • Introduction to NURBS (Non-Uniform Rational B-Spline) modeling • Creating and manipulating NURBS curves and surfaces • Lofting, extruding, and revolve modeling techniques • Converting between NURBS and polygonal models	04 + 08
IV	**Subdivision Surface Modeling** • Introduction to subdivision surface modeling • Creating and manipulating subdivision surfaces • Adding detail and refining models using subdivision surfaces • Advantages and limitations of subdivision surface modeling	04 + 08
V	**Organic Modeling** • Modeling realistic human and creature characters • Anatomy and proportion considerations in character modeling • Retopology for efficient and animation-friendly models	04 + 08
VI	**Hard Surface Modeling** • Modeling mechanical objects and props • Precision modeling techniques for hard surface objects • Booleans, edge loops, and chamfering for clean geometry • UV unwrapping and texture mapping for hard surface models	04 + 08

VII	**Environmental Modeling** • Modeling detailed environments and landscapes • Terrain generation and modeling natural elements • Creating architectural elements and structures • Optimizing geometry for real-time rendering and animation	08 + 16
VIII	**3D Modeling Project** • Collaborative project involving the application of 3D modeling techniques to create a detailed 3D model for animation	08 + 16

Suggested Readings:

1. Digital Modeling by William Vaughan
2. Autodesk MAYA: A Comprehensive Guide by Prof. Sham Tickoo

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: Students will learn industry-standard modeling workflows and gain practical experience in using the software to produce high-quality 3D assets. The course aims to equip students with the knowledge and technical proficiency required to create accurate and detailed 3D models of architectural spaces, interiors, and exteriors.



Programme/Class: Bachelor's in Animation	**Year:** Third	**Semester:** Fifth
Course Code: BFA-ANI-512	**Course Title:** 3D Texturing, Lighting and Rendering- II	

Course outcomes:

By the end of the course, students will be able to:

1. Understand the fundamental concepts and principles of lighting, texturing, and rendering in 3D animation.
2. Apply lighting techniques to create realistic and visually appealing 3D scenes.
3. Demonstrate proficiency in creating and applying textures to 3D models.
4. Use shading and material properties to achieve desired visual effects.
5. Set up and optimize rendering settings for high-quality output.
6. Analyze and evaluate lighting and rendering techniques for different types of scenes.

Credits: 5	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6

Unit	Topics	No. of Lectures + Practical
I	**Introduction to 3D Lighting, Texturing, and Rendering** • Overview of lighting, texturing, and rendering in 3D animation • Importance of lighting and texturing in creating realistic scenes • Rendering engines and software (with a focus on Autodesk Maya)	02 + 04
II	**Lighting Techniques** • Principles of light and shadow in 3D scenes • Types of lights and their properties • Global illumination techniques (e.g., ambient occlusion, global illumination) • Light placement and control for different types of scenes	02 + 04

III	**Texturing Fundamentals** • Introduction to texture mapping and UV unwrapping • Texture types and properties (color, bump, displacement, etc.) • Procedural texturing techniques • Texture painting and digital painting techniques	04 + 08
IV	**Advanced Texturing** • Material properties and shaders • PBR (physically based rendering) materials • Creating realistic surfaces (e.g., metal, glass, skin) • Texture projection and mapping techniques	05 + 10
V	**Shading and Material Networks** • Shader networks and node-based editing • Advanced material creation using Maya's Hyper shade • Incorporating textures into shading networks • Shader layering and blending techniques	03 + 06
VI	**Rendering Settings and Optimization** • Rendering settings and options in Maya • Image resolution and aspect ratio considerations • Render passes and layers for post-production • Optimization techniques for faster rendering times	04 + 08
VII	**Lighting and Rendering for Different Environments** • Outdoor lighting and natural environments • Indoor lighting and architectural scenes • Lighting for character animation • Rendering techniques for stylized and non-photorealistic effects	04 + 10

VIII	**Lighting, Texturing, and Rendering Project** • A project involving the application of lighting, texturing, and rendering techniques to create a visually compelling 3D animation scene	02 + 12
Suggested Readings: 1. The art of Maya : an introduction to 3D computer graphicsby Tim H. Brown 2. Immersive 3D Design Visualization: With Autodesk Maya and Unreal Engine 4 by Abhishek Kumar		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: The objective of the course "3D Lighting, Texturing, and Rendering in Maya" is to provide students with a comprehensive understanding of the principles, techniques, and tools used in creating realistic lighting, texturing, and rendering in 3D animation. The course aims to equip students with the knowledge and skills necessary to effectively light and texture 3D scenes and produce high-quality renderings.		

Programme/Class: Bachelor's in Animation	**Year:** Third	**Semester:** Fifth
Course Code: BFA-ANI-513	**Course Title:** 3D Character Setup and Animation	
Course outcomes: By the end of the course, students will be able to: 1. Understand the concepts and principles of rigging in character animation. 2. Create and modify character rigs using industry-standard software. 3. Apply basic animation principles to bring characters to life. 4. Demonstrate proficiency in using animation software and tools. 5. Execute basic animation techniques to create believable character performances. 6. Analyze and evaluate animation techniques and their impact on character movement.		
Credits: 5	**Core Course**	
Max. Marks:	**Min. Passing marks:**	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6		

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Unit	Topics	No. of Lectures + Practical
I	**Introduction to Rigging** • Importance of rigging in character animation • Anatomy and joint systems for character rigs • Principles of rigging for deformation and control	02 + 04
II	**Rigging Techniques** • Creating and modifying skeletal rigs • Skinning and weight painting for character deformation • Rigging controls and hierarchy setup • Constraints and expressions for rig control	02 + 04
III	**Facial Rigging** • Facial anatomy for rigging • Creating facial control systems • Blendshapes and facial expressions • Lip-syncing and phoneme animation	04 + 08
IV	**Rigging for Biped Characters** • Rigging biped characters • Custom rigging solutions for unique character designs	05 + 10
V	**Basic Animation Principles** • Keyframe animation techniques • Timing, spacing, and motion principles • Pose-to-pose and straight-ahead animation approaches • Arcs, anticipation, and follow-through	03 + 01



VI	**Character Performance Animation** • Acting and emotion in character animation • Gestures, body language, and weight shifts • Biped Walk Cycle • Secondary animation and overlapping actions • Creating believable character performances	04 + 10
VII	• **Animation Tools and Software** • Overview of animation software (e.g., Autodesk Maya, Blender) • Animation workflows and techniques • Using animation curves and editors • Character posing and blocking techniques	04 + 10
VIII	**Rigging and Animation Submissions** • Projects involving the creation of a rigged character and animation sequence	02 + 10

Suggested Readings:

1. 3D Animation Essentials by Andy Beane
2. The Art of 3D Computer Animation and Effects by IssacKerlow
3. 3D Animation for the Raw Beginner Using Maya by Roger King
4. Cracking Animation: The Aardman Book of 3-D Animation by Thames & Hudson
5. Animation Methods – Rigging Made Easy by David Rodriguez

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: The objective of the course is to provide students with a practical understanding of rigging techniques and basic animation principles. The course aims to equip students with the skills necessary to create character rigs and perform basic animations, laying the foundation for more advanced animation techniques.

Chhatrapati Shivaji College of Fine Arts & Fashion

Programme/Class: Bachelor's in Animation	**Year:** Third	**Semester:** Fifth
Course Code: BFA-ANI-514	**Course Title:** Games Art and Design	

Course outcomes:

By the end of the course, students will be able to:

1. Understand the principles and concepts of game art and design.
2. Apply industry-standard techniques to create game assets, environments, and characters.
3. Demonstrate proficiency in using relevant software and tools for game art production.
4. Analyze and evaluate game art and design elements in relation to gameplay and player experience.
5. Implement effective composition, color theory, and visual storytelling techniques in game art.
6. Collaborate effectively in a team to develop game art assets and design concepts.

Credits: 5	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6

Unit	Topics	No. of Lectures + Practical
I	• **Introduction to Game Art and Design** • Overview of game art and design principles • Elements of game aesthetics and visual storytelling • Introduction to game development processes and workflows	02 + 02
II	• **Game Art Fundamentals** • Principles of composition, color theory, and visual design • Basics of digital art creation using industry-standard software • Creating game-ready 2D and 3D assets	04 + 06
III	• **Character Design for Games** • Anatomy and proportion considerations in game character design • Developing unique and visually appealing game characters • Character concept art and turnaround creation • Rigging and animation considerations for game characters	04 + 08

IV	• **Environmental Design for Games** • Principles of environmental design and level art creation • Creating immersive and interactive game environments • Texture mapping and material creation for game assets • Lighting and atmosphere in game environments	05 + 10
V	• **Asset Creation and Optimization** • Modeling, texturing, and UV mapping techniques for game assets • Techniques for efficient asset creation and optimization • Creating high-quality assets within technical constraints • Applying LOD (Level of Detail) techniques for game assets	03 + 10
VI	• **Game Design Fundamentals** • Introduction to game design principles and mechanics • Game genres, player experience, and narrative elements • Balancing gameplay and visual aesthetics • Integrating art and design in game development	02 + 04
VII	• **Game Art and Design Project** • A project involving the creation of game art assets and design concepts for a game prototype	02 + 08
VIII	• **Game Art Critique and Analysis** • Analyzing and providing constructive feedback on game art and design projects • Evaluating the effectiveness of game art in relation to gameplay and player experience • Refining and polishing game art assets and design based on feedback	02
Suggested Readings: 1. The Art of Game Design by Jesse Schell 2. Theory of Fun for Game Design by RaphKoster 3. Think Like a Game Designer by Justin Gary		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions: The objective of the course "Games Art and Design" is to provide students with a comprehensive understanding of the principles, techniques, and tools used in game art and design. The course aims to equip students with the knowledge and skills necessary to create visually appealing and engaging game assets, environments, and characters, and to understand the fundamentals of game design.		

Programme/Class: Bachelor in Animation	**Year:** Third	**Semester:** Fifth
Course Code: Z050501	**Course Title:** Analytic Ability And Digital Awareness	

Course outcomes:

1. Familiarize with analogy, number system, set theory and its applications, number system and puzzles.
2. To understand the basics of Syllogism, figure problems, critical and analytical reasoning.
3. Familiarize with word processing application and worksheet.
4. To understand the basics of web surfing and cyber security.

Credits: 2	**Co-Curricular**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-0

Unit	Topics	No. of Lectures
I	• Alphabet test, Analogy, Arithmetic Reasoning, Blood relations, Coding and Decoding, Inequalities, Logical Venn diagram, Seating Arrangements, Puzzles and Missing numbers	6L+2T
II	• Syllogism, Pattern completion and figure series, Embeded Figure and counting of figures, Cube & Dice, Paper cutting and folding, Data sufficiency, Course of Action, Critical Reasoning, Analytical and decision making	5L+2T

III	• **Computer Basics:** Block diagram of Digital Computer, Classification of Computers, Memory System, Primary storage, Auxiliary memory, Cache memory, Computer Software (System/Application Software. • **MS Word Basics:** The word screen, Getting to word documents, typing and Revising text, Finding and Replacing, Editing and Proofing tools, Formatting text characters, Formatting Paragraph, Document templates., Page set up, tables, Mail Merge, Macros, protecting documents, printing a document. • **MS-Excel :**Introduction, Worksheet basics, Creating worksheet, Heading information, Data & Text, Date & Time, Alphanumeric values, Saving & quitting worksheet, Opening and moving around in an existing worksheet, Toolbars and Menus, Excel shortcut and function keys, Working with single and multiple workbook, Working with formulae & cell referencing, Auto sum, coping formulae, Absolute & relative addressing, Worksheet with ranges, Formatting of worksheet, Previewing & Printing worksheet, Graphs and charts, Database, Creating and using macros, Multiple worksheets- concepts Introduction of Open Source Applications: LibreOffice, Open Office and Google Docs etc.	2T+3P+3P
IV	• **Web Surfing:** An Overview: working of Internet, Browsing the Internet, E-Mail, Components of E-Mail, Address Book, Troubleshooting in E-Mail, Browsers: Netscape Navigator, Microsoft Internet Explorer, Google Chrome, Mozilla Firefox, Tor, Search Engines lik Google, DuckDuckGo etc, Visiting web sites: Downloading. • **Cyber Security:** Introduction to Information System, Type of information system, CIA model of Information Characteristics, Introduction to Information Security, Need of Information Security, Cyber Security, phishing, spamming, fake news, general issues related to cyber security, Business need, Ethical and Professional issues of security.	3P+ 4T

Suggested Readings:

1. Sharma, A., "How to prepare for Data Interpretation and Logical Reasoning for the CAT" McGraw Hill Education Pvt. Ltd., New Delhi, India, 2011, Ed. 5, ISBN 978 2007 070 481
2. Aggarwal, R.S., "A Modern Approach to Verbal and Non-verbal Reasoning" S. ChandPublishers New Delhi, India, 2010, ISBN 10: 8121905516
3. Madan ,Sushila, Introduction to Essential tools, Jain Book Agency, New Delhi/India, 2009, 5th ed..
4. Goel, Anita, Computer Fundamentals, Pearson Education, India, 2012
5. Michael E. Whitman and Herbert J. Mattord, "Principles of Information Security," Sixth Edition, Cengage Learning, 2017

This course can be opted as an elective by the students of following subjects: "Co-Curricular"

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

SEMESTER VI

Programme/Class: Bachelor in Animation	**Year:** Third	**Semester:** Sixth
Course Code: BFA-ANI-611	**Course Title:** Advanced Animation and Particles	

Course outcomes:

By the end of the course, students will be able to:

1. Apply advanced animation techniques to create dynamic and expressive character animations.
2. Demonstrate proficiency in using advanced animation tools and features in Autodesk Maya.
3. Analyze and evaluate animations for believability and emotional impact.
4. Create and control particle emission, behavior, and motion in Maya.
5. Apply appropriate forces and fields to manipulate particle behavior.
6. Utilize particle attributes and expressions to achieve desired effects.

Credits: 5	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6

Unit	Topics	No. of Lectures + Practical
I	• **Advanced Animation Principles and Techniques** • Refining animation timing, spacing, and arcs • Advanced posing techniques for expressive character animation • Acting and performance principles for character animation • Integrating body mechanics and secondary motion in animation	02 + 02

II	• **Advanced Character Animation** • Biped run cycle • Advanced character animation • Expressive character animation • Implementing character movement	02 + 04
III	• **Advanced Animation Tools and Features** • Mastering advanced animation tools in Autodesk Maya • Utilizing animation layers and non-linear animation • Incorporating simulation-based animation (particles, fluids, dynamics) • Advanced animation workflows and techniques for complex scenes	02 + 04
IV	• **Character Acting and Lip Sync Animation** • Understanding character acting principles for animation • Lip sync animation techniques and phoneme synchronization • Animating dialogue and emotional performances • Expressive body language and facial expressions in character animation	02 + 06
V	• **Introduction to Particles** • Overview of particle systems and their applications • Understanding the basic concepts and terminology of particles • Introduction to the Maya particle workflow and interface	02+ 02
VI	• **Particle Emission and Behavior** • Creating and controlling particle emission sources • Controlling particle lifespan, size, and speed • Applying initial velocity and direction to particles	04 + 08
VII	• **Particle Motion and Dynamics** • Applying forces and fields to control particle behavior • Understanding dynamics and collisions in particle simulations • Utilizing dynamic constraints for complex particle interactions	04 + 08

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VIII	• **Particle Attributes and Expressions** • Manipulating particle attributes for visual effects control • Utilizing expressions for advanced particle behaviors • Using texture maps and procedural textures to drive particle attributes	04 + 08
IX	• **Particle Instancing and Rendering** • Creating and animating particle instances • Understanding particle rendering techniques • Utilizing shaders and textures for particle visualization	03 + 06
X	• **Collaborative Advanced Animation Project** • Collaborative project involving the application of advanced animation techniques to create a complex and dynamic animation sequence	02 + 12

Suggested Readings:

1. The Art of Maya by Autodesk
2. Cartoon Character Animation With Maya by Keith Osborn

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:

Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: The objective of the course is to provide students with advanced techniques and skills in character animation using Autodesk Maya. The course aims to enhance students' understanding and proficiency in creating dynamic, expressive, and lifelike character animations and with the skills necessary to create dynamic and realistic particle effects for various applications, such as visual effects, motion graphics, and game development. Through this course, students will develop their ability to apply advanced animation principles and workflows to produce high-quality animation sequences.

Programme/Class: Bachelor in Animation	Year: Third	Semester: Sixth
Course Code: BFA-ANI-612	Course Title: 3D Dynamics and Simulation	

Course outcomes:

By the end of the course, students will be able to:

1. Apply simulation techniques to create realistic motion and behavior for dynamic objects.
2. Demonstrate proficiency in using simulation software and tools.
3. Create dynamic animations with realistic physics-based effects.
4. Analyze and evaluate different types of simulations and their impact on animation quality.

Credits: 5	Core Course
Max. Marks:	Min. Passing marks:

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6

Unit	Topics	No. of Lectures + Practical
I	• **Introduction to 3D Dynamics and Simulation** • Overview of dynamics and simulation in animation • Introduction to physics principles relevant to animation • Types of simulations used in 3D animation	03 + 06
II	• **Rigid Body Dynamics** • Introduction to rigid body dynamics • Collision detection and response • Constraints and joint systems • Friction and other physical properties	04 + 04
III	• **Soft Body Dynamics** • Introduction to soft body dynamics • Cloth simulation • Deformable object simulations • Hair and fur dynamics	02 + 04

IV	• **Fluid Simulation** • Basics of fluid dynamics • Simulating liquids and gases • Fluid particle systems and solvers • Fluid rendering and shading	04 + 08
V	• **Simulation Tools and Software** • Overview of simulation software and plug-ins (e.g., Autodesk Maya, BOSS) • Introduction to simulation-specific tools and workflows • Simulating dynamics using built-in software features	04 + 08
VI	• **Advanced Simulation Techniques** • Advanced cloth and cloth tearing simulations • Advanced particle systems and effects • Advanced fluid simulation techniques • Integration of dynamics and simulations into character animation	04 + 08
VII	• **Dynamics and Simulation Projects** • Collaborative project involving the application of dynamics and simulation techniques to create a dynamic animation sequence	02 + 10

Suggested Readings:

1. Maya Studio Projects: Dynamics by Todd Palamar
2. Creating Environments in Maya by Jana Germano
3. Maya Visual Effects: The Innovator's Guide by Eric Keller with Max Dayan

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: The objective of the course is to provide students with a comprehensive understanding of the principles, techniques, and tools used in simulating realistic physical dynamics in 3D animation. The course aims to equip students with the knowledge and skills necessary to create dynamic and visually engaging animations using simulation techniques.

Programme/Class: Bachelor in Animation	**Year:** Third	**Semester:** Sixth
Course Code: Z060601	**Course Title:** Communication Skills and Personality Development	

Course outcomes:

By the end of the course, students will be able to:

1. To understand the concept of Personality.
2. To learn what personal grooming pertains.
3. To learn to make good resume and prepare effectively for interview.
4. To learn to perform effectively in group discussions.
5. To explore communication beyond language.
6. To learn to manage one while communicating.
7. To acquire good communication skills and develop confidence.

Credits: 2	**Co-Curricular**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-0

Unit	**Topics**	**No. of Lectures + Practical**

I	**Personality And Personal Grooming** Understanding Personality • Definition and Meaning of Personality • Types of Personality • Components of Personality • Determinants of Personality • Assessment of Personality Grooming Self Dress for success • Make up & skin care • Hair care & styles for formal look • Art of accessorize	07
II	**Interview Preparation And Group Discussion** • Meaning and Types of Interview [Face to Face, Telephonic, Video] • Interview procedure [Opening, Listening, Closure] • Preparation for Interview • Resume Writing • LinkedIn Etiquette • Meaning and methods of Group Discussion • Procedure of Group Discussion. • Group Discussion simulation • Group discussion common error	08

III	**Body Language And Behaviour** • Concept of human behavior • Individual and group behavior • Developing Self-Awareness • Behavior and body language • Dimensions of body language: • Proxemics, Haptics, Oculesics, Paralanguage, Kinesics, Sign Language Chromatics, Chronemics and Olfactics • Cultural differences in Body Language • Business Etiquette & Body language • Body Language in the Post Corona Era • Virtual Meeting Etiquette • Social Media Etiquette	07
IV	**Art Of Good Communication** • Communication Process • Verbal and Non-verbal communication • 7 C's of effective communication • Barriers to communication • Paralinguistics • Pitch, Tone, Volume, Vocabulary, Word stress and Pause • Types of communication • Assertive, Aggressive, Passive Aggressive and Listening Skills • Questioning Skills • Art of Small Talk • Email Writing	08

Suggested Readings:

1. Cloninger, S.C., "Theories of Personality: Understanding Person", Pearson, New York, 2008, 5th edition.
2. Luthans F, "Organizational Behavior", McGraw Hill, New York, 2005, 12th edition.
3. Barron, R.A. & Brian D, "Social Psychology", Prentice Hall of India, 1998, 8th edition.
4. Adler R.B., Rodman G. & Hutchinson C.C. , "Understanding Human Communication", Oxford University Press : New York, 2011.

Programme/Class: Bachelor in Animation	**Year:** Third	**Semester:** Sixth
Course Code: BFA-ANI-613	**Course Title:** Internship	

Course outcomes:

By the end of the course, students will be able to:

1. Apply theoretical knowledge and academic concepts to practical tasks and real-world projects.
2. Gain insight into the daily operations, workflows, and dynamics of a professional environment.
3. Develop and refine essential skills relevant to their field of study and the internship placement.
4. Demonstrate effective communication, teamwork, and collaboration in a professional setting.
5. Adapt to workplace expectations, professional etiquette, and organizational culture.
6. Analyze and solve real-world challenges, making informed decisions based on practical experiences.

Credits: 12	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 0-0-30

Unit	Topics	No. of Hours

I	**Internship** 1. Exposure to Professional Environment: • Observe and participate in the day-to-day operations of the internship organization. • Familiarize oneself with the organizational structure, functions, and roles. 2. Skill Development: • Apply academic knowledge and skills to practical tasks and projects. • Develop specific technical and soft skills relevant to the internship role. 3. Collaboration and Communication: • Engage in teamwork and contribute effectively to group projects or assignments. • Communicate clearly and professionally with colleagues, supervisors, and clients. 4. Problem-Solving and Decision-Making: • Analyze challenges and develop strategies to address them. • Make informed decisions aligned with the goals of the internship placement. 5. Professional Etiquette and Work Ethic: • Observe and practice professional behavior, punctuality, and work ethics. • Understand and adhere to the organization's policies and code of conduct. 6. Industry Insights: • Gain practical insights into industry practices, trends, and standards. • Observe and learn from experienced professionals in the field.	360

Suggested Readings: Not Applicable

Suggested Continuous Evaluation Methods: Internship Certificate

At the End of the whole syllabus any remarks/ suggestions: The objective of the Internship course is to provide students with a real-world, practical learning experience within a professional setting related to their field of study. The internship aims to bridge the gap between academic knowledge and practical application, allowing students to gain hands-on experience, develop essential workplace skills, and enhance their understanding of industry practices.

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Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Eighth
Course Code: BFA-ANI-701	**Course Title:** Basics of Research Methodology	

Course outcomes:

By the end of the course, students will be able to:
To familiarize students with the basic principles and concepts of research methodology.
To equip students with the knowledge and skills necessary to critically evaluate research studies.
To enable students to design and conduct their research projects effectively.
To enhance students' ability to communicate research findings clearly and coherently.
To cultivate a research-oriented mindset and promote ethical conduct in research practices.

Credits: 5	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-2

Unit	Topics	No. of Lectures + Practical
I	• **Introduction to Research** • Definition and significance of research • Types of research (basic, applied, quantitative, qualitative) • Characteristics of good research	04
II	**Research Design** • Formulating research questions and objectives • Variables and hypotheses • Experimental vs. non-experimental designs	06

III	• **Sampling Techniques** • Probability sampling methods (simple random sampling, stratified sampling, cluster sampling) • Non-probability sampling methods (convenience sampling, purposive sampling, snowball sampling)	08
IV	• **Data Collection Methods** • Surveys and questionnaires • Interviews (structured, semi-structured, unstructured) • Observational methods • Secondary data sources	08
V	• **Writing Research Proposals** • Components of a research proposal (title, abstract, introduction, literature review, methodology, timeline, budget) • Tips for writing clear and concise research proposals	08
VI	• **Research Ethics** • Principles of research ethics • Informed consent and confidentiality • Avoiding plagiarism and maintaining integrity in research	08
Suggested Readings: Research Methodology: A Step-by-Step Guide for Beginners by Ranjit Kumar		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance		
At the End of the whole syllabus any remarks/ suggestions:		

Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Seventh
Course Code: BFA-ANI-711	**Course Title:** Animation Research Fundamentals	

Course outcomes:

By the end of the course, students will be able to:

1. Understand the importance of research in the field of animation.
2. Demonstrate knowledge of different research methodologies and their application to animation.
3. Identify and analyze research questions and objectives in animation.
4. Conduct literature reviews to explore existing research in animation.
5. Develop and execute a research plan, including data collection and analysis methods.
6. Evaluate and interpret research findings in the context of animation.

Credits: 5	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6

Unit	Topics	No. of Lectures + Practical
I	**Introduction to Animation Research** • Understanding the role of research in advancing the field of animation • Identifying research areas and trends in animation • Ethical considerations in animation research	01 + 04
II	**Research Methodologies in Animation** • Overview of qualitative, quantitative, and mixed-methods research approaches • Choosing appropriate research methods for animation inquiries • Research design and data collection techniques in animation research	02 + 04

III	**Literature Review and Research Proposal** • Conducting literature reviews to explore existing research in animation • Identifying research gaps and formulating research questions • Developing a research proposal with clear objectives, methodology, and expected outcomes	02 + 04
IV	**Data Collection and Analysis** • Planning and executing data collection methods (surveys, interviews, observations, etc.) • Data management and organization in animation research • Analyzing and interpreting research data using appropriate methods	02 + 08
V	**Writing and Presenting Research** • Academic writing conventions and styles in animation research • Structuring and formatting a research paper or thesis • Presenting research findings effectively through oral presentations • Reviewing and editing research documents for clarity and coherence	02 + 08
VI	**Research Ethics and Plagiarism** • Understanding ethical considerations in animation research • Ethical guidelines for research involving human subjects • Plagiarism, citation, and copyright issues in academic research	01 + 04
VII	**Research Project Execution** • Conducting independent research based on the research proposal • Seeking guidance and feedback from the supervisor throughout the research process • Adhering to research timelines and milestones	01 + 10

VIII	**Research Presentation and Evaluation** • Preparing and delivering a presentation of the research project • Receiving feedback and evaluation from peers and instructors • Reflecting on the research process and outcomes	02 + 04

Suggested Readings:

1. Research Methods by Rashmi Agarwal
2. Understanding the research problem by Paul Oliver

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: The objective of the course "Animation Research Fundamentals" is to provide students with the knowledge and skills necessary to conduct research in the field of animation. The course aims to develop students' research literacy, critical thinking, and analytical skills, enabling them to explore and contribute to the body of knowledge in animation through academic research.

Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Seventh
Course Code: BFA-ANI-712	**Course Title:** Portfolio Development(Graphics/ VFX/2DAnimation / 3D)	

Course outcomes:

By the end of the course, students will be able to:

- Provide students with the opportunity to develop a professional portfolio showcasing their skills in graphics, VFX, 2D animation, and 3D animation.
- Enhance students' proficiency in using industry-standard software tools and techniques.
- Cultivate students' ability to conceptualize and execute creative projects that demonstrate their artistic vision and technical expertise.
- Prepare students for careers in the fields of animation, visual effects, and graphic design by providing them with tangible evidence of their abilities.
- Foster collaboration and peer feedback through critiques and reviews of each other's work.

Credits: 5	DSE	
Max. Marks:	Min. Passing marks:	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6		
Unit	Topics	No. of Lectures + Practical
I	• **Introduction to Portfolio Development** • Overview of the course objectives and expectations • Importance of a professional portfolio in the animation and graphics industry • Examples of successful portfolios and case studies	04
II	• **Project Planning and Concept Development** • Brainstorming ideas for portfolio projects • Developing concepts and storyboards • Setting project goals and timelines	06
III	• **Project Planning and Concept Development** • Brainstorming ideas for portfolio projects • Developing concepts and storyboards • Setting project goals and timelines	06
IV	• **Software Tools and Techniques** • Introduction to industry-standard software tools (e.g., Adobe Creative Suite, Autodesk Maya, Blender) • Tutorials and hands-on exercises to familiarize students with software interfaces and functionalities	08
V	• **Graphics Design Project** • Designing logos, posters, and other graphic elements • Applying principles of composition, typography, and color theory • Incorporating client feedback and revisions	06 08

	• VFX Project • Creating visual effects such as explosions, particle simulations, and digital compositing • Using green screen and chroma key techniques • Integrating VFX elements into live-action footage • 2D Animation Project • Developing animated characters and storyboards • Principles of timing, spacing, and motion in animation • Creating character rigs and animating using key frames and interpolation • 3D Animation Project • Modeling, texturing, and lighting 3D assets • Rigging and animating characters and objects • Rendering and compositing final animation sequences	
VI	• **Portfolio Presentation and Critique** • Assembling and organizing portfolio projects into a cohesive presentation • Practice presenting work professionally and articulating design decisions • Peer critique and feedback sessions	08
Suggested Readings: The Animator's Survival Kit by Richard Williams Digital Lighting & Rendering by Jeremy Birn		
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.		



Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Seventh
Course Code: BFA-ANI-713	**Course Title:** Specialization – I(Graphics/ VFX/2DAnimation/ 3D)	

Course outcomes:

By the end of the course, students will be able to:

- Provide students with advanced knowledge and skills in their chosen specialization area.
- Explore industry-standard software tools, techniques, and workflows relevant to the chosen specialization.

Credits: 5	**DSE**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6

Unit	Topics	No. of Lectures + Practical
I	• **Concepts and Techniques** • Overview of advanced concepts and techniques specific to the chosen specialization area	6
II	• **Software Tools and Workflows** • Deep dive into advanced features and functionalities of industry-standard software tools (e.g., Adobe After Effects, Autodesk Maya)	8
III	• **Project Development** • Conceptualization and planning of a portfolio-worthy project within the chosen specialization area	4

Suggested Readings: Advanced Techniques in [Graphics/VFX/2D Animation/3D Animation]
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance
At the End of the whole syllabus any remarks/ suggestions: • Online tutorials and resources specific to the chosen specialization area • Industry events, workshops, and guest lectures relevant to the chosen specialization • Professional organizations and communities for networking and collaboration in the animation and graphics industries

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Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Seventh
Course Code: BFA-ANI-714	**Course Title:** Project Report	

Course outcomes: By the end of the course, students will be able to:

- Effectively gather, evaluate, and synthesize information from a variety of credible sources.
- Develop innovative and feasible solutions to real-world problems.
- Apply project management principles to plan, execute, and complete a comprehensive project report.
- Manage time, resources, and team dynamics effectively to meet project deadlines.

Credits: 6	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-8

Unit	Topics	No. of Lectures + Practical
I	• **Teaching Methodology** • Description of teaching methods employed • Use of practical exercises, lectures, workshops, etc. • Integration of technology and software tools	4
II	• **Curriculum Content** • Detailed breakdown of topics covered in each module or unit • Description of theoretical concepts and practical skills taught • List of software tools and resources used	6
III	• **Assessment Methods** • Overview of assessment criteria • Types of assessments (e.g., exams, projects, presentations)	8



IV	• **Student Projects** • Description of projects assigned to students • Examples of project topics or themes • Showcase of student work or achievements	4
V	• **Resources** • List of textbooks, online resources, and references used • Links to software tutorials or guides • Details of any additional materials required	10
VI	• **Project Report** • Prepare Project report file related to Specialization	4

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions:
Description of projects assigned to students
Examples of project topics or themes
Showcase of student work or achievements

VIII Sem

Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Eighth
Course Code: BFA-ANI-801	**Course Title:** History of Animation	

Course outcomes:

By the end of the course, students will be able to:
The history of animation involves exploring various aspects of animation's development, from its earliest beginnings to modern techniques and trends.

Credits: 5	**Core Course**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-2

Unit	Topics	No. of Lectures + Practical
I	• **Introduction to Animation** • Definition of animation • Early experiments and pre-cinema animation devices • Pioneers of animation: ÉmileCohl, Winsor McCay, and J. Stuart Black ton	4
II	• **Golden Age of Animation (1920s-1940s)** • Development of synchronized sound and color • Rise of animation studios: Disney, Warner Bros., Fleischer • Iconic characters and landmark films	4
III	• **Technological Advancements** • Introduction of Technicolor and other innovations • Impact of World War II on animation • Emergence of television animation and limited animation techniques	6

IV	• **Rise of Television Animation** • Development of Saturday morning cartoons • Evolution of animation styles in television • Case studies of influential TV animation series	4
V	• **Expansion of Animation Genres** • Exploring genres beyond traditional animation: stop-motion, Claymation, CGI • Contributions of independent animators and studios • Impact of globalization on animation production	10
VI	• **Renaissance of Animation (1980s-1990s)** • Revival of animation in film: Disney Renaissance, Studio Ghibli • Introduction of computer-generated imagery (CGI) • Exploring themes and storytelling techniques	4
VII	• **Animation in the Digital Age** • Evolution of animation software and techniques • Online distribution platforms and independent animation communities • Future trends and challenges in animation industry	6

Suggested Readings:
World History of Animation Hardcover – Illustrated by Stephen Cavalier
A New History Of Animation Paperback by MAUREEN FURNISS (Author)

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions:
Textbooks, articles, and online resources on animation history
Film screenings of key animation milestones
Guest lectures by industry professionals or animation historians

Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Eighth
Course Code: BFA-ANI-811	**Course Title:** Academic Writing Techniques	

Course outcomes:

By the end of the course, students will be able to:

- Introduce students to the principles and conventions of academic writing.
- Develop students' ability to critically analyze and synthesize information from scholarly sources.
- Enhance students' proficiency in formulating and supporting arguments in academic essays.
- Familiarize students with different types of academic writing (e.g., research papers, literature reviews, and argumentative essays).

Credits: 5	**Core Course**
Max. Marks:	**Min. Passing marks:**
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 4-0-4	

Unit	Topics	No. of Lectures + Practical
I	**Introduction to Academic Writing** • Definition and characteristics of academic writing • Importance of academic writing skills in higher education and professional contexts • Overview of the writing process	4
II	**Understanding Academic Genres** • Types of academic writing (e.g., research papers, literature reviews, essays) • Characteristics and conventions of different academic genres • Analyzing sample texts from various disciplines	4

III	**Formulating Research Questions and Thesis Statements** • Identifying research questions and objectives • Crafting clear and focused thesis statements • Articulating arguments and hypotheses	6
IV	**Writing Literature Reviews** • Purpose and scope of literature reviews • Synthesizing existing research and identifying gaps in the literature • Structuring and formatting literature review sections	4
V	• **Incorporating Evidence and Citation** • Using quotations, paraphrases, and summaries to incorporate evidence • Understanding citation styles (e.g., APA, MLA, Chicago) • Properly citing sources and avoiding plagiarism	10
VI	**Developing Argumentative Essays** • Formulating persuasive arguments and counterarguments • Using evidence to support claims and refute opposing viewpoints • Strategies for building logical and convincing arguments	4
VII	**Presentation and Publication** • Strategies for presenting academic research orally and visually • Formatting and submitting manuscripts for publication • Navigating the peer review process	6

Suggested Readings:
They Say/I Say: The Moves That Matter in Academic Writing by Gerald Graff and Cathy Birkenstein

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions:
Textbooks, articles, and online resources on animation history
Film screenings of key animation milestones
Guest lectures by industry professionals or animation historians

Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Eighth
Course Code: BFA-ANI-812	**Course Title:** Show Reel (Graphics/ VFX/2D Animation / 3D)	

Course outcomes: By the end of the course, students will be able to:

- Demonstrate a high level of proficiency in Graphics/ VFX/2D Animation / 3D
- Create a polished and professional presentation that effectively captures the attention of potential employers or clients.
- Develop a personal brand that is clearly reflected in the style and content of the showreel/demo reel.
- Effectively manage time and resources to meet project deadlines.

Credits: 5	**DSE**
Max. Marks:	**Min. Passing marks:**

Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6

Unit	Topics	No. of Lectures + Practical
I	**Introduction to Showreel Production** • Overview of showreel formats and styles • Identifying personal strengths and areas for improvement • Planning and organizing showreel content	04

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II	**Graphics Design** • Principles of graphic design: layout, typography, color theory • Introduction to graphic design software: Adobe Photoshop, Adobe Illustrator • Creating graphic elements for showreel projects **Visual Effects (VFX)** • Introduction to VFX concepts and terminology • VFX software overview: Adobe After Effects, Nuke, Blender • Techniques for compositing, motion tracking, and green screen keying • Creating dynamic VFX shots for showreel projects **2D Animation** • Introduction to 2D animation principles: timing, spacing, squash and stretch • Animation software overview: Adobe Animate, Toon Boom Harmony • Storyboarding and animatics creation • Producing 2D animated sequences for showreel projects **3D Animation** • Introduction to 3D animation principles: modeling, rigging, animation • 3D animation software overview: Autodesk Maya, Blender • Character animation and lip-sync techniques • Creating 3D animated scenes for showreel projects	20
III	**Showreel Project Development** • Refining and polishing showreel projects • Incorporating feedback and revisions • Rendering and exporting showreel content	10
IV	**Showreel Presentation** • Students present their showreel projects to the class • Peer feedback and critique session • Reflection on personal growth and learning outcomes	04
V	**Assessment** • Showreel project development and execution • Class participation and engagement • Peer feedback and critique	04

Suggested Readings: Cartoon Animation With Preston Blair, Revised Edition!by Preston Blair Animator's Survival Kit, The Paperback by Richard E. Williams
This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.
Suggested Continuous Evaluation Methods: Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance
At the End of the whole syllabus any remarks/ suggestions: Tutorials, online courses, and reference materials for each software tool and technique Access to required software and hardware resources Guest lectures by industry professionals in graphics, VFX, and animation

Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Eigth
Course Code: BFA-ANI-813	**Course Title:** Specialization – II (Graphics/ VFX/2DAnimation/ 3D)	

Course outcomes:

By the end of the course, students will be able to:

1. Foster creativity, problem-solving, and critical thinking in the context of the chosen specialization.
2. Prepare students for careers in the animation, VFX, and graphic design industries through hands-on experience and portfolio development.

Credits: 5	**DSE**	
Max. Marks:	**Min. Passing marks:**	
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-6		
Unit	**Topics**	**No. of Lectures + Practical**

I	**Advanced Concepts and Techniques** • Case studies and examples of projects showcasing advanced skills and creativity • Introduction to industry-standard software tools and workflows	06
II	**Advanced Software Tools and Workflows** • Hands-on tutorials and exercises to familiarize students with advanced workflows and techniques	04
III	**Project Development** • Iterative development process, including prototyping, testing, and refining project ideas • Guidance and feedback from instructors and peers throughout the project development phase	12
IV	**Project Implementation** • Execution of the portfolio project, applying advanced skills and techniques learned in previous weeks • Troubleshooting and problem-solving challenges that arise during project implementation • Time management and organization to ensure project deadlines are met	08
V	**Project Review and Feedback** • Peer review and critique sessions to provide feedback on each other's project progress • Instructor-led feedback sessions to assess project development and offer guidance for improvement • Reflection and self-assessment on the strengths and areas for growth in the portfolio project	04



VI	**Project Presentation and Portfolio Development** • Finalizing and polishing the portfolio project for presentation • Creating supporting documentation, such as process documentation, project breakdowns, and artist statements • Presentation of portfolio projects to the class and invited industry professionals for feedback and critique	04

Suggested Readings: no need

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Practical Exam/ Assignment Submission/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions:

Programme/Class: Bachelor's with Research in Animation	**Year:** Fourth	**Semester:** Eighth
Course Code: BFA-ANI-814	**Course Title:** Dissertation	

Course outcomes:

By the end of the course, students will be able to:
1. Define a clear research question or problem statement within the field of animation.
2. Conduct comprehensive literature reviews to explore existing knowledge and research on the chosen topic.
3. Design and execute an appropriate research methodology, utilizing qualitative, quantitative, or mixed methods approaches as applicable.
4. Collect and analyze relevant data and information to address the research question.
5. Demonstrate critical thinking and analysis skills in interpreting research findings.
6. Communicate research findings effectively through a well-structured and coherent dissertation document.
7. Present and defend the dissertation research in an oral presentation.
8. Demonstrate independent research skills and the ability to contribute to the existing body of knowledge in the field of animation.

Credits: 6		**DSE**
Max. Marks:		**Min. Passing marks:**
Total No. of lectures-Tutorials-Practical (in hours per week): L-T-P: 2-0-8		
Unit	**Topics**	**No. of Lectures + Practical**

I	**Choosing a Research Topic and Developing a Proposal** • Selecting a research topic within the field of animation • Identifying a research question or problem statement • Conducting a literature review to explore existing research and knowledge • Developing a research proposal outlining the objectives, methodology, and expected outcomes of the research	04
II	**Research Methodology and Design** • Exploring different research methodologies (qualitative, quantitative, mixed methods) • Selecting an appropriate research design for the chosen topic • Planning data collection methods (surveys, interviews, experiments, etc.) • Ethical considerations in conducting research in animation	10
III	**Data Collection and Analysis** • Collecting and organizing relevant data and information • Applying appropriate data analysis techniques (statistical analysis, thematic analysis, content analysis, etc.) • Interpreting and synthesizing research findings • Discussing the limitations and implications of the research	12
IV	**Dissertation Writing and Structure** • Structuring the dissertation document (introduction, literature review, methodology, results, discussion, conclusion, etc.) • Developing a coherent and well-organized argument throughout the dissertation • Writing clear and concise chapters with proper referencing and citation • Proofreading and editing techniques for academic writing	10



V	**Independent Research and Writing** • Conducting independent research according to the proposed methodology • Analyzing and interpreting data to address the research question • Writing and revising the dissertation document in consultation with the supervisor • Seeking guidance and feedback from the supervisor throughout the research and writing process	10

Suggested Readings: No Need

This Major (Course Paper) is compulsory for all the students those are taking admission in the course of Animation.

Suggested Continuous Evaluation Methods:
Class Performance/ Dissertation/ Viva/ Attendance

At the End of the whole syllabus any remarks/ suggestions: The objective of the dissertation course is to provide students with an opportunity to conduct independent research and analysis on a specific topic within the field of animation. The course aims to develop students' research, critical thinking, and communication skills while allowing them to explore a subject of personal interest within the discipline.



SWAMI VIVEKANAND SUBHARTI UNIVERSITY
UGC Approved
Meerut

FOUR – YEAR UNDER GRADUATE PROGRAMS

AS PER NEP-2020

BFA Animation
Department of Animation
Faculty of Fine Arts

SWAMI VIVEKANAND SUBHARTI UNIVERSITY

Meerut

Effective from Session 2023-24

Ordinance No. V (82 A)

1. This ordinance may be called the "Ordinance Relating of Bachelor of fine Arts in Animation BFA - Animation Course ".

2. The ordinate shall come into force with effect from the academic session 2023-24

3. As per NEP- 2020

Chapter -2
Eligibility for Admission

4. For admission in 4 Year BFA - Animation, an applicant should have passed the intermediate examination of the Board of High School and Intermediate Education, U.P or an equivalent examination in any discipline from a recognized board/university.

Chapter -3
Teaching Course

5. The course will be of four year duration, divided into eight semesters.

6. The academic calendar shall be as follows:

1st 3rd& 5th & 7th Semester	Session 15 July to 30 Nov. Exam – 1st to 31st Dec.
2nd, 4th & 6th & 8th Semester	Session 5th Jan to 30thApril Exam – 1st to 31st May

7. The course shall comprise of four year (I to VIII semesters) of specialized courses in the disciplin

8. The course schedule shall be as given bellow:-

The Salient Features of the Four Year's under Graduate Programs

a. It is a Choice Based Credit System under Semester Scheme.

b. The programs comprise of about 50% Discipline Specific Core Courses as Major subjects, 20% Discipline Specific Core Courses/ Multi-Discipline Specific Courses as Minor courses, and remaining 30% Ability Enhancement Courses, Skill Enhancement Courses along with Open Elective Courses.

c. The relative importance of Courses of the study is measured in terms of credits.

d. The program permits horizontal mobility in course selections and vertical growth in the core courses.

e. The students shall take part in value-based activities.

f. The declaration of result is based on Aggregate Percentage of marks obtained and Cumulative Grade Point Average (CGPA) earned.

g. The candidate has an option to exit after Two, Four and Six semesters of the program and shall be awarded Certificate, Diploma, and General Degree, respectively with a provision to reenter and complete the degree.

h. There is a provision to transfer the credits earned by the candidate during transfer from one institution to other.

i. The program permits the consideration of credits earned from SWAYAM and other platforms recognized by the University.

j. The Program has special provisions for independent learners to earn additional credits from inter / intra disciplinary subjects apart from mandatory credits.

Definitions:

In this Ordinance, unless the context otherwise requires:

i. "University" means Swami Vivekanand Subharti University, Meerut.

ii. "College" means the constituent Higher Education Institutions of University.

iii. "Program" or "Program of study" means a higher education program pursued for a degree specified by the Commission under sub-section (3) of section 22 of the University Grants Commission Act, 1956 (3 of 1956).

iv. "Discipline" means faculty *viz.* Arts, Social Science, Science, Commerce, Management, etc.

v. "Course" means subject or paper having specified units which go to comprise a specified program of study. A course may be designed to comprise lectures/ tutorials/laboratory work/ field work/ project work/ vocational training / viva / seminars/ term papers / assignments / presentations/ self-study/internship etc. or a combination of some of these.

vi. "Credit" means the standard methodology of calculating teaching hours of the course per week in the semester system.

vii. "Candidate" means, a person seeking admission or appearing for examination to the Under Graduate Program.

viii. "Student" means a person admitted to, and pursuing, a specified credit-based course/program of study in a higher education institution.

ix. "BOS" means Board of Studies in the various courses.



BACHELOR OF FINE ARTS IN ANIMATION (HONS./ RESEARCH)

Introduction

Nandlal Bose Subharti College of Fine Arts and Fashion Design (NBSCFF) has been established in 2009 under Swami Vivekanand Subharti University (SVSU), Meerut with the vision, ''To create an inclusive, innovative, and nurturing environment, where students with a passion for art, design and fashion can develop their skills, unlock their creative potential, and forge successful career in the industry."

Mission to establish the NBSCFF was specifically centralized to focus on:

''It is our aim to provide a stimulating and challenging learning environment with the help of technological aids and the latest techniques in the fields of Arts, Fashion & Animation. We aim at creating a pool of lifelong learners by providing opportunities to paint their own canvas of life in all its shades and hues to share with the world its beauty and radiance. We aim to be the best Art & fashion college in the country, but also to get global acclaim.''

About The Programme

Bachelor of Fine Arts (Animation) is a three-year plus one year (Hons./ By Research) undergraduate programme focused in training students to become professionals in the domain of 2d & 3D Animation, Visual Effects, Compositing, Storyboarding & Comics Design and Info-graphic arts.

The curriculum has been designed to provide students with the opportunity to explore their creative side and sharpen up their skills in the world of animation. Students learn a variety of skills including Graphic design, 2D Animation, 3D Modeling, Rigging, Texturing, Lighting, 3D Animation and VFX.

The programme empowers students with multiple skill sets, thus giving them an edge over their peers. The educational structure of the programme is wrapped around theory, practical work, seminars, fieldwork, projects etc., offering students full exposure to the formal working environment.



Scope Of Study

The scope of animation field is far-reaching and encompasses a wide range of disciplines. This course enables students to learn the craft of creating animated visuals, from the basics of character design and animation principles to the more complex aspects of motion graphics and computer-generated imagery. Animation students will be familiar with digital technologies such as software programs and platforms.

Animation is an ever-evolving field, and those who pursue it will be able to keep up with the latest trends and techniques. Developing a mastery of both the technical and creative aspects of animation can open up a range of career pathways for the students:

- 2D Animator
- 3D Animator
- 3D Assets Developer
- Storyboard Artist
- Illustrator
- Compositor
- Video Editor
- VFX Artist
- Motion Graphic Artist
- Rigging Artist
- Texturing & Lighting Artist



Programme Objectives:

The Bachelor of Fine Arts (BFA) in Animation program aims to provide students with comprehensive knowledge and skills related to the field of animation. The program's objectives typically include the following:

1. **Technical Proficiency:** To equip students with the technical skills required to create high-quality animation using various software, tools, and technologies commonly used in the industry.
2. **Artistic Expression:** To encourage students to develop their artistic abilities and creativity, enabling them to produce visually appealing and engaging animated content.
3. **Understanding Animation Principles:** To teach students the fundamental principles of animation, such as timing, spacing, squash and stretch, anticipation, and staging, which form the basis of creating realistic and believable animations.
4. **Specialization Options:** To offer opportunities for students to specialize in specific areas of animation, such as 2D animation, 3D animation, stop-motion animation, visual effects (VFX), or game animation.
5. **Industry Standards:** To familiarize students with industry best practices, production pipelines, and workflows used in animation studios to prepare them for real-world projects.
6. **Collaborative Skills:** To foster teamwork and collaborative abilities by engaging students in group projects and simulations that mirror the dynamics of a professional animation studio.
7. **Critical Analysis:** To encourage students to analyze and critique animation works, both classic and contemporary, in order to develop a deeper understanding of animation as an art form and a storytelling medium.
8. **Portfolio Development:** To guide students in building a strong portfolio showcasing their animation skills and creativity, this is essential for gaining employment in the animation industry.
9. **Professional Ethics:** To promote ethical practices within the animation industry, emphasizing the importance of respecting copyright laws, giving proper credit to collaborators, and maintaining professional integrity.
10. **Industry Exposure:** To facilitate opportunities for internships, workshops, and guest lecturers from industry professionals, helping students stay updated with the latest trends and technologies in the animation field.

PROGRAMME OUTCOMES (PO):

The outcomes of a Bachelor of Fine Arts (BFA) in Animation program are designed to reflect the knowledge, skills, and abilities that students should have acquired upon successful completion of the program. These outcomes vary from one institution to another, but typically include the following:

PO1: Field knowledge with a comprehensive understanding of principles, techniques and tools related to the field of animation. This includes Graphic design, 2D and 3D Animation tools and softwares, as well as the fundamentals of motion graphics and visual effects.

PO2: Developing the communication skills of students by developing oral and written communication, presentation skills, interpersonal skills, and ability to work in a team.

PO3: Knowledge and skills to use latest animation tools and software for creating digital content. This includes learning about the latest trends in the animation industry, and understanding the various techniques used for producing high-quality designs and animation.

PO4: Students will be able to apply their creative and analytical abilities to Identify, formulate, research, and analyze the problems and reach logical conclusions and devise solutions to solve the problems and challenges.

PO5: Understands the moral and ethical considerations of the animation industry. Also recognize the impact of their work on society and the environment and will strive to create socially responsible and environmental friendly solutions.

PO6: Students will be able to develop necessary skills in becoming successful leaders and entrepreneurs in the field of animation. Exhibit project management, budgeting, marketing and client relations, as well as develop their business acumen for success in the field.

PO7: Demonstrate skills necessary to innovate and conduct research. This includes problem solving, critical thinking and data analysis. Students will also learn the fundamentals of research methodology.

PO8: Develop self-directed learning skills such as the ability to identify, locate, and evaluate resources. Additionally, students will develop an understanding of the professional and personal skills such as communication and collaboration essential for success in the animation industry.



PROGRAMME SPECIFIC OUTCOMES (PSO):

1. Enable students to understand and apply the principles of animation and visual effects, and develop skills which will enable them to create sophisticated and high-quality visual effects and animation.

2. Foster students with a strong foundation in animation and visual effects, as well as providing them with the necessary knowledge and skills to create innovative, high-quality animations and visual effects.

3. Develop the students' creative and technical skills in 3D and 2D animation, and in the use of visual effects software.

4. To help students to understand the business aspects of animation and visual effects, and to develop a professional portfolio that will demonstrate their skills and experience to potential employers.

5. Empower students with the skills and knowledge necessary to be successful in the animation and VFX industries, with the ability to create and develop high-quality animations and visual effects.



1. TITLE AND COMMENCEMENT

a. This Ordinance shall be called "Ordinance Governing Four-Year Undergraduate Programs as per NEP-2020" for the SVSU.

b. This Ordinance shall come into effect from the academic year: 2023-24.

2. UNDER GRADUATE PROGRAMS OFFERED (U. G. Degrees in Honors)

2.1: **Faculty of Fine Arts**

Bachelor of Fine Arts (BFA) in Animation

Under graduate degree programs shall have eight semesters duration unless specified otherwise.

2.2 Each academic year shall have two semesters; odd and even semesters.

2.3 Each semester shall have 20 weeks (05 days per week system) with 90 working days (excluding Sundays and other holidays).

2.4 The Program shall have multiple exit option at the end of TWO/FOUR/SIX semesters (ONE, TWO, or THREE academic years respectively) with the award of Certificate, Diploma and General Degree.

In case if Program is of 8 semesters at the end of TWO/SIX/EIGHT semesters (ONE, THREE, or FORTH academic years respectively) with the award of Certificate, Diploma, and General Degree. However, in such cases exit after fourth semester will not be permitted.

2.5 The candidate availing exit option shall re-enter the program at the beginning of any academic year to complete the degree with the prevailing syllabi.

3. PROGRAM STRUCTURE

a) **DSCC:** DSCC are Compulsory Core Courses of the program.

b) **EC:** Elective Courses shall have three categories,*viz.*,Discipline Specific Core Elective(DSE) Courses, Open Elective Course (OEC), Dissertation/ Research Project, Vocational Course, and Internship.

i. **DSE**: Elective courses offered under the core discipline of the study are Discipline Specific Core Elective (DSE).

ii. **Open Elective Course (OEC):** An elective course chosen from any other discipline/subject, with an intention to seek exposure beyond core course / discipline is called Open Elective Course in all the programs.

The student shall select any one OEC in the given semester, other than his / her DSCC across the disciplines.

A student can opt to study the OEC from the same subject in all the 04 semesters or can choose different OECs in every semester.

iii. **Dissertation / Research Project:** An elective course designed to acquire special /advanced knowledge; such as supplement study / support study to a project work, and a candidate shall study such a course on his / her own, with an advisory support of a teacher / faculty member is called Dissertation / Research project.

iv. **Vocational Courses**: Vocational course refers to instructional and hands-on training programs / courses that focus on the skills required for a particular job function or trade for various programs mentioned in the **Annexure -1(A, B, C, D, E & F).**

v. **Internship:** It shall be a short-term internship of 10-15 days in 6thsemester and long-**term** internship of about 30 days in lieu of Dissertation / Research project work in 8th semester for a job training in a suitable organization or hands on training or activity-based course at college level in order to gain work experience or to satisfy the requirements for a qualification.

c) **Ability Enhancement Courses (AEC):** The Ability Enhancement Courses (AEC) shall be of two kinds: i) Ability Enhancement Compulsory Courses (AECC) and ii) Skill Enhancement Courses (SEC).

i. **Ability Enhancement Compulsory Courses (AECC)**: Environmental Study, Indian Constitution, English and Modern Indian languages (MIL) / Modern European Language Communications (MEL) are AECCs. **(Annexure - 3).** Environmental Study and Indian Constitution are mandatory.

A Student shall study Hindi/English as a First Language and any one of MIL/MEL as second language.

The student may continue to study the same language or may choose different language in the second year.

Those who have not studied Hindi/ English up to PUC / 10+2 Level shall study Functional Hindi/ English in I semester and can opt the same subject or other MIL/MEL which may be continued till 4th semester. However, they may change the languages every year. With the permission of the University, a student may opt for any other language listed in the **Annexure-3** even if the student has not studied that language at PUC or equivalent level.

P.S.: 1) A deaf/spastic/mentally retarded/visually impaired/learning deficiency student shall be exempted from learning any one of the languages like English or MIL.

2) MIL means the languages mentioned in VIII Schedule of the Constitution of India.

ii. **Skill Enhancement Courses (SEC):** These courses shall be chosen from a pool of courses designed to provide value-based and skill-based knowledge and should contain lab/hands-on training/ fieldwork **(Annexure 4).**

d) **Special provisions for learners:**

i. **Fast track completion of 03/04- Year degree program:** The students who wish to complete the undergraduate programs faster may do so by completing the different courses equal to the required number of credits and fulfilling all other requirements in N-1 semesters (where N is the number of semesters of an undergraduate program). This facility is available for undergraduate programs with a minimum duration of three years or six semesters.

For example, a student may obtain his/her Six Semesters Bachelor's degree, after successfully completing five semesters of the program, provided he/she has earned required/ prescribed number of credits and fulfills all other requirements for awarding the degree.

Likewise, a student may obtain his/her Eight Semesters Bachelor's degree with honors, after successfully completing seven semesters of the program, provided he/she has earned required number of credits and fulfills all other requirements for awarding the Bachelor's degree with honors.

ii. **Slow track completion of 03/04- Year degree program:** The students may complete the undergraduate program in slow track. They may pursue the three years or six semester program in 4 to 5 years and four years or eight semester program in 5 to 6 years.

Hence, the higher education institutions have to admit candidates not only for programs, but also for subjects or courses. But the new admissions are generally made in the beginning of an academic year.

However, these provisions(4.1(d) I & ii) are applicable only for those students taking admission for the 5th and 7th semesters of the 3 and 4 years undergraduate programs, respectively. Further, these options shall be applicable only after issue of guidelines/ notification from the Regulatory authorities / University.

It is pertinent to point out duration of study will be counted in which Academic Year student studies or got failed. His/ Her Break in Multiple exits will not be counted as Period of Study

iii. **Earning additional credits:** The student shall have an option to study any number of additional OEC/SEC from SWAYAM or similar platforms recognized by the University.

4. **DSCC:**

a. Students of B.A. and B.Sc. shall choose any two DSCC from 1 to 4 semesters (Annexure-5 A & B). Among such two DSCCs, the student shall select one DSCC as Major and other as Minor course in 5th and 6th semesters. DSCC other than the discipline of the program shall be considered as Minor and the DSCC belonging to the concerned discipline shall be considered as the Major or Minor course.

b. For other programs, Board of Studies (BoS) of the respective programs shall decide the DSCCs.

4.1 Each course shall have two components

i. Lecturing (L) and

ii. Practical (P)

4.2 Credit **system of the program:** Each 04-year program shall have a minimum of **186credits** as mentioned in the **Annexures-1 (A, B, C, D, E & F)**. Credit means the unit by which a course is measured.

a) 1 hour lecture or 1 hour tutorial per week is equal to 1 credit and that of 2 hours practical is equal to 1 credit. Tutorial is not mandatory for all the courses. However, the concerned BOS shall decide the necessity for any Course.

b) Courses with 3 to 6 credits shall be evaluated for 100 marks and courses with less than 3 credits, including practical, shall be evaluated for 50 marks.

5. WORKLOAD FOR TEACHERS

5.1: Each theory session may have up to a maximum of 40 students, extendable to 60 students for B.A., B.Com.,B.Sc & BFA programs; up to a maximum of 30 students extendable to 45 students for other programs irrespective of DSCC, DSE, SEC, OEC, Vocational and AECC in the class rooms.

5.2: For a practical batch, each 20 students shall have one teacher.

5.3: To determine a teacher's work load one hour theory/tutorial/practical class shall be considered equal to one hour work load.

ADMISSION PROCEDURE

6.1: **Invitation of Applications:**

The University shall issue a notification for admission to various UG Programs for all odd semesters soon after the announcement of PUC II year / 10+2 results.

Admissions shall be purely based on merit cum roster as per the norms of Government of Uttar Pradesh/ University issued from time to time.

Academic year normally commences in the month of June every year. The exact date for commencement of academic year shall be decided by the University.

Constituent colleges shall admit students for each program not exceeding the approved intake. Prior approval from the University is mandatory in case the admissions exceed approved limit.

6.2: **ELIGIBILITY:** A candidate who has passed two-year Pre-University Course (PUC) Examination conducted by Pre-University Education Board, Government of Uttar Pradesh, or

10+2 Examination conducted by CBSE or equivalent examinations by any Other State or any other recognized Board / Department shall be eligible for admission to First Semester U.G. Program.

For BFA Animation Program, a candidate who has passed PUC / 10+2 with any stream or 3-year Diploma Course with any subject or 2-year JOC / ITI of any subject shall be eligible admission.

6.3: **Admission Eligibility for Second and Subsequent Semesters:**

I. All U G. Programs shall have carryover system up to 8th semester (for Honors). The admission conditions are:

II. 75% attendance shall be mandatory for each semester and for each course to appear for semester-end examination. Further, 20% attendance shall be condoned for the students participating/involved in Co-curricular/Extra-Curricular activities like NCC/NSS/Sports/Cultural Activities/Study Tours/Field Work/Seminars, etc., with prior permission of the Principal of the College in writing.

III. Candidates with 75% attendance but failing to appear for semester-end odd semester examination shall also be eligible to seek the admission for immediate higher semester.

IV. Mere submission of application by the candidate to appear for examination without 75% attendance shall not be eligible for higher semester.

V. Candidates not submitting examination application forms but maintaining 75% attendance shall not be eligible for admission to higher semester.

VI. If the candidate appears for II semester end examination and discontinued for III semester and wishes to take admission for IV semester in future, such candidates shall not be allowed for IV semester. Such candidate shall again seek admission to III semester as per university schedule. This is also applicable to other odd semesters.

VII. A candidate who does not satisfy the requirement of 75% attendance even in one Course (subject/paper) shall not be permitted to take the University examination of that semester and he/she shall seek re-admission to that Semester in a subsequent year as per University schedule.

VIII. Eligibility for admission to Bachelor's Degree (Honors): A candidate seeking admission to a Bachelor's degree (Honors / Research) in a specified field of learning shall have passed the relevant three-year bachelor's degree with minimum CGPA of 7.5 is eligible to continue the fourth-year undergraduate program.

IX. There shall be a provision for carryover system from 7th to 8th semester, subject to the fulfillment of 75% attendance in each Course and submitting the examination application form.

X. A candidate can seek admission to the 7th Semester in relevant College running Honors / Research Program subject to the availability of intake capacity of such Major Courses in the College.

6.4: **Medium of instruction:**

The medium of instruction shall be Hindi/English as decided by the concerned BoS. However, the candidate can write the examination either in English or Hindi.

6.5: **Change of Program:**

Every U. G. Program is specific in nature and hence, there shall not be any provision to change the program.

6.6: **Change of subject / DSCC**

The Change of MIL/MEL subject shall be governed by the Regulation as stated in 4.1(c)(i)).

The DSCC chosen for I semester for B.A. and B.Sc. shall remain same for all other semesters as per program structure and hence, there shall not be any provision to change the DSCC.

6.7: **Change of College/Transfer**

I. Candidate shall be permitted for change of college only for the odd semesters by seeking admission within the stipulated period mentioned in the admission notification with the due consent from both the colleges, as per university rules. There shall not be any provision for transfer/change of college for even semesters. Further, lower semester examination failure/MPC candidates are not eligible for transfer/change of college within the University's constituent colleges.

II. The same shall be applicable for the candidate seeking transfer from the colleges of other University within or outside the state or country by producing the eligibility certificate issued by University with the confirmation of similarity of the programs with each other. Other conditions shall be same as in 6.7(a).

III. Such transfer of admission shall be within the intake capacity of the respective class/ subject of the respective College.

IV. The Degree of 3 or 4 years shall be awarded from the University where the candidate has earned a minimum 50% of the credits prescribed for the program.

Examination

7.1: The prescribed courses of 3 to 6 credits shall be evaluated for 100 marks and that of less than 3 credits, including practical, shall be evaluated for 50 marks. The project work / dissertation shall have 6 credits and be evaluated for 100 marks.

7.2: There shall be a continuous assessment of the student. For this purpose, semester examination is divided into two components:

a. **Theory papers / SEC as theory:**

Formative (Internal) Assessment - examinations conducted by the College for40%of maximum marks allotted for each Course; and

Summative (Semester-end) written examination conducted by University after16th week of the commencement of semester for 60% of the maximum marks allotted for each Course.

Practical / SEC as Practical:

Formative (Internal) Assessment - examinations conducted by the College for50% of maximum marks allotted for each course in 14th week of the commencement of semester; and

Summative (Semester-end) written examination conducted by university after16th week of the commencement of semester for 50% of the maximum marks allotted for each Course

7.3: **Formative (Internal Assessment (IA) examinations:**

Theory Papers / SEC as Theory: The College shall conduct IA examination for theory subjects in the 8th week for 10%, 12th week for another 10% of maximum marks allotted for each Course. Duration of examination shall be 1 hour each, 10% shall be allotted for Case study / Assignment / Field work / Project work/ Activity etc. and the remaining10% shall be for seminar on the course.

Practical: The College shall conduct IA examination for practical paper in the 14thweek for 50% of maximum marks allotted for each Course. Duration of examination shall be 3 hours.

SEC as Practical: The College shall conduct IA examination for SEC paper in the 14thweek for 50% of maximum marks allotted for each Course. Duration of examination shall be of 2 hours.

Project work /dissertation: The College shall conduct written IA examination for Project work /dissertation in the 14th week for 50% of maximum marks allotted for each Project work /dissertation. Duration of examination shall be 1 hour.

The Course teacher shall display the marks on notice board within 4 days after IA examination and allow the student for verification of IA Booklet if he/she wishes. Grievances shall be solved by the Course teacher and in complicated cases by the Principal/ representative of Principal as per internal mechanism of the College.

There shall not be any provision for improvement of IA marks or for remaining absent. However, IA exam shall be conducted for students who remained absent due to participation in the events related to co-curricular / curricular activities conducted by recognized organizations.

The College shall submit the IA marks to the University if student satisfies 75% attendance in the semester and shall be eligible to appear for semester-end examination.

The mode of conducting semester end examination for discipline specific SEC shall be decided by the respective BOS.

7.4: **Summative (Semester-end) examination:**

The semester-end examination, for 60% of maximum marks allotted for each theory paper, shall be conducted by the University after 16th week of the commencement of the semester. The University shall conduct the semester- end examination for either odd or even semesters but not both simultaneously, unless otherwise specified.

Duration of theory examination shall be 02hours for 100 marks per Course (including IA marks) having 3 to 6 credits.

Duration of theory examination shall be 1 hour for 50 marks Course (including IA marks) having the credits of less than 3.

Duration of practical examination shall be 3 hours for 50 marks Course (including IA marks) having the credits of less than 3.

SEC as practical, the duration of practical examination shall be 2 hours for 50 marks Course (including IA marks) having the credits of less than 3.

Each Faculty in consultation with the concerned BoS, shall decide the pattern of question paper for uniformity for all the core courses and elective courses.

Question papers shall be prepared by a team of members detailed by Examination/ College authorities.

Concerned BoE shall decide the scheme of valuation of both theory and practical courses.

There shall be a single valuation for theory papers from the members of concerned paper setter under the supervision of moderator.

Practical/evaluation of project/dissertation work/Field Work assessment to be conducted before the commencement of theory examination at the concerned colleges by two examiners; one from the same college as internal examiner and other from other colleges appointed by university as external examiner. There may be two external examiners but not two internal examiners to conduct the examination.

The SEC offered from NSQF shall be evaluated by them. However, the SEC offered by the University shall be evaluated for 50 marks as per the guidelines / methodology issued by the University from time to time.

7.5: Passing criteria

A candidate has to score 40% in each course for passing the course.

There shall be no minimum or separate passing marks for the IA examination. The candidate has to score minimum 40% in the semester-end examination (Ex. for 100 marks paper; 40 IA + 60 end semester exam and hence, minimum 24 marks for semester-end exam required). If candidate scores 40% by cumulating marks from IA and semester-end examination but fails to score 40% from the semester-end examination, such candidate shall be declared as fail.

If the course is having both theory and practical, candidate has to pass both theory and practical independently. If the candidate fails in practical and passes in theory examination, such candidate shall reappear for practical examination only and vice versa.

In all cases of failure in particular course, IA marks shall be protected and carried forward; and the candidate need not reappear for IA examinations in such cases.

On successful scoring of minimum 40% in all courses, the candidate shall be declared pass in the program in that semester.

On successful scoring of minimum 40% in all courses and all the semesters, the candidate shall be declared pass in the entire program.

7.6: Percentage and Grading

a) If P is the percentage of marks secured (IA + semester end score) by the candidate in a course which is rounded off to the nearest integer, the grade point (GP) earned by the candidate in that course will be given as below:

Percentage (%)	Grade(GP)	Percentage (%)	Grade(GP)
40	4.0	71-75	7.5
41-45	4.5	76-80	8.0
46-50	5.0	81-85	8.5
51-55	5.5	86-90	9.0
56-60	6.0	91-95	9.5
61-65	6.5	96-100	10.0
66-70	7.0		

Grade point of less than 4 shall be considered as fail in the course, hence, GP=0 and for the absent candidate also GP=0.

b) A student's level of competence shall be categorized by grade point (GP), Semester Grade Point Average (SGPA) and Cumulative Grade Point Average (CGPA) of the program.

Sushant College of Fine Arts & Design SCFF Delhi

c) **Semester Grade Point Average (SGPA):** The SGPA is a ratio of sum of the number of Credit Grade Points scored from all the courses (subject) of given semester to the total credits of such semester in which the candidate studied.

(Credit Grade Points of each course = Credits x GP)

d) **Cumulative Grade Point Average (CGPA):** It is calculated as below for 6 semester programs:

$$CGPA = \frac{(Credit1 \times SGPA1) + (Credit2 \times SGPA2) + (Credit3 \times SGPA3) + (Credit4 \times SGPA4) + (Credit5 \times SGPA5) + (Credit6 \times SGPA6)}{\text{Total credits of program (sum of credits of all semesters)}}$$

$$\text{Or} \quad CGPA = \frac{\text{Total credit grade points of all the courses (subjects) in the program}}{\text{Total credits of program}}$$

e) After studying and passing, all the credits prescribed for the program the degree shall be awarded with CGPA score after rounding off to second decimal and class distinguishing as second class, first class, and distinction along with grade letter as under.

CGPA of the program(Degree)	Class obtained	Grade Letter
9.5 to 10.00	Outstanding	A^{++}
7.00 to 9.49	Distinction	A^{+}
6.00 to 6.99	First Class	A
5.50 to 5.99	Second class	B^{+}
5.00 to 5.49		B
4.00 to 4.99	Pass	C
Less than 4.0	Fail/ Reappear	D

f) 40% of Credits earned on par with the conventional mode of the respective courses if any through SWAYAM and other recognized platforms shall be considered for calculation of SGPA / CGPA.

g) Additional Credits with minimum 4 Grade points in each OEC/SEC earned by the independent learner under the provision of Section 4.1(d) of this Ordinance shall be considered for CGPA subject to candidate's consent for inclusion.

h) Nevertheless, such students have to complete the mandatory credits as mentioned inAnnexure-1 A, B, C, D, E and F with minimum Grade point =4 in each course to declare the result pass.

7.7. CRITERIA FOR AWARD OF DEGREE

On successful scoring of minimum 4 grade points in all courses of the program, the Certificate/Diploma/Degree/Honors Degree shall be awarded for the candidates.

CLASSIFICATION OF SUCCESSFUL CANDIDATES: CLASSES AND GRADES

The results of successful candidates at the end of II, IV, VI and VIII semesters shall be classified on the basis of aggregate percentage of marks obtained in all the two, four, six or eight semesters and the Aggregate or Cumulative Grade Point Average (CGPA) for award of:

a) Certificate course for completion of first two semesters if the candidate wishes to exit.

b) Diploma course for completion of first four semesters in the program if the candidate wishes to exit.

c) Bachelor's Degree on completion of first six semesters in the program if the candidate wishes to exit.

d) Bachelor degree with Honors for completion of all the eight semesters of the program. (in selected programs)

e) Nomenclature of the certificate, diploma, and degrees in different programs is mentioned in Annexure-7.

The University shall issue the final grade card (Marks card) consisting of grade points along with marks of all courses successfully completed by the candidate at each stage the candidate wishes to exit with SGPA for all the semesters, CGPA with Grade Letter of the entire program and Class obtained.

The Degree (General / Honors) shall be awarded in the Annual / Special convocation. The Degree certificate shall consist of CGPA of the program and Class obtained.

7.8: Recounting, revaluation, challenge valuation, photo copying of answer papers

There shall be provision for recounting of marks, revaluation, challenge valuation, and photo copying of answer papers. The University shall invite applications for such purpose immediately after announcing the results for every semester by giving 14days' time to apply for the same online as per the existing ordinance and regulations and process the same accordingly.

7.9: **Rank and Gold medals.**

The University Ranks and Gold-Medals shall be awarded to both the students of 3-year Degree and 4 -year Honor Degree. A 4-year Honors Degree Student shall be considered for the award of Rank and Gold Medal who complete the Honors Degree without a break. A Student who exits at the end of 3-year and re-enters into the Honors Degree shall not be considered. The students who complete a 3- year Degree program without break /failure in the examination, including lateral entry from other college and does not continue the Honors degree anywhere in India, shall be considered for the award of medals and ranks. However, this is not applicable for the award of classes like, second/first class/ distinction to the students.

Further, there shall not be any provision for Rank and gold medal for the certificate and diploma candidates in the exit option.

The award of gold medals and Ranks shall be as per the guidelines/ notification issued from the Regulatory authorities / University.

7.10: **Make-up Examination.**

a) There shall be no immediate make-up examination for all semesters to the courses where candidate failed to score minimum 40% for semester end examination unless specified otherwise as in (c).

b) However, such candidate shall appear for examination during the regular schedule of examination conducted by the University.

c) There shall be a makeup examination for the V and VI semesters (6 semesters Program) or VII and VIII semesters (8 semesters Program) immediately after declaring the final semester results of the program as per the guidelines issued by the Government from time to time.

8. Provision for improvement of the marks (Grade Point)

Improvement of the marks (Grade Point): There shall be a provision for candidates to reappear for the examination for the concerned course of theory papers only (subject) in which candidate wishes for improvement of his/ her grade point of SGPA in general and CGPA in total of the program subject to the condition that:



i. The candidate shall be eligible to reappear for improvement of grade points only after successfully passing the program.

ii. The candidate may opt for the examination for any number of courses (subject / paper) of the program for improvement of grade point but not more than three times for each course (subject / paper) as per the prevailing syllabus of the examination conducted in the regular schedule of University examinations.

iv. All such provisions are there within 04 years from successful completion of the program.

v. In all such cases grade points are considered if there is a progress in such improvements, otherwise original grade points shall be retained.

vi. No such candidates shall be eligible for the award of Rank, Gold Medal, Cash Prize, etc.

vii. The validity of credits earned will be for a maximum period of seven years or as specified by the Academic Bank of Credits (ABC). The procedure for depositing credits earned, its shelf life, redemption of credits, would be as per UGC (Establishment and Operationalization of Academic Bank of Credits (ABC) scheme in Higher Education) Regulations, 2021/ Regulatory Authority.

9. Duration for completion of the U. G. Program

The duration for completion of the Program shall be as directed by the Government / Statutory authorities UGC, etc., from time to time. However, the candidate has to write the examination based on existing syllabi at the time of appearing for examination.

10. Repeal And Savings For UG Programs

All the existing Ordinance governing various three / four years Bachelor degree programs in the disciplines of Arts, Social Sciences, under semester and yearly schemes or any ordinances or regulations or guidelines issued or adopted earlier by the University in this matter for constituent and affiliated colleges of SVSU are hereby repealed.

However, the above Ordinance shall continue to be in force for the students who have been admitted to the degree programs concerned before the enforcement of this new Ordinance.

Provided that the said repeal shall not affect the previous operation of the saidregulations / ordinances or anything duly done or suffered there under or affect any right, liability or obligation acquired, accrued, or incurred under the said Ordinance.

The modifications made by the UGC/MHRD/ State Government/ Regulatory Authorities from time to time in its Regulations shall also be applicable to these Ordinance.

Removal of Difficulties:

If any difficulty arises in giving effect to the provisions of this Ordinance, the Vice-Chancellor may, by order make such provisions not inconsistent with the Act, Statutes, Ordinances, or other Regulations, as appears to be necessary or expedient to remove the difficulty. Every order made under this rule shall be subject to ratification by the Appropriate University Authorities.

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Annexure: 1 A

Year-wise Structure UG Programs

BFA Animation

Year/Semester		Subject I	Subject II	Subject III	Subject IV	Subject V	Vocational	Co-Curricular	Industrial Training/ Survey/ Project	Credits	(Min.-Max. Total Credits)After completion {Minimum Credits} [MaxDuration in years]
		Major	Major	Major	Major	Minor/ Elective	Minor	Minor	Major		
		Credits	Credits	Credits	Credits	(4) Credits	3 Credits	2 Credits	3 Credits		
Year	**Sem**	**Own Faculty**	**Own Faculty**	**Own Faculty**	**Any Faculty**	**Other Faculty**	**Vocational Faculty**	**Co- Curricular**	**Skill Enhancement Course (SEC)/Inter/Intra Faculty related to main Subject**	**Total Min.-Max. of the semester/ year**	
1	I	Fundamental of Art & Animation (4)	Print Media & Graphics (4)	Digital Art (4)	Script Writing & Story Board Development (4)	Choose any course from other Faculty Hindi/ English communication (4)	A Student chooses one vocation from list of Vocational Courses provided by the University	Food Nutrition and Hygiene	–	21	Certificate in Animation (21+25= 46)
	II	History of Indian Art (4)	Digital Illustration (4)	2D Digital Animation (4)	Colour Composition (4)		A Student chooses one vocation from list of Vocational Courses provided by the University	First Aid and Health	–	25	
2	III	History of Western Art (4)	Digital Audio & Video Editing (4)	Cinematography For VFX (4)	Autocad (4)	Choose any MOOC course from SWAYAM	A Student chooses one vocation from list of Vocational Courses provided by the University	Human Values and Environmental studies	–	21	Diploma in Animation (21+25=46) Total=92
	IV	Aesthetics (4)	3D Modeling – I (4)	3D Texturing, Lighting and Rendering- I (4)	Character Anatomy & Comic Design (4)		A Student chooses one vocation from list of Vocational Courses provided Studies	Physical Ed. And Yoga	–	25	

3	V	3D Modeling- II (5)	3D Character Setup and Animation (5)					Analytic Ability and Digital Awareness	Industrial Survey (3)	25	Bachelor of Fine Arts in Animation (25+22=47) Total=139
		3D Texturing, Lighting and Rendering- II (5)	Games Art and Design (5)								
	VI	**Advanced Animation and Particles** (6)	3D Dynamics and Simulation (6)					Communication Skills and Personality Development	Internship (8)	22	
4	VII	**Basics of Research Methodology** (5)	Portfolio Development (Graphics/ VFX/2D Animation / 3D) (5)			Constitution of India/ Cultural/NSS (4)			Project Report (6)	30	Bachelor (Research) of Fine Arts in Animation (26+30=56) Total=195
		Animation Research Fundamentals (5)	Specialization – I (Graphics/ VFX/2D Animation/ 3D) (5)								
	VIII	**History of Animation** (5)	Show Reel (Graphics/ VFX/2D Animation / 3D) (5)						Dissertation (6)	26	
		Academic Writing Techniques (5)	Specialization – II (Graphics/ VFX/2D Animation/ 3D) (5)								

*Exit with Bachelor's (Research) of Fine Arts in Animation

Course Type	Course Code	Course Name
Core Course	BFA-ANI-101	Fundamental of Art & Animation
	BFA-ANI-111	Print Media & Graphics
	BFA-ANI-112	Digital Art
	BFA-ANI-113	Script Writing & Story Board Development
	BFA-ANI-201	History of Indian Art
	BFA-ANI-211	Digital Illustration
	BFA-ANI-212	2D DigitalAnimation
	BFA-ANI-213	Colour Composition
	BFA-ANI-301	History of Western Art
	BFA-ANI-311	Digital Audio & Video Editing
	BFA-ANI-312	Cinematography For VFX
	BFA-ANI-313	AutoCAD
	BFA-ANI-401	Aesthetics
	BFA-ANI-411	3D Modeling- I
	BFA-ANI-412	3D Texturing, Lighting and Rendering- I
	BFA-ANI-413	Character Anatomy & Comic Design
	BFA-ANI-511	3D Modeling- II
	BFA-ANI-512	3D Texturing, Lighting and Rendering- II
	BFA-ANI-513	3D Character Setup and Animation
	BFA-ANI-514	Games Art and Design
	BFA-ANI-611	Advanced Animation and Particles
	BFA-ANI-612	3D Dynamics and Simulation
	BFA-ANI-613	Internship
	BFA-ANI-701	Basics of Research Methodology
	BFA-ANI-711	Animation Research Fundamentals
	BFA-ANI-714	Project Report
	BFA-ANI-801	History of Animation
	BFA-ANI-811	Academic Writing Techniques
	BFA-ANI-814	Dissertation
	BFA-ANI-515	Industrial Survey

Discipline Specific Elective	BFA-ANI-712	Portfolio Development (Graphics/ VFX/2D Animation / 3D)
	BFA-ANI-713	Specialization – I (Graphics/ VFX/2D Animation/ 3D)
	BFA-ANI-812	Show Reel (Graphics/ VFX/2D Animation / 3D)
	BFA-ANI-813	Specialization – II (Graphics/ VFX/2D Animation/ 3D)
AECC	AEC-01	English Communication/ Hindi Communication
	AEC-02	MOOC/ SWAYAM Course
	AEC-03	Constitution of India/ Cultural/ NCC/ NSS
Co-Curricular	ZO10101T	Food Nutrition and Hygiene
	ZO20201	First Aid and Health
	Z030301	Human Values and Environmental studies
	Z040401	Physical Ed. And Yoga
	Z050501	Analytic Ability and Digital Awareness
	Z060601	Communication Skills and Personality Development



Vocational Courses					
Sr.	Course Name	Semester	Credit	Dept./College	Codes
1	Basic of Electric Welding & Structure	1st	3	Engineering	VOC-1-BEWS
2	Introduction to Digital Marketing	1st	3	Engineering	VOC-1-IDM
3	Still Life & Landscape (Water color)	1st	3	Fine Arts	VOC-1-SLL
4	Guidance & Counseling	1st	3	Home Science	VOC-1-GC
5	Front Office Management	1st	3	Hotel Management	VOC-1-FOM
6	Social Media Management	1st	3	Journalism	VOC-1-SMM
7	Real Estate Business Management	1st	3	Management	VOC-1-REBM
8	Sports Journalism	1st	3	Physical Education	VOC-1-SJ
9	Computer Hardware & Installation	1st	3	Science	VOC-1-CHI
10	Draftsman	2nd	3	Engineering	VOC-2-D
11	Clay Modeling	2nd	3	Fine Arts	VOC-2-CM
12	Early Childhood Care and Education	2nd	3	Home Science	VOC-2-ECCE
13	Food & Beverage Operations	2nd	3	Hotel Management	VOC-2-FBD
14	Designing for Publicity	2nd	3	Journalism	VOC-2-DP
15	Library Book Management & Preservation	2nd	3	Library Science	VOC-2-LBMP
16	Sales Management	2nd	3	Management	VOC-2-SM
17	Data Entry/ Application of office Tools	2nd	3	Science	VOC-2-DOT
18	Basic of CAD & CAM	3rd	3	Engineering	VOC-3-BCC
19	Choreography	3rd	3	Fine Arts	VOC-3-CRG
20	Preservation of Fruits & Vegetable	3rd	3	Home Science	VOC-3-PFV
21	Bar Operations	3rd	3	Hotel Management	VOC-3-BO
22	Mobile Journalism	3rd	3	Journalism	VOC-3-MJ
23	Tally and Financial Accounting	3rd	3	Management	VOC-3-TFA
24	Production Engineering	3rd	3	Polytechnic	VOC-3-PE
25	Programming with Python & IOT	3rd	3	Polytechnic	VOC-3-PPI
26	Graphics Designing	3rd	3	Science	VOC-3-GD
27	Screen Printing	4th	3	Fine Arts	VOC-4-SP

28	Indian Traditional Embroidery	4th	3	Home Science	VOC-4-ITE
29	Basic of Art of Baking	4th	3	Hotel Management	VOC-4-BAB
30	Photo & Videography	4th	3	Journalism	VOC-4-PV
31	Basics of Digital Library	4th	3	Library Science	VOC-4-BDL.
32	Office Management	4th	3	Management	VOC-4-0M
33	Power Electronics	4th	3	Polytechnic	VOC-4-PE
34	Refrigeration and Air Conditioning	4th	3	Polytechnic	VOC-4-RAC
35	Computer Networking	4th	3	Science	VOC-4-CN

Annexure-2.

List of Open Elective courses for B.A., B.Sc. B.Com. and other Programs

B.A. / BPA / BVA / BTTM/ BSW / B.H. M./B.Sc		B.Sc. / BCA/	B. Com/ B. Com (CS)/BBA and any other programs
1. Hindi 2. English 3. Sanskrit 4. Urdu 5. Marathi 6. Prakrit 7. French 8. German 9. Russian 10. Political Science 11. Psychology 12. Agricult ural Marketin g 13. Yoga 14. Music 15. Library & information Science	16. Sociology 17. Geography 18. Logic 19. Anthropology 20. Philosophy 21. Social Work 22. Economics 23. Criminology & Forensic Science 24. Rural Development 25. History 26. Women's Studies 27. Education 28. Folk Literature 29. Linguistics 30. Journalism &Mass Communications 31. Physical Education 32. Computer Applications 33. Applied Statistics	34. MOOC	1. Chemistry 2. Physics 3. Mathematics 4. Botany 5. Zoology 6. Electronics 7. Computer Science 8. Statistics 9. Geology 10. Genetics 11. Micro-Biology 12. Bio-technology 13. Industrial Fish & Fisheries 14. Home Science 15. Any other courses recommended by the respective BOS.

Note: 1) Student shall choose other than his /her DSCC even across the discipline

2) A student can opt to study the OEC from the same subject in all the 04 semesters or can choose different OECs in every semester.

Annexure-3.

SKILL ENHANCEMENT COURSES FOR ALL THE PROGRAMS

A) Value Based Course and Evaluation: (1+1) x 6 = 12 Credits in the Program

A student shall opt any two of the following activities offered in the college in each of the first to sixth semester of the undergraduate programs. The activity carries two credits each semester and will be internally assessed for 50 marks by the staff like NCC Officer/ NSSOfficer / Physical Education Teacher Librarian / Teacher shouldering the responsibility of activities. The concerned staff shall submit the marks to the University during submission of internal assessment marks.

Activity based courses for semesters 1 to 6 for all degree programs

a. Activities related to Yoga
b. Health & Wellness (Physical exercises including warming up and relaxation techniques)
c. Indoor/ Outdoor Sports and Games
d. N.S.S. / N.C.C / R&R (S&G)
e. Field studies
f. Computer assisted/ web -based learning and e-library skills
g. Leadership Qualities and Organisational Skills
h. Innovative compositions and creations in Music, Performing Arts, Fine arts, and visual arts etc.
i. Involvement in popularization programs such as scientific temper
j. Publication of articles in newspapers, magazines or other publications
k. Activity exploring different aspects of Indian civilizations
l. Community work such as promotion of values of National Integration, Environment, Human rights and duties, Peace, Civic Sense, Social responsibility, etc.
m. Evolution of study groups/ seminar circles on Indian thoughts and ideas
n. Involvement in campus publication
o. A Small project work concerning the achievements of India in different fields
p. Other Activities such as Cultural Activities etc as prescribed by the University.

Annexure- 4:

Examples for Nomenclature of the certificate, diploma, and degrees in different programs

Program	**Example**	***Certificate(1Year)**	***Diploma(2 -Year)**	**3 -Year Degree**	**4- Year Degree**
BFA Animation	Animation as Major	U.G. Certificate course in Animation	U.G. Diploma in Animation	Bachelor of Fine Arts in Animation	Bachelor (Research)of Fine Arts in Animation