Curriculum

Semester 1

Core Subjects (Theory)
- English
- Indian Constitution
- Animation Principles

Practical
- Foundation Art I
- Digital Art I
- Stop motion Animation
- 2D Digital Animation I
- Soft Skills-I

Semester 2

Core Subjects (Theory)
- Communication English
- Environmental Science
- Storytelling

Practical
- Foundation Art II
- Digital Art II
- Photography
- 2D Digital Animation II
- Life and Career Skills

Semester 3

Core Subjects (Theory)
- Film Appreciation and Analysis
- Story & Script writing
- Editing & Sound Design Concepts

Departmental Elective (Theory/ Practical)
- Web Animation / 2D Game Art

Practical
- Preproduction I
- 3D Lab I
- 3D Dynamics I
- Editing & Sound Design Lab
- Soft Skills-II

Project/Seminar
- Technical Seminar

Semester 4

Core Subjects (Theory)
Character Design Concepts
Layout Design Concepts
Light Theory
Practical
Pre-production II
3D Lab II
3D Dynamics II
Lighting & Rendering
Soft Skills-III
Project/Seminar
Mini Project

Semester 5

Departmental Elective (Theory / Practical)
3D Animation & Rigging / Modeling and Texturing
Departmental Elective Specialization II (Practical)
Lighting, Shading and Rendering / VFX

Semester 6

Project/Seminar
Internship -In campus / External
Final Research Project
Project Report
Viva

*Subject to changes made by University