

# B.Sc. Animation & VFX

## CURRICULUM

### Semester 1

- History of Animation
- Aesthetics of Design
- Graphic Design
- Art & Visual Concepts I OR Art History I
- Communication Skills
- Environmental Studies

### Semester 2

- 2D Animation
- Motion Graphics
- Stopmotion
- Fundamentals of Videography
- Art & Visual Concepts II OR Art History II
- English Language for Media

### Semester 3

- 3D Modeling I
- Rotoscopy
- Rigging & Animation I
- Media and Indian Culture
- Shading & Lighting OR Studio Lighting
- Project:- Television Commercial
- Project:- 3D TVC
- Minor - I
- Minor - II

## Semester 4

- 3D Modeling II
- Composting I
- Rigging and Animation II
- Texturing
- Lighting & Rendering
- Project:Pre-Production Pipeline for Animation/VFX
- Minor - III
- Community Service - I

## Semester 5

- Cinematic 3D Design
- Dynamics
- Sculpting
- Composting II
- Project:Production Pipeline for Animation/VFX
- Minor - IV
- Community Service - II

## Semester 6

- Graduation Project: Post-Production Pipeline for Animation/VFX
- Internship
- Minor Project

## Semester 7

- Media Research Project - I
- Research Methodology
- Look and Development
- Environment Creation in Game Engine
- Creature Modelling and Texturing

## Semester 8

- Media Research Project - II
- Creature Rigging & Animation
- Portfolio Development
- Virtual Production