



Your Dreams Our Goal
POORNIMA
UNIVERSITY

Member of Association of Indian Universities & Approved by UGC (Govt. of India) under 2(f) & 12(B)

FACULTY OF DESIGN AND ARTS

DEPARTMENT OF VISUAL ARTS
AND ANIMATION



SCHEME & SYLLABUS BOOKLET

BATCH 2022

VISUAL ARTS & ANIMATION

DEPARTMENT

B.SC ANIMATION & VFX

BATCH - 2022-2025

INDEX

S. No	Contents
1	Vision, Mission and Quality Policy of University
2	Knowledge Wheel
3	Preamble
4	About Program and Program Outcomes (POs)
5	Examination System
6	Assessment & Grade Point Average: SGPA, CGPA
7	Guidelines for MOOC Courses
8	Teaching Scheme of all Semesters
9	Teaching Syllabus of all Semesters

Disclaimer: The scheme, syllabus and other materials published in this booklet may be changed or modified as per the requirement after approval of competent authority. The decision taken by the management of Poornima University will be final and abiding to all.

Student Details

Name of Student:		
Name of Program:		
Semester:	Year:	Batch:
Faculty of:		



Your Dreams Our Goal
POORNIMA
UNIVERSITY

Member of Association of Indian Universities & Approved by UGC (Govt. of India) under 2(f) & 12(B)

VISION

To create knowledge based society with scientific temper, team spirit and dignity of labor to face global competitive challenges.

Mission

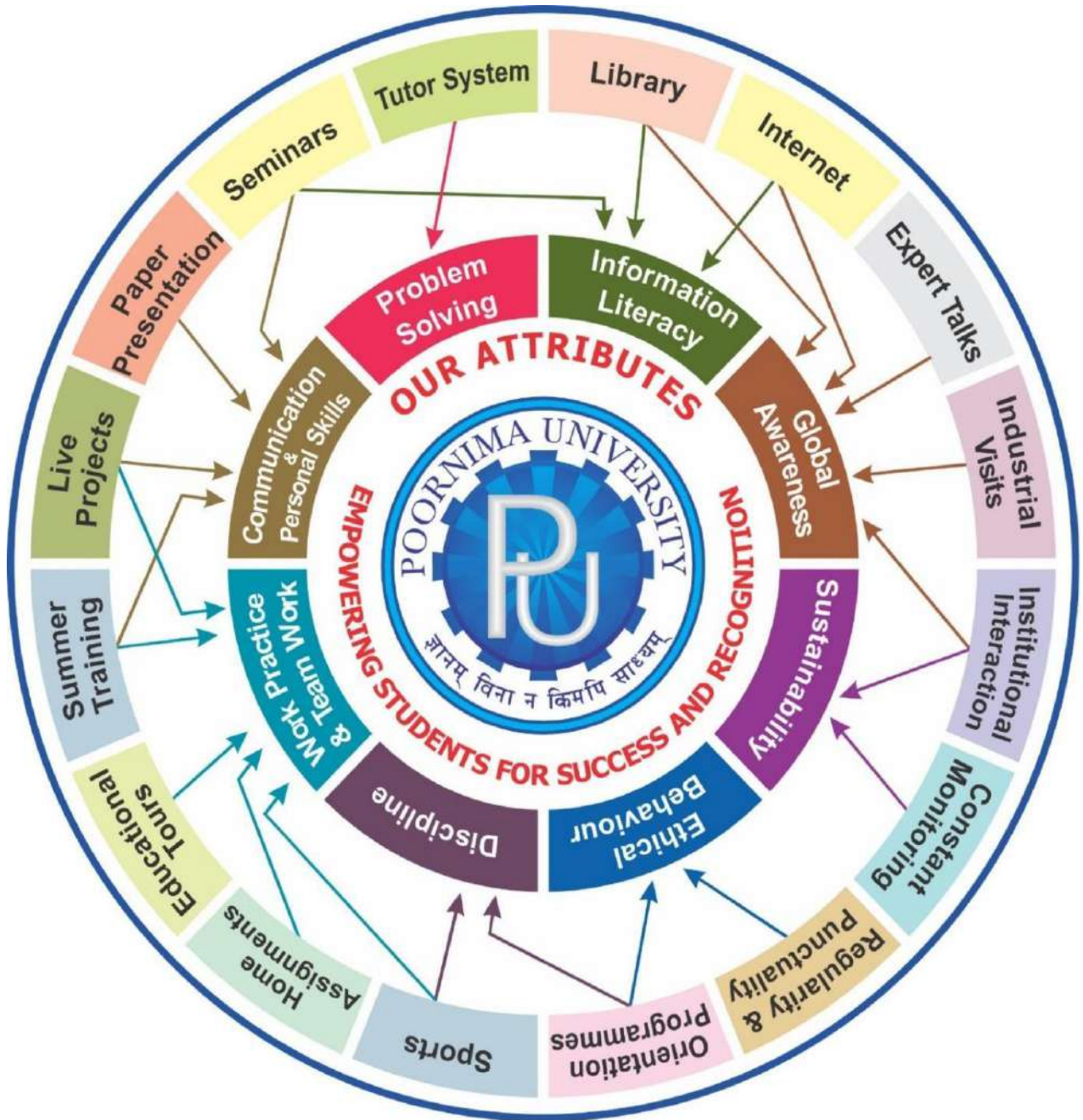
To evolve and develop skill based systems for effective delivery of knowledge so as to equip young professionals with dedication and commitment to excellence in all spheres of life.

Quality Policy

To provide Quality Education through Faculty development, updating of facilities and continual improvement meeting University norms and keeping stake holders satisfied.

Knowledge Wheel

At Poornima, the academic atmosphere is a rare blend of modern technical as well as soft skills and traditional systems of learning processes.



About Program and Program Outcomes (PO):

Title of the Programme: Bachelor of Science (Animation & VFX): Batch: 2022 - 25

Nature of the Programme: Animation & VFX is three-year full-time programme.

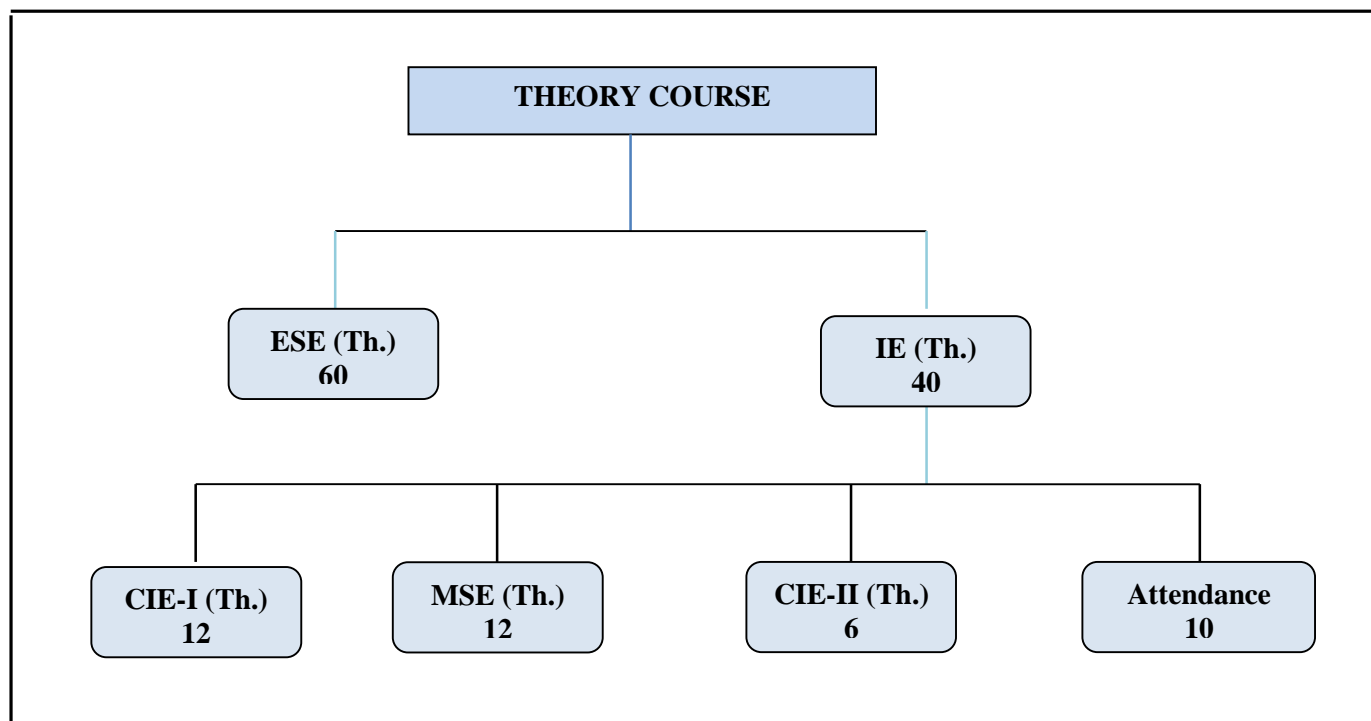
Program Outcomes (PO):

Animation & VFX. AR &VR Graduates will be able to:

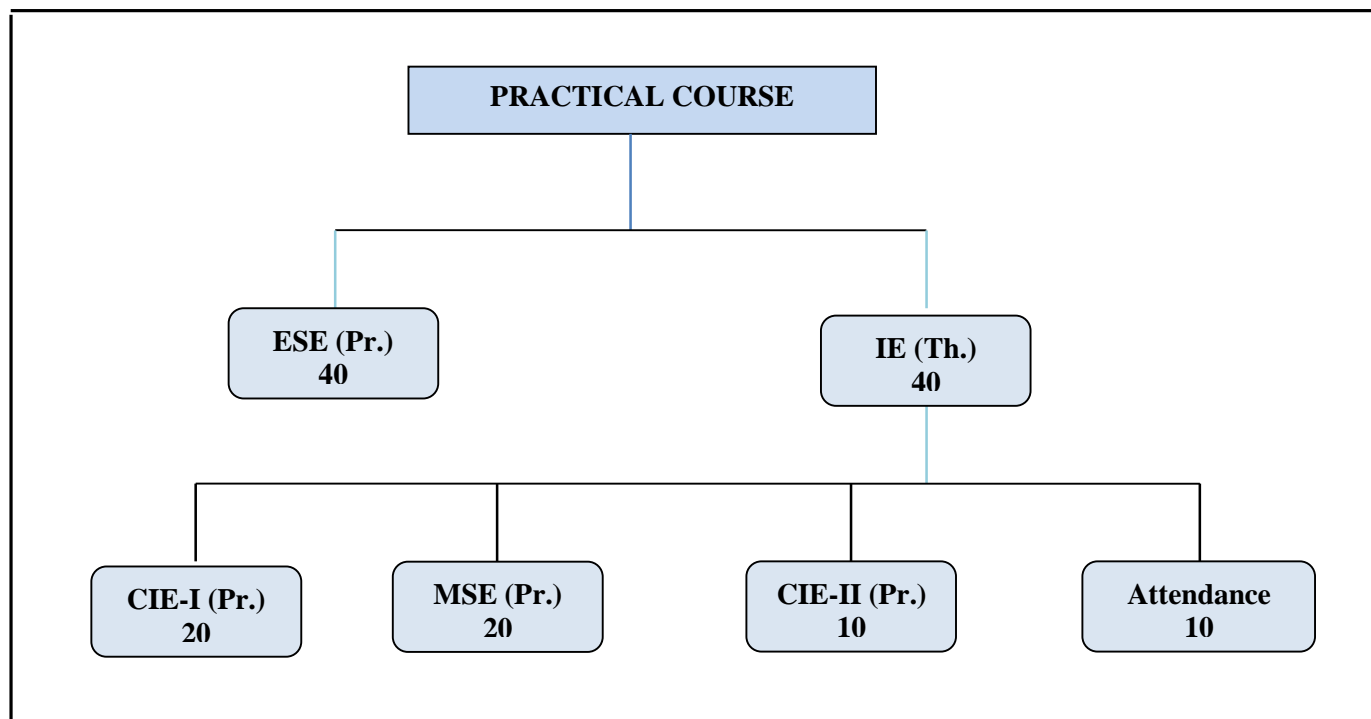
1. **Problem analysis:** Identify, formulate, research literature, and analyze complex design problems reaching substantiated conclusions using elements and principles of design.
2. **Communication:** Communicate effectively on complex design activities with the design community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
3. **Design knowledge:** Apply the knowledge of design fundamentals, and a specialization to the solution of complex design problems.
4. **Design/development of solutions:** Design solutions for complex problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
6. **Project management and finance:** Demonstrate knowledge and understanding of the design and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
7. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
8. **The Designer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional design practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the designing practice.
11. **Environment and sustainability:** Understand the impact of the professional designing solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
12. **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Examination System:

A. Marks Distribution of Theory Course:



B. Marks Distribution of Practical Course :



Th. : Theory, Pr. : Practical, ESE: End Semester Examination, MSE: Mid Semester Examination, CIE: Continuous Internal Evaluation.

Marks Distribution of Attendance:

Guidelines for Marks Distribution of Attendance Component

S No.	Total Course Attendance (TCA) range in Percentage	Marks allotted (out of 10)
1	$95\% \leq \text{TCA}$	10
2	$90\% \leq \text{TCA} < 95\%$	9
3	$85\% \leq \text{TCA} < 90\%$	8
4	$80\% \leq \text{TCA} < 85\%$	7
5	$70\% \leq \text{TCA} < 80\%$	6
6	$60\% \leq \text{TCA} < 70\%$	5
7	$50\% \leq \text{TCA} < 60\%$	4
8	$40\% \leq \text{TCA} < 50\%$	3
9	$30\% \leq \text{TCA} < 40\%$	2
10	$20\% \leq \text{TCA} < 30\%$	1
11	$\text{TCA} < 20\%$	0

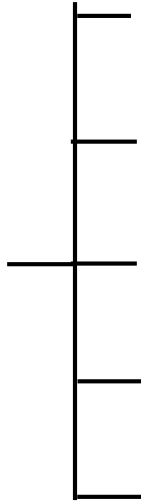
CO Wise Marks Distribution:

	Theory Subject		Practical/ Studio Subject	
	Maximum Marks	CO to be Covered	CO to be Covered	Maximum Marks
CIE-I (Class Test)	12 (6 + 6)	1 & 2	1 & 2	20 (10 + 10)
MSE	12 (6 + 6)	3 & 4	3 & 4	20 (10 + 10)
CIE-II (Activity/ Assignment)	6 (6)	5	5	10 (10)
Attendance	10	-	-	10
ESE	60	-	-	40
TOTAL	100	-	-	100

Minimum Passing Percentage in All Exams:

S. No.	Program	Minimum Passing Percentage in All Exam	
		ESE Component	Total Component
1	Course Work for Ph. D Registration	-----	50 %
2	B. Arch.	45 %	50 %
3	MBA, MHA, MPH, MCA, M. Tech., M. Plan. and M. Des.	40 %	40 %
4	B. Tech., B. Des., BCA, B.Sc., BVA, B. Voc., BBA, B.Com., B.A. and Diploma	35 %	40 %
5	B. Sc. (Hospitality & Hotel Administration)	35 %	40 % (Theory) & 50 % (Practical)

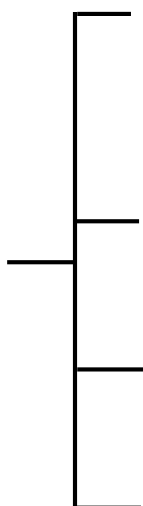
Break-up of Internal Exam (Theory):



Class Test
Quiz
Presentation
Assignment
Special Task

CIE-II Activity
(With CO)
MSE
(MM: 12)
EXAM
(MM: 12) (2Hr.)

Break-up of Internal Exam (Practical):



Test/ Quiz/
 Performance
 Presentation/ Viva
 Any Other

Each CIE Pr.
 and MSE Pr. Activity

Record/
 Assignment

Assessment & Grade Point Average: SGPA, CGPA:

SGPA Calculation

$$\text{SGPA} = \frac{C_1 G_1 + C_2 G_2 + \dots + C_n G_n}{C_1 + C_2 + \dots + C_n}$$

$\text{SGPA} = \frac{\sum_i C_i \times G_i}{\sum_i C_i}$	Where (as per teaching Scheme & Syllabus) : C _i is the number of Credits of Courses i, G _i is the Grade Point for the Course i and i = 1, 2.....n n = number of courses in a programme in the Semester
--	--

CGPA Calculation

$$\text{CGPA} = \frac{C_1 G_1 + C_2 G_2 + \dots + C_n G_n}{C_1 + C_2 + \dots + C_n}$$

	Where (as per teaching Scheme & Syllabus) : C _i is the number of Credits of Courses i,
--	---

$CGPA = \frac{\sum_i C_i \times G_i}{\sum_i C_i}$	G_i is the Grade Point for the Course i and $i = 1, 2, \dots, n$ n = number of courses in a programme of all the Semester up to which CGPA is computed.
---	--

Grading Table:

Grading Table-A: For B.Arch. and course work for Ph.D. Registration			
Academic Performance	Grade	Grade Point	Marks Range (in %)
Outstanding	A+	10	$90 \leq x \leq 100$
Excellent	A	9	$80 \leq x < 90$
Very good	B+	8	$70 \leq x < 80$
Good	B	7	$60 \leq x < 70$
Average	C	6	$50 \leq x < 60$
Fail	F	0	$x < 50$

Grading Table-B: For all courses except B.Arch. and course work for Ph.D. Registration			
Academic Performance	Grade	Grade Point	Marks Range (in %)
Outstanding	A+	10	$90 \leq x \leq 100$
Excellent	A	9	$80 \leq x < 90$
Very good	B+	8	$70 \leq x < 80$
Good	B	7	$60 \leq x < 70$
Average	C	6	$50 \leq x < 60$
Satisfactory	D	5	$40 \leq x < 50$
Fail	F	0	$x < 40$

Calculation of SGPA	$SGPA = \frac{\sum_i C_i \times G_i}{\sum_i C_i}$
$SGPA = \frac{C_1G_1 + C_2G_2 + \dots + C_nG_n}{C_1 + C_2 + \dots + C_n}$	Calculation of CGPA
$CGPA = \frac{C_1G_1 + C_2G_2 + \dots + C_nG_n}{C_1 + C_2 + \dots + C_n}$	$CGPA = \frac{\sum_i C_i \times G_i}{\sum_i C_i}$

where (as per teaching scheme & syllabus): C_i is the number of credits of subject i ,
 G_i is the Grade Point for the subject i and $i = 1$ to n , n = number of subjects in a course in the semester

Award of Class:

CGPA	Equivalent Division
$7.50 \leq \text{CGPA}$	First Division with Distinction
$6.50 \leq \text{CGPA} < 7.50$	First Division
$5.50 \leq \text{CGPA} < 6.50$	Second Division
$4.50 \leq \text{CGPA} < 5.50$	Pass Class

The multiplication factor for conversion of CGPA to percentage is Equivalent % of Marks = $(\text{CGPA}-0.5) \times 10$.

For Example if CGPA = 5.5 then % is $(5.5-0.5) \times 10 = 50\%$.

Guidelines for MOOC COURSES:

1. Applicable from the session 2020 – 21 onwards, for students aspiring for HONOURS Degree.
2. The UGC has issued UGC (Credit Framework for Online Learning Courses) Regulation, 2016. These shall apply to all universities established or incorporated by or under a Central Act, a Provincial Act, or a State/Union Territory Act and all institutions recognized by or affiliated to such Universities and all institutions deemed to be universities under Section 3 of the UGC Act, 1956.
3. All India Council for Technical Education (AICTE) has introduced Model Curriculum for Bachelor programs of 4 years/ 3 Years, and additional credits will be required to be done for the degree of Bachelor program with Honors. These additional credits will have to be acquired with online courses (MOOCs) as per AICTE.
4. This creates an excellent opportunity for students to acquire the necessary skill set for employability through massive online courses where the rare expertise of world famous experts from academics and industry are available.
5. Students are required to complete additional credits through MOOCs within 4 years/ 3years of time (whatever be applicable time for the completion of registered program) so as to become eligible for Honours degree as per norms.
6. It is necessary to complete minimum MOOCs credit course as mentioned below for becoming eligible for the Honours degree in the registered program.
7. MOOC Course Credits shall be calculated as per details given below:
8. Student are required to give the prior information about MOOCs courses to his respective HOD and COE, in which he/she wants to register for online certification.
9. After getting permission from respective HOD, a student can register for the MOOC certification courses.

10. After successful completion of the said MOOC course, the student shall submit the certificate of completion to the respective department. If he/ she fails to provide the certificates of MOOC courses before last teaching day of the semester then these certificates will not be considered later.

Required credits:

S.No	Program Duration	Required credits
1.	2- Year	10- Credits
2.	3- Year	15- Credits
3.	4- Year	20- Credits

S. No	NPTEL/ SWAYAM Course duration (in weeks)	Equivalent Credits
1	4	2
2	8	3
3	12	4

Attached Items:

Open Elective Booklet	Annexure-1
Soft Skills Booklet	Annexure-2
Value Added Course Booklet	Annexure-3

POORNIMA UNIVERSITY								
SCHOOL OF DESIGN & ARTS								
Name of Program: BS.C Animation & VFX					Batch: 2022-25			
Teaching Scheme for Year: I					Semester: I			
Course Code	Course Name	Teaching Scheme (Hrs. per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
A.1	Theory							
BULCSA1101	Environmental Studies	2	-	-	40	60	100	2
A.2	Practical							
	NIL	-	-	-	-	-	-	-
B.	Department Core Courses							
B.1	Theory							
BSBCSB1101	Fundamentals of Design	2	-	-	40	60	100	2
BSBCSB1102	Story Design and development	2	-	-	40	60	100	2
B.2	Practical							
BSBCSB1201	Foundation Art I	-	-	4	60	40	100	2
BSBCSB1202	Digital Art I	1	-	2	60	40	100	2
BSBCSB1203	2D Digital Animation-I	1	-	4	60	40	100	3
BSBCSB1204	3D Lab I	1	-	4	60	40	100	3
C.	Department Elective:							
	NIL	-	-	-	-	-	-	-
D.	Open Elective:							
	NIL	-	-	-	-	-	-	-
E.	Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)							
BULCHU1201	Foundation English	-	-	2	60	40	100	1
BULCHU1202	Language Lab	-	-	2	60	40	100	1
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar, and Internship in Industry or Elsewhere							
BSBCSB1301	Minor Project-I	-	-	6	60	40	100	3
G.	Discipline, Value Added Courses & Social Outreach							
BSBCSB1601	Discipline, Value Added Courses & Social Outreach							
	Talent Enrichment Programme (TEP)-I	-	-	-	50	-	50	1
	Library / MOOC / Online Certification Courses							
	Total	09	-	24	-	-	-	22

	Total Teaching Hours	33				
--	-----------------------------	-----------	--	--	--	--

POORNIMA UNIVERSITY								
SCHOOL OF DESIGN & ARTS								
Name of Program: BS.C Animation & VFX					Batch: 2022-25			
Teaching Scheme for Year: I					Semester: II			
Course Code	Course Name	Teaching Scheme (Hrs. per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
A.1	Theory							
	NIL	-	-	-	-	-	-	-
A.2	Practical							
	NIL	-	-	-	-	-	-	-
B.	Department Core Courses							
B.1	Theory							
BSBCSB2101	History And Evolution Of Animation	2	-	-	40	60	100	2
BSBCSB2102	UI UX Design	2	-	-	40	60	100	2
B.2	Practical							
BSBCSB2201	Foundation Art II	-	-	4	60	40	100	2
BSBCSB2202	Photography	1	-	2	60	40	100	2
BSBCSB2203	2D Digital Animation II	1	-	4	60	40	100	3
BSBCSB2204	3D Lab II	1	-	4	60	40	100	3
C.	Department Elective:							
	NIL	-	-	-	-	-	-	-
D.	Open Elective:							
	As per Annexure 1	2	-	-	60	40	100	2
E.	Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)							
BULCHU2201	Communication Skills-I	-	-	2	60	40	100	1
BULCHU2202	Communication Skills-II	-	-	2	60	40	100	1
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere							
BSBCSB2301	Minor Project-II	-	-	6	60	40	100	3
G.	Discipline, Value Added Courses & Social Outreach							

BSBCSB2601	Discipline, Value Added Courses & Social Outreach	-	-	-	50	-	50	1
	Talent Enrichment Programme (TEP)-I							
	Library / MOOC / Online Certification Courses							
	Total	09	-	24	-	-	-	22
	Total Teaching Hours	33						

POORNIMA UNIVERSITY								
SCHOOL OF DESIGN & ARTS								
Name of Program: BS.C Animation & VFX					Batch: 2022-25			
Teaching Scheme for Year: II					Semester: III			
Course Code	Course Name	Teaching Scheme (Hrs. per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
A.1	Theory							
	NIL	-	-	-	-	-	-	-
A.2	Practical							
	NIL	-	-	-	-	-	-	-
B.	Department Core Courses							
B.1	Theory							
BSBCSB3101	Film Appreciation and Analysis	2	-	-	40	60	100	2
BSBCSB3102	History of VFX	2	-	-	40	60	100	2
BSBCSB3103	Cinematography	2	-	-	40	60	100	2
B.2	Practical							
BSBCSB3201	Preproduction I	1	-	2	60	40	100	2
BSBCSB3202	3D Animation I	1	-	4	60	40	100	3
BSBCSB3203	Editing & Sound Design Lab	-	-	2	60	40	100	1
BSBCSB3203	Character Design Concepts-I	-	-	4	60	40	100	2
C.	Department Elective: Anyone							
BSBESB3211	Motion Graphics	-	1	4	60	40	100	2
BSBESB3212	3D Dynamics and Simulation							
D.	Open Elective:							
	As per annexure- I	2	-	-	60	40	100	2
E.	Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)							
BULCHU3201	Human values & professional ethics	-	-	2	40	60	100	1
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere							
BSBCSB3301	Minor Project III	-	-	6	60	40	100	3
G.	Discipline, Value Added Courses & Social Outreach							
BSBCSB3601	Discipline, Value Added Courses & Social Outreach	-	-	-	50	-	50	1
	Talent Enrichment Programme (TEP)-I							

	Library / MOOC / Online Certification Courses							
	Total	10	0	23	-	-	-	23
	Total Teaching Hours	33						

POORNIMA UNIVERSITY								
SCHOOL OF DESIGN & ARTS								
Name of Program: BS.C Animation & VFX					Batch: 2022-25			
Teaching Scheme for Year: II					Semester: IV			
Course Code	Course Name	Teaching Scheme (Hrs. per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
A.1	Theory							
	NIL	-	-	-	-	-	-	-
A.2	Practical							
	NIL	-	-	-	-	-	-	-
B.	Department Core Courses							
B.1	Theory							
BSBCSB4102	Game Design Concepts	2	-	-	40	60	100	2
BSBCSB4103	Studio Design & Project Management	2	-	-	40	60	100	2
B.2	Practical							
BSBCSB4201	Pre-Production II	1	-	2	60	40	100	2
BSBCSB4202	3D Animation II	1	-	4	60	40	100	3
BSBCSB4203	Compositing Techniques	1	-	2	60	40	100	2
BSBCSB4204	Lighting & Rendering	1	-	4	60	40	100	3
BSBCSB4205	Character Design Concepts-II	1	-	2	60	40	100	2
C.	Department Elective:							
	NIL	-	-	-	-	-	-	-
D.	Open Elective:							
	As per Annexure 1	2	-	-	60	40	100	2
E.	Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)							
BULCHU4201	Leadership & Management Skills	-	-	2	60	40	100	1
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar and Internship in Industry or Elsewhere							
BSBCSB4301	Major Project	-	-	6	60	40	100	3
G.	Discipline, Value Added Courses & Social Outreach							
BSBCSB4601	Discipline, Value Added Courses & Social Outreach	-	-	-	50	-	50	1
	Talent Enrichment Programme (TEP)-I							
	Library / MOOC / Online Certification Courses							

	Total	11	0	22	-	-	-	23
	Total Teaching Hours	33						

POORNIMA UNIVERSITY

SCHOOL OF DESIGN & ARTS

Name of Program: BS.C Animation & VFX

Batch: 2022-25

Teaching Scheme for Year: III

Semester: V

Course Code	Course Name	Teaching Scheme (Hrs. per Week)			Marks Distribution			Credits
		Lecture (L)	Tutorials (T)	Practical (P)	IE	ESE	Total	
A.	University Core Courses							
A.1	Theory							
	NIL	-	-	-	-	-	-	-
A.2	Practical							
	NIL	-	-	-	-	-	-	-
B.	Department Core Courses							
B.1	Theory							
BSBCSB5101	Augmented reality and Virtual reality	2	-	-	60	40	100	2
B.2	Practical							
BSBCSB5202	Advanced Visual Design	1	-	4	60	40	100	3
BSBCSB5203	Portfolio	1	-	4	60	40	100	3
C.	Department Elective: Anyone							
BSBESB5211	Advanced 3D Animation & Rigging							
BSBESB5212	Advanced Modeling and Texturing		5	10	60	40	100	5
BSBESB5213	Advanced 2D Animation							
BSBESB5214	Advanced VFX Compositing							
D.	Open Elective:							
	NIL	-	-	-	-	-	-	-
E.	Humanities and Social Sciences including Management courses OR Ability Enhancement Compulsory Course (AECC)							
BULCHU5201	Leadership & Management Skills	-	-	2	60	40	100	1
F.	Skill Enhancement Courses (SEC) OR Project work, Seminar, and Internship in Industry or Elsewhere							
BSBCSB5401	Practical Training Seminar (PTS)	-	-	8	60	40	100	4
G.	Discipline, Value Added Courses & Social Outreach							
BSBCSB5601	Discipline, Value Added Courses & Social Outreach							
	Talent Enrichment Programme (TEP)-I	-	-	1	50	-	50	1
	Library / MOOC / Online Certification Courses							

	Total	04	0	29	-	-	-	19
	Total Teaching Hours	33						

	Total Teaching Hours	-				
--	-----------------------------	---	--	--	--	--

