

----- 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

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

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

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B.Sc. (Animation) SEMESTER V									
Subject Code	Course Type	Course Name	Teaching Scheme Hrs/Week		Examination Scheme and Marks			Credits	
			TH	P	CCE	EE	Total	TH	PR
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

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	-
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.

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

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

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

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

*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**

B.Sc. (Animation) SEMESTER 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