MIT | Arts, Commerce & Science College

Autonomous College Affiliated to Savitribai Phule Pune University
Accredited by NAAC with "A" Grade

B.Sc. Animation

ACADEMIC YEAR 2026-27

Excellence in Education

MIT Arts, Commerce and Science College established by Prof. (Dr.) Vishwanath Karad in 2007 under the aegis of Maharashtra Academy of Engineering and Educational Research (MAEER) Pune, affiliated with Savitribai Phule Pune University and recognised by the Government of Maharashtra has emerged as a prominent institute emphasizing on quality education, research opportunities and exposure to advancing academic innovation and engaging students, staff, alumni, and other stakeholders to achieve its educational goals. Located in a peaceful and nurturing environment, the college is Equipped with top- notch infrastructure with latest technological advancements and excellent library facilities for seamless academic activities. Research and academic programmes are driven by our highly qualified and experienced faculty members who foster in-depth knowledge and practical skills through active learning, field visits, expert guidance, training programs, research support, and continuous assessment. We have the Training and Placement Cell who facilitates the process of campus placement, strives to help students in improving communication and employment- seeking skills and assist to explore the various job opportunities thus leading to best placements amongst educational institute in Pune.

Awards, Affiliations and Recognition:

➢ MIT ACSC College is Accredited by NAAC with a CGPA of 3.21 on a Four point scale at 'A' Grade.

➢ Affiliated to Savitribai Phule Pune University and recognised by the Government of Maharashtra.

➢ Our educational institution in Pune, Maharashtra, has received the Education Excellence Award for achieving outstanding placements amongst other regional institutions.

➢ We are proud to have received the Best College Award in Rural Area for two consecutive years (2015-16 & 2016-17) from Savitribai Phule Pune University. We recognise our commitment to providing quality education in underserved areas.

➢ Our efforts towards student development have been acknowledged with the University Level Best College Award for 2017-18 by Savitribai Phule Pune University, underscoring our dedication to nurturing well-rounded individuals.

➢ We are ranked among the top colleges in India by India Today MDRA Best Colleges Ranking for 2018, 2019, 2020, and 2022, attesting to our reputation for excellence in education.

➢ MITACSC has secured the 3rd position in the prestigious TOP 10 EMERGING COLLEGES 2022, recognizing colleges established in or after 2010 for outstanding performance. The college is proud of its accomplishments and advancements and is committed to owning its promising future.

MIT ACSC offers a wide range of **Undergraduate** and **Postgraduate** programs:

--------------------------------- **Undergraduate Programs** --

❖ B.Com. (Bachelor of Commerce)
❖ BBA (Bachelor of Business Administration)
❖ BBA (International Business)
❖ BCA (Science)
❖ B.Sc. (Artificial Intelligence & Machine Learning)

❖ B.Sc. (Animation)
❖ B.Sc. (Computer Science)
❖ B.Sc. (Cyber & Digital Science)
❖ B.Sc. (Information Technology)
❖ B.Sc. (Data Science)

--------------------------------- **Postgraduate Programs** --

❖ M.Sc. (Computer Science)
❖ M.Sc. (Data Science)
❖ M.Sc. (Cyber & Digital Science)

❖ M.Sc. (Computer Application)
❖ M.Sc. (Information Technology)
❖ M.Sc. (Industrial Mathematics with Computer Application)

-- **Ph.D.** ---

❖ Ph.D. - Mathematics

B.Sc. Animation

-------- About the Course --------

In India as well as abroad, the Animation industry is becoming the greatest career to pursue. There is a fastest growing requirement for an expert and skilled animator Animation is more than just entertainment. It is beneficial to many industries and is widely employed in services such as Engineering, Construction, Advertising and Medicine and many more. It is used for realistic output in digital form has impacted how commercial processes are carried out. Animation has been designed as a comprehensive training programme where the curriculum includes Storyboarding, Sketching ,Graphic Design, 2D Animation, 3D Animation, Architectural Visualization, Gaming, Digital Editing, Motion Graphics, Visual Effects and many more that prepares you for the intriguing challenges in the Animation, Film, Television, VFX, Advertising and Gaming industries. The critical but diverse learning's seamlessly mesh together, going way beyond stereotypical structures of animation training. Each essential element of the course has been designed perfectly for a unique learning experience.

-------- MIT's Animation Section --------

MIT's Animation section has state-of-the-art teaching facilities and equipment with the aim of Boosting skills in the digital arts and media industries.

❖ Students benefit from production space, an equipment media store, a video studio with Wi-Fi facility.
❖ There are also Hi end Computer Labs, edit suites, staff offices and a production base room.
❖ The industry standard facilities include a green-screen, three- camera TV studio with an adjoining production gallery.
❖ There is also the technical kit and software that enable the replication of the workflows of 2D Animation 3D Animation, Video Editing & VFX.

-------- Future Prospects/Scope --------

Character Designer | Concept Artist | Digital Painter | 2D Animator | 3D Modeler | 3D Animator | Graphic Designer | Stop Motion Animator | Video Game Designer | Animation Director | Character Animator | Cartoonist Post | Production Director | Colour Key Artist | Compositing Artist | VFX Artist | Independent Filmmaker
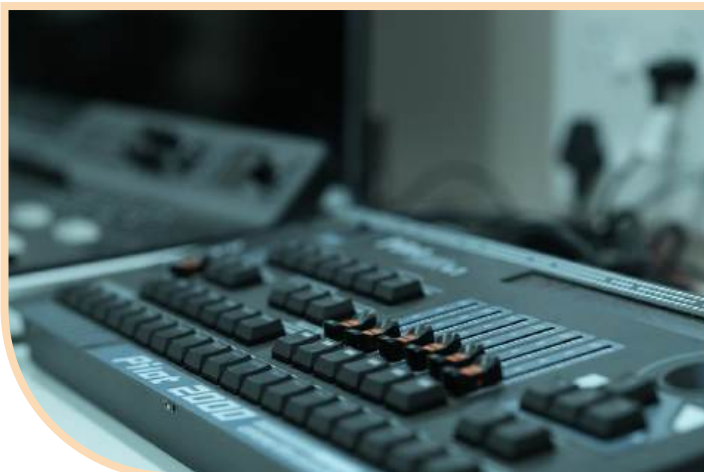
Eligibility

Passed HSC / 12th / (10+2) examination from any stream (Arts / Commerce / Science / MCVC) from a recognized board or Passed a three-year Diploma Course (after 10th Std.) of Technical Education conducted by the Government of Maharashtra or its equivalent.

OR

Three-Years Diploma Course (after S.S.C.) of Technical Education conducted by Government of Maharashtra or its equivalent.

-------- **How to Apply ?** --------

An eligible candidate has to apply directly to the college through the college admission application form. Admission will be offered on the basis of H.S.C. / 12th percentage.

------- Program Structure -------

B.Sc. (Animation) | SEMESTER I

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
2407SB1T101	Subject 1	Foundation Art for Animation	2	-	20	30	50	2	-
2407SB1P102		Lab on Foundation Art for Animation	-	4	20	30	50	-	2
2407SB2T103	Subject 2	Basics of Graphic Art	2	-	20	30	50	2	-
2407SB2P104		Lab on Basics of Graphic Art	-	4	20	30	50	-	2
2407SB3T105	Subject 3	Video Production Process	2	-	20	30	50	2	-
2407SB3P106		Lab on Video Production Process	-	4	20	30	50	-	2
2407GOET107	GE/OE	From College Basket	2	-	50	-	50	2	-
2407SECT108	SEC	Basic Python Programming	2	-	20	30	50	2	-
2407IKST109	GIKS	Generic Indian Knowledge System	2	-	50	-	50	2	-
2407AECT110	AEC	English for Language Communication I	2	-	50	-	50	2	-
2407VECT111	VEC	Indian Constitution and Democracy	2	-	50	-	50	2	-
Total			16	12	340	210	550	16	06

B.Sc. (Animation) | SEMESTER I

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
2407SB1T201	Subject 1	Fundamentals Drawings for 3D Animation	2	-	20	30	50	2	-
2407SB1P202		Lab on Fundamentals Drawings for 3D Animation	-	4	20	30	50	-	2
2407SB2T203	Subject 2	Introduction to Graphic Design	2	-	20	30	50	2	-
2407SB2P204		Lab on Introduction to Graphic Design	-	4	20	30	50	-	2
2407SB3T205	Subject 3	VFX Production	2	-	20	30	50	2	-
2407SB3P206		Lab on VFX Production	-	4	20	30	50	-	2
2407GOET207	GE/OE	From College Basket	-	4	50	-	50	-	2
2407SECT208	SEC	Introduction to C Programming	-	4	20	30	50	-	2
2407AECT209	AEC	English for Language Communication II	2	-	50	-	50	2	-
2407VECT210	VEC	EVS	2	-	50	-	50	2	-
2407CCT211	CC	NCC /NSS /Yoga /Sports	2	-	50	-	50	2	-
Total			12	20	340	210	550	12	10

B.Sc. (Animation) | SEMESTER III

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/ Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
2407MJCT301	Major Core	Fundamentals of Cinematography	2	-	20	30	50	2	-
2407MJCT302		Advance Illustration & Vector Graphics	2	-	20	30	50	2	-
2407MJCP303		Lab on Advanced Illustration & Vector Graphics	-	4	20	30	50	-	2
2407VSCP304	VSC	Lab on VFX Techniques	-	4	20	30	50	-	2
2407OJTP307	FP/ OJT/ CEP	Field Project / Summer Internship	-	4	50	-	50	-	2
2407MNRT308A	Minor	Game Design Techniques	2	-	20	30	50	2	-
2407MNRP309A		Lab on Game Design Techniques	-	4	20	30	50	-	2
OR		OR							
2407MNRT308B		Understanding UI/UX Design	2	-	20	30	50	2	-
2407MNRP309B		Lab on UI/UX Design	-	4	20	30	50	-	2
2407GOET310	GE/OE	From College Basket	2	-	50	-	50	2	-
2707IKST311	IKS	History of Indian Cinema	2	-	50	-	50	2	-
2407AECT312	AEC	Marathi I/ Hindi I / Sanskrit I	2	-	50	-	50	2	-
2407CCCP313	CC	NCC /NSS /Yoga /Sports /Cultural	-	4	50	-	50	-	2
Total			14	16	370	180	550	12	10

B.Sc. (Animation) | SEMESTER IV

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/ Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
2407MJCT401	Major Core	Storyboarding and Storytelling in 2D Animation	2	-	20	30	50	2	-
2407MJCT402		Fundamentals of 3D Modeling	2	-	20	30	50	2	-
2407MJCP403		Lab on Fundamentals of 3D Modeling	-	4	20	30	50	-	2
2407VSCP404	VSC	Lab on Cinematography Techniques	-	4	20	30	50	-	2
2407OJTP407	FP/ OJT/ CEP	Community Engagement Project / Winter Internship	-	4	50	-	50	-	2
2407MNRT408A	Minor	Advance Game Design	2	-	20	30	50	2	-
2407MNRP409A		Lab on Advanced Game Design	-	4	20	30	50	-	2
OR		OR							
2407MNRT408B		Principles of UI/UX Design	2	-	20	30	50	2	-
2407MNRP409B		Lab on Principles of UI/UX Design	-	4	20	30	50	-	2
2407GOEP410	GE/OE	From College Basket	2	-	50	-	50	2	-
2707SECT411	SEC	Learning C# Programming with Unity 3D	2	-	20	30	50	2	-
2407AECT412	AEC	Marathi I/ Hindi I / Sanskrit I	2	-	50	-	50	2	-
2407CCCP413	CC	NCC /NSS /Yoga /Sports /Cultural	-	4	50	-	50	-	2
Total			14	16	340	210	550	12	10

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
B.Sc. (Animation) | SEMESTER V									
2407MJCT501	Major Core	Creative Writing for Film & Media	2	-	20	30	50	2	-
2407MJCT502		Digital Marketing & social media	2	-	20	30	50	2	-
2407MJCT503		Character Design & BG Development	2	-	20	30	50	-	2
2407MJCT504		Motion Graphics in Film & Television	2	-	20	30	50	2	-
2407MJCP505		Lab on Character Design & BG Development	-	4	20	30	50	-	2
2407MJCP506		Lab on Motion Graphics in Film & Television	-	4	20	30	50	-	2
2407MJET507A	Major Elective	Classical Animation	2	-	20	30	50	2	-
2407MJEP508A		Lab on Classical Animation	-	4	20	30	50	-	2
OR		OR							
2407MJET507B		3D Animation on Houdini Software	2	-	20	30	50	2	-
2407MJEP508B		Lab on 3D Animation	-	4	20	30	50	-	2
2407VSCP509	VSC	Digital Editing Techniques	-	4	20	30	50	-	2
2407OJTP510	FP/ OJT/CEP	Field Project /Summer Internship	-	4	50	-	50	-	2
2407MNRT511A	Minor	Gaming Platforms and Industry Dynamics	2	-	20	30	50	2	-
OR		OR							
2407MNRT511B		UI/UX Design for Broadcasting & Publication	2	-	20	30	50	2	-
Total			14	16	25	180	550	12	10

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
B.Sc. (Animation) | SEMESTER VI									
2407MJCT601	Majo Core	Introduction to Stop Motion Animation	2	-	20	30	50	2	-
2407MJCT602		Fundamentals of UI/UX	2	-	20	30	50	2	-
2407MJCT603		Rigging and Character Animation	2	-	20	30	50	2	-
2407MJCT604		Visual Effects Postproduction	2	-	20	30	50	2	-
2407MJCP605		Lab on Rigging and Character Animation	-	4	20	30	50	-	2
2407MJCP606		Lab on Visual Effects Postproduction	-	4	20	30	50	-	2
2407MJET607A	Major Elective	Layer Based VFX	2	-	20	30	50	2	-
2407MJEP608A		Lab course on SFX the Silhouette	-	4	20	30	50	-	2
OR		OR							
2407MJET607B		Multimedia Graphics	2	-	20	30	50	2	-
2407MJEP608B		Lab on Multimedia Graphics	-	4	20	30	50	-	2
2407VSCP609	VSC	Character Development & Analysis	-	4	20	30	50	-	2
2407OJTP610	OJT	On Job Training	-	4	100	-	100	-	4
Total			14	16	280	270	550	10	12

*Semester-long Internship- 4 credits (Equivalent to OJT)

Students being involved with Animation organizations, colleges, research and development labs, research organizations, non-governmental organizations, business centers for innovation and entrepreneurship, business organizations, and local industry are some examples of OJT/internship types where students will get opportunities for active engagement in on-site experiential learning.

B.Sc. (Animation) | SEMESTER VI

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/ Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
2407MJCT601	Major Core	Introduction to Stop Motion Animation	2	-	20	30	50	2	-
2407MJCT602		Fundamentals of UI/UX	2	-	20	30	50	2	-
2407MJCT603		Rigging and Character Animation	2	-	20	30	50	2	-
2407OJTP604	OJT	On Job Training	-	2	120	180	300	-	12
Total			14	16	280	270	550	10	12

B.Sc. (Animation) | SEMESTER VII (Honors Degree)

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/ Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
2407MJCT701	Major Core	Screen Presence and Camera Techniques	2	-	20	30	50	2	-
2407MJCT702		Animated Infographics for Documentary or Films	2	-	20	30	50	2	-
2407MJCT703		Video Production & Distribution Marketing	2	-	20	30	50	2	-
2407MJCT704		2D Character Rig & Animation	2	-	20	30	50	2	-
2407MJCT705		Colour Theory	2	-	20	30	50	2	
2407MJCP706		Lab on 2D Character Rig and Animation	-	4	20	30	50	-	2
2407MJCP707		Lab on Web Design & UIUX	-	4	20	30	50	-	2
2407MJET708A	Major Elective	Layer Based VFX	2	-	20	30	50	2	-
2407MJEP709A		Lab course on SFX the Silhouette	-	4	20	30	50	-	2
2407MJET708B		Multimedia Graphics	2	-	20	30	50	2	-
2407MJEP709B		Lab on Multimedia Graphics	-	4	20	30	50	-	2
2407RMP710	RM	Research Methodology	-	4	40	60	100	-	4
Total			14	16	280	270	550	10	12

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/ Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
2407MJCT801	Major Core	Designing Interfaces	2	-	20	30	50	2	-
2407MJCT802		Branding and Identity Design	2	-	20	30	50	2	
2407MJCT803		Character Design Types in Animation	2	-	20	30	50	2	
2407MJCT804		Game Development Techniques	2	-	20	30	50	2	-
2407MJCT805		Advanced VFX Compositing	2	-	20	30	50	2	-
2407MJCP806		Lab on Game Development Techniques	-	4	20	30	50	-	2
2407MJCP807		Lab on Advanced VFX Compositing	-	4	20	30	50	-	2
2407MJET806A	Major Elective	2D Animation	2	-	20	30	50	2	-
2407MJEP807A		Lab on 2D Animation	-	4	20	30	50	-	2
OR		OR							
2407MJET806B		Game Design	2	-	20	30	50	2	-
2407MJEP807B		Lab on Game design	-	4	20	30	50	-	2
2407OJTP808	FP/ OJT/ CEP	On Job Training	-	4	40	60	100	-	4
Total			14	16	280	270	550	10	12

B.Sc. (Animation) | SEMESTER VIII (Honors Degree)

*Semester-long Internship- 4 credits (Equivalent to OJT)

Students being involved with Animation organizations, colleges, research and development labs, research organizations, non-governmental organizations, business centers for innovation and entrepreneurship, business organizations, and local industry are some examples of OJT/internship types where students will get opportunities for active engagement in on-site experiential learning.

*Note: - If the Student wants to opt Semester Internship, then follow the below structure of SEM-VIII

Subject Code	Course Type	Course Name	Teaching Scheme Hrs/ Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
2407MJCT801	Major Core	Designing Interfaces	2	-	20	30	50	2	-
2407MJCT802		Branding and Identity Design	2	-	20	30	50	2	-
2407MJCP803		Character Design Types in Animation	-	-	60	90	150	6	-
2407OJTP604	OJT	On Job Training	-	2	120	180	300	-	12
Total			14	16	280	270	550	10	12

B.Sc. (Animation) | SEMESTER VIII
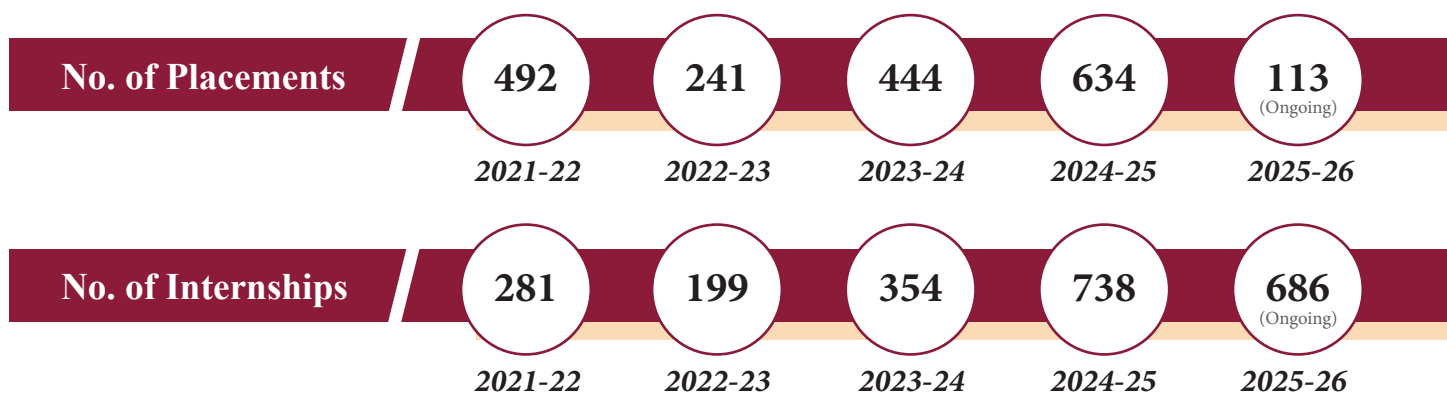
Departmental Activities

- Tech-Mohotsav Flagship Event

- Vocational skill development sessions

- Expert Guidance Sessions

- Study Visits

- Add on courses

- Student centric evaluation system

- Student mentoring

- Workshops, Seminars, Guest interviews, Special shoot

- Awareness of Human Rights

- Professional Consultation Programs

- Connect with Parents

- Celebration of Special days

- Club activities and competitions

- Research publication by students along with teacher

Training & Placement

- ✓ 100 % Assistance for Placements & Internships
- ✓ Campus Recruitment Training - Soft Skills & Aptitude
- ✓ Corporate Outreach Activities
- ✓ Industry Expert Talks
- ✓ Dedicated Software Implimentation for Internships & Placements

No. of Placements	492	241	444	634	113 (Ongoing)
	2021-22	2022-23	2023-24	2024-25	2025-26

No. of Internships	281	199	354	738	686 (Ongoing)
	2021-22	2022-23	2023-24	2024-25	2025-26

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MIT ACSC CAMPUS

Class Room

Digital Library

Indoor Sports

Library

Library

Class Room

Computer Lab

Canteen

Cultural Room

Class Room

Electronic Lab

AV Studio

Canteen

Outdoor Sports

Garden Area

A centre of enlightenment, freedom of thought, and academic excellence.

Connect with Us !

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