

BACHELOR OF FINE ARTS – DIGITAL ARTS (ANIMATION)

PROGRAMME STRUCTURE (2016-17)

FIRST YEAR

Semester – I

Subject Code	Name of Subject	Category of Sub.	Internal Marks	External Marks	Total	Credits
113011	Fundamental of Sketching (Pr)	Core	60	40	100	4
113012	Graphics – 1 (Pr)	Core	60	40	100	4
113013	Colour (PR)	Core	30	20	50	4
113014	History of Arts (Th)	Core	30	20	50	2
113015	Introduction to Digital Arts (Pr)	Core	60	40	100	4
113016	English (Th)	Choice Based	60	40	100	2
OR						
113017	Sanskrit / Japanese (Th)	Choice Based	60	40	100	2
		Total	300	200	500	20

Semester – II

Subject Code	Name of Subject	Category of Sub.	Internal Marks	External Marks	Total	Credits
113021	Composition (Pr)	Core	60	40	100	5
113022	Design, Advertising (Pr)	Core	60	40	100	5
113023	History of Advertising (Th)	Core	30	20	50	4
113024	Graphics – 2 (Pr)	Core	30	20	50	4
113025	Basic Computer (Pr)	Choice Based	60	40	100	2
OR						
113026	Photography Basic (Pr)	Choice Based	60	40	100	2
		Total	240	160	400	20

SECOND YEAR

Semester – III

Subject Code	Name of Subject	Category of Sub.	Internal Marks	External Marks	Total	Credits
113031	Anatomy (PR)	Core	60	40	100	4
113032	Character Construction (Pr)	Core	60	40	100	4
113033	Animation techniques (Pr)	Core	60	40	100	4
113034	History of Animation (Th)	Core	30	20	50	2
113035	Flash Web Designing (Pr)	Core	30	20	50	4
113036	Soft Skills (Th)	Choice Based	60	40	100	2
OR						
113037	UI-UX Design (Pr)	Choice Based	60	40	100	2
		Total	300	200	500	20

Semester – IV

Subject Code	Name of Subject	Category of Sub.	Internal Marks	External Marks	Total	Credits
113041	Character Movement (Pr)	Core	60	40	100	4
113042	Background Design (Pr)	Core	60	40	100	4
113043	Advanced Flash (Pr)	Core	60	40	100	4
113044	2 D Based Project (Pr)	Core	60	40	100	6
113045	Tally (Pr)	Choice Based	60	40	100	2
OR						
113046	Environmental Study (Th)	Choice Based	60	40	100	2
		Total	300	200	500	20

THIRD YEAR

Semester – V

Subject Code	Name of Subject	Category of Sub.	Internal Marks	External Marks	Total	Credits
113051	3 D Modeling (Maya) (PR)	Core	60	40	100	4
113052	Texturing (Maya)(Pr)	Core	60	40	100	4
113053	Lighting and Rendering (Maya) (Pr)	Core	60	40	100	4
113054	Maya Theory– 1(Th)	Core	60	40	100	2
113055	Compositing (Practical) (Pr)	Core	30	20	50	2
113055	Compositing (Theory)	Core	30	20	50	2
113056	English Advance (Th)	Choice Base	60	40	100	2
OR						
113057	3D for VFX- I (Th)	Choice Base	60	40	100	2
		Total	360	240	600	20

Semester – VI

Subject Code	Name of Subject	Category of Sub.	Internal Marks	External Marks	Total	Credits
113061	Rigging and Skinning (Maya) (Pr)	Core	60	40	100	4
113062	Animation (Maya) (Pr)	Core	60	40	100	4
113063	Dynamics (Maya) (Pr)	Core	60	40	100	4
113064	Editing (Practical)	Core	30	20	50	2
113064	Editing (Theory)	Core	30	20	50	2
113065	Maya Theory -2	Core	60	40	100	2
113066	Yoga (Th)	Choice Base	60	40	100	2
OR						
113067	Sound Engineering (Pr)	Choice Base	60	40	100	2
		Total	360	240	600	20

FOURTH YEAR

Semester – VII

Subject Code	Name of Subject	Marks	Credits
113071	Project (Pr)	100	20

Semester – VIII

Subject Code	Name of Subject	Marks	Credits
113081	Internship & Viva	100	20

