

B.Sc. Game Art & Design

CURRICULUM

Semester 1

- Game Art Foundation
- Digital Art
- "Visual Story Development OR Comic Design"
- Game Design I
- Communication Skills
- Environmental Studies

Semester 2

- 2D Animation for Game
- 2D Character and Environment Design
- Fundamentals of 3D Art
- Game Design II
- Game Engine Basic
- History of Indian Gaming
- English Language for Media

Semester 3

- 3D Modelling and Texturing - I
- "Animation and Rigging for Games - I
- OR Visual Scripting for Game - I"
- Game Engine Advanced
- Game Design - III
- Sound Design for Game
- Media and Indian Culture
- Minor - I
- Minor - II

Semester 4

- 3D Modelling and Texturing - II
- "Animation and Rigging for Games - II OR Visual Scripting for Game - II"
- User Interface/ User Experience Design
- 3D Character Modelling - I
- VFX for Game
- Minor - III
- Community Service - I

Semester 5

- 3D Modelling and Texturing - III
- 3D Character Modelling - II
- Game Design - IV
- 3D Visualization Development
- Level design and Environment creation
- Minor - IV
- Community Service - II

Semester 6

- Game Art Graduation Project
- Game Art & Design Internship
- Minor Project

Semester 7

- Media Research Project - I
- Research Methodology
- Game Production and Publishing
- Media Research Publication - I
- Virtual Production

Semester 8

- Media Research Project - II
- Game Testing
- Advanced 3D Character Modelling and Texturing
- Media Research Publication - II