SANT GADGE BABA AMRAVATI UNIVERSITY GAZETTE

Official Publication of Sant Gadge Baba Amravati University

PART- TWO

Thursday, the 9th February, 2023

NOTIFICATION

No. 18 /2023 Date : 09/02/2023

Subject : Implementation of Syllabi for Master of Science (Animation) (C.B.C.S.) Choice Based Credit System in the faculty of Inter-disciplinary Studies.

It is notified for general information of all concerned that the authorities of the University have accepted the Syllabi of Semester – I to II of **Master of Science (Animation)** under C.B.C.S. Pattern in the faculty of Inter-disciplinary Studies Semester – I to II which is to be implemented from the Academic Session 2022-2023, is appended herewith as Appendix-"A"

Sd/-
(Dr. T.R. Deshmukh)
Registrar
Sant Gadge Baba Amravati University,
Amravati.

Semester-I
1ANI701
Aesthetic and Film Appreciation-I

Theory **Maximum Marks:80**

Course Objective: The objective of this course is appraising the variety of human experiences as expressed through the arts.

Course Outcome:
After completion of this course student will be able to
1. Outline importance of aesthetics required for films.
2. Able to analyses and evaluate the film.
3. Describe and demonstrate the color schemes for films.
4. Construct the composition for films

Course Content:
Unit I: Indian Aesthetics Introduction
Concept of aesthetics, Aspects of arts, Art and Fine art, Indian tradition of aesthetic, Art and aesthetic in ancient scripture, Shadangas of painting:Kamsutra -vatsyayana

Unit II: Theories of Aesthetics
Natyashtra of Bharamuni and Kalidasa, Bharat Muni's Natyashtra, Ras theory of bharatmuni, Abhinavagupta's Contribution , Other Aestheticians, SadarikaranSidhant, chitrasutra of vishnudharmottarapurana, Chitralakshana, Ritisiddhant, Astapati, Samrangansutradhar, Abhilashitarthachintamani, Jain and Buddhist aesthetics, Chinese shadangas,

Unit III: Rasa Siddhanta
Rasaswadan: Concept,Navrasa ,SaundaryaRas, ShabdShakti and arthavichar,symbol and their importance.

Unit IV: Art of Watching Films
Thematic elements, Fictional and dramatic elements, visual design, Cinematography and Special effects,Editing, color, sound effects and dialogues, musical score, acting

Unit V: Analysis of the film
Adaption, genres films, remakes, and sequels, Film and society

References
1. Aesthetic evaluation and film: Andrew Klevan, Manchester University Press, ISBN No: 9781784991258
2. The Art of Watching Films: Dennis Petrie, Mcgraw Hill Publication, Ninth edition,ISBN no:978-0-07-351428-4
3. Aesthetics and Film: Katherine Thomson-Jones, Continuum publications, 0826485235
4. Indian aesthetics : JayprakashJagtap, Jagtap Publishing House
5. Indian Art and Aesthetics:Endeavours in Interpretation, MarutiNandanTiwari (Editor), Kamal Giri (Editor),Aryan Books International , 978-8173052637

Any pertinent media (recorded lectures, YouTube, etc.) if relevant:
1. https://youtu.be/HhAgI30D6oU
2. https://youtu.be/c-LPwanZv9A
3. https://youtu.be/xVITYO4uiLo
4. https://youtu.be/LRuITXncB5E

Semester-I
1ANI702
Research and Development

Theory **Maximum Marks: 80**

Course Objective: The objective of this course is to demonstrate pre-production, production, and postproduction filmmaking process.

Course Outcome:
After completion of this course student will be able to
1. Originate and Prescribe new idea and style for the film
2. Study and research for construction of character, background according to story.
3. Plan the stages for production.
4. Determine for film
5. Determine technical requirements for VFX,SFX& post production process.

Course Content

1. **Research & Development for writing a films**
   Concept development, Choosing a style

2. **Research & Development for pre-production**
   Story development, Building Characters, Props & Backgrounds, Storyboard

3. **Research & Development for production**
   Modeling & Coloring, Rigging & Blend shapes, Animation, Sound

4. **Research & Development for post-production**
   Editing, Music arrangement, Rendering

5. **Research & Development for Marketing and advertising**
   Surveys, Merchandising, Promotion, Distribution ,Intellectual property rights

References

1. Undergraduate research in film: Lucia Ricciardelli, Routledge publication, ISBN: 978-1—138-59951
2. The Complete Film Production Handbook:Eve Light Honthaner,Focal Press, ISBN: 024081150X
3. Film Directing Shot by Shot:Steven D. Katz, Focal Press,ISBN: 0941188108
4. Film directing fundamentals: Nicholas T. Proferes,Focal Press,ISBN:0240804228
5. Animation writing and development: Jean and wright, Focal press

Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

1. https://youtu.be/IFjyVW21Vpw
2. https://youtu.be/r4791OLkRrs
3. https://youtu.be/v4M0Y4dUfXw

Semester-I
1ANI703
Riyaz-I

Practical **Maximum Marks: 80**

Course Objective: The purpose of this course is to develop skill of drawing, painting, anatomy, figure drawing & backgrounds for animation film making.

Course Outcome: After completion of the course the student will be able to

1. Develop drawing skills for animation film making
2. Develop expertise in life drawing considering real and dynamic anatomy.
3. Designing character using creativity and visual aesthetics.
4. Designing prop using creativity and visual aesthetics.
5. Composing layouts for film background and sets .

Course Content:

Unit 1: Anatomy-I
Human**,** Bird**,** Animal**,** Insect

Unit 2: Indoor and Outdoor Drawing-I
Quick sketches**,** Time sketches**,** Group sketches

Unit 3: Painting-I
Figurative, Non-figurative

Unit 4: Motion sketches-I
Motion sketches from model, Motion sketches from video

Unit 5: Illustration, character design and comic art-I
Political, Social, Industrial ,Geographical , Fashion, Architecture , Animation

References

1. Dynamic Figure Drawing:- Burne Hogarth, Watson-Guptill Publications, 1996, 1st Edition
2. Force character Design from Life Drawing:- Michael Mattesi, Focal Press, 2008, ISBN-9780240809939
3. Figure Study Made Easy :- Aditya Chari, GraceTMPrakashan, 2005, 1st Edition
4. Bridgman's Life Drawing:- Bridgman George B Bridgman, Dover Publications,
5. Animal Drawing Manual:-GleannVilppu, G.V. Vilppu publication, 2000, 1st Edition.
6. Character Design from the Ground Up:Kevin Crossley, ILEX,ISBN:1781572100

Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

1. https://www.youtube.com/watch?v=pDgyQjNFVQk
2. https://www.youtube.com/watch?v=Z9Px68r5BNU
3. https://www.youtube.com/watch?v=EPGw0MllTlA
4. youtube.com/watch?v=Evsqy0a_Lrk
5. https://www.youtube.com/watch?v=hTq6cg7nECY

Semester-I
1ANI704
Pre-production and Animation-I

Practical(Elective) **Maximum Marks: 80**

Course Objective: Making dynamic acting for 2D,3D animated films.

Course Outcome: After completion of the course the student will be able to

1. Design, create and animate characters and objects using fundamental principles ofanimation.
2. Illustrate and apply principles of animation using2D and 3D software.
3. Learning dynamic acting skills in 2D & 3D animations
4. Compose animated character with live action.Gain insight into the various aspects of script writing, story board, art direction. and editing.
5. Develop the concept of screenplay.
6. Explain the process of story development
7. Describe animation and live film making process.
8. Describe concept dialogue and sound design.

Course Content:

Unit 1: Concept & Story development

Concept, Story, Screenplay, Dialogs , Sound breakdown, Blue sketches: Character sketches, Prop sketches, BG & Layout Sketches, Concept Art

Unit 2: Story board& Animatics

Rough story board, Final story board with timing, camera angles, Editing terms, Limited motion drawing story , Shot by shot with timing, camera, sketches & editing terms, Animatic with rough dialogs & music, Research : Era, People, culture and fashion, Style, Directions, Color scheme, Technical knowledge of Dynamics, VFX, SFX

Unit 3: Understanding of Action chart

Analyzing X-Sheet, Preparing Bar-sheet, Study of Character chart, Practice attitude sketches, Illustrate key poses

Unit 4: Principles of Animation-I

Solid drawing, Squash and stretch, Exaggeration, Arc, Timing, Straight Ahead & Pose to Pose action, Staging**,** Anticipation**,** Follow through and overlapping**,** Secondary action, Slow-in, Slow-out, Appeal

Unit 5: 2D Effects

Simple effects, Complex Effects

References

1. How to make animated films:- Tony white, Focal press Publications,
2. Force character Design from Life Drawing:- Michael Mattesi, Focal Press, 2008, ISBN-9780240809939
3. Digital Animation Bible:- George Avgerakis,McGraw-Hill/TAB Electronics publication, ISBN:0071433546
4. The Complete Film Production Handbook:Eve Light Honthaner,Focal Press, ISBN: 024081150X
5. Animator's Notebook: Tony White, Focal Press,ISBN: 0240813073
6. Film Directing Shot by Shot:Steven D. Katz, Focal Press,ISBN: 0941188108
7. Animation from Pencils to Pixels: Tony White, Focal Press,ISBN: 0240806700
8. Timing for Animation:John Halas OBE, Harold Whitaker, Tom Sito, Focal Press,ISBN:0240521609

Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

1. https://www.youtube.com/user/AnimationCareerPro/videos
2. https://youtu.be/uDqjIdI4bF4
3. https://www.youtube.com/channel/UCn3oBlxoyD2DawhlKHUo1Aw/videos
4. https://youtu.be/NPrkxj2MyZI
5. https://youtu.be/mG4Ei1IdgR0
6. https://youtu.be/5mpvuTp_57Q
7. https://www.youtube.com/watch?v=-3uO0Qqfklo

Semester-I
1ANI705
Asset Building-I

Practical (Elective)Maximum marks: 80
Course Objective: Making 2D & 3D generated advanced props & characters for Animation and VFX base live films.
Course Outcomes: After completion of the course the student will be able to

1. Define knowledge of 3D animation and assets building.
2. Describe pipeline for 3D Animation films.
3. Demonstrate 3D character modeling, texturing, lighting and rendering process.
4. Demonstrate 3D props modeling, texturing, lighting and rendering.
5. Compose Lighting on props.
6. Demonstrate compositing techniques.

Course Content:
Unit 1: Assets Modeling
Organic modeling, Inorganic modeling

Unit 2: Background Modeling
Background modeling for VFX and match movie, Stylized background modeling, Application of high poly model on low poly model

Unit 3: Advance UV unwrapping
Working with UDIMS ,High poly UV unwrap baking

Unit 4: Background texturing & lighting
Organic background texturing & lighting, Stylized background texturing & lighting

Unit 5: Asset and background rigging
Organic and inorganic rigging**,** Background rigging **,**Skinning and deformers
References

1. Modeling a Character in 3ds max: Paul Steed,Computers - PC & Video Games
2. Advanced 3Ds Max 5: Modeling and Animating, Autodesk Maya Press,Computers - Computer Graphics & Design, Sybex publications, ISBN: 189717747X
3. Maya 8 Character Modeling:Gary OliverioWordware Pub, ISBN:1598220209
4. Character Modeling with Maya and ZBrushJason Patnode, Focal Press, 0240520343
5. Game Character Development with Maya,Antony Ward,New Riders Games,ISBN:073571438

Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

1. https://www.youtube.com/watch?v=RDa93iyqC2khttps://www.youtube.com/watch?v=nXmiDgUTTa0
2. https://www.youtube.com/watch?v=ax26xY-e83o
3. https://www.youtube.com/watch?v=jDACsLGdyus
4. https://www.youtube.com/watch?v=mmhdxshgHEA

Semester-I
1ANI706
VFX &Post production- I

Practical (Elective) **Maximum Marks: 80**
Course Objective: -The objective of this course is to understanding basic concept of VFX pipeline, motion graphics and simulation.

Course outcome: After completion of this course the student will be able to
1 Illustrate advance prop Rigging
2. Demonstrate realistic effects with 3D applications
3. Use of online editing for online effects and includes music, voice dubbing & voice effects in film.
4. Practice advance level cartoon rigging.
5. Design and develop e-learning content

Course Content
Unit 1: VFX & Post-Production Development
Visual Development, Designing the Pipeline ,Applications of Compositing in Films,Television, Series and Interactive Media

Unit 2: VFX Compositing
VFX-CGI Elements, 3D Stereoscopic, Application of Morphing

Unit 3: Motion Graphics
Kinematic typography, Shapes Animation, UX in Motion, Expressions

Unit 4: Advance SFX
Particle System, Advance Stimulation

Unit 5: Bifrost Simulation System
Particle Simulation, Hi-Res Smoke & Fluid Simulation

References
1. The Filmmaker's Guide to Visual Effects:EranDinur,Publisher: Routledge
2. VFX Fundamentals:Wallace Jackson,Apress, ISBN: 1484221303
3. The visual effects arsenal:Bill Byrne,ISBN:0240811356
4. Compositing Visual Effects:Steve Wright, Focal Press, ISBN: 0080555055
5. The Art and Technique of Matchmoving:Erica Hornung,Focal Press,ISBN: 0240812301

Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

1. https://youtu.be/T8FSeBRx6Rc
2. https://youtu.be/xGK5o-OhPTg
3. https://youtu.be/LhQsZTigU_s

Semester-II
1ANI801
Film Direction

Theory Maximum Marks : 80
Course Objective: To apply appropriate style, art direction, essential research to produce and direct animation film.
Course Outcome: After completion of this course student will be able to
1. Devising creative direction techniques.
2. Devising art direction techniques.
3. Directing process of story board
4. Directing process of Animatics
5. Choosing appropriate style and researching for the film.

Course Content
Unit I: Artistic Identity and Drama
The world of the film director, Identifying your themes, Dramaturgy essentials

Unit II:Screen craft
Director screen grammar, Moviemaker perspective, Shooting projects

Unit III: The Story and Its Development
Recognizing the superior screenplay, Analyzing a screenplay, Director development strategies, Alternative story sources, Setting creative limitations

Unit IV: Aesthetics and Authorship
Point of view, Subtext, genre and archetypes, Time, structure and plot, Space, stylized environments and performance, Form and style

Unit V: Production Process
Preproduction, Production, Postproduction

References:
1. Directing film techniques and aesthetics: Michael Rabiger, Fourth Edition, Focal press.
2. Film Directing Shot by Shot:Steven D. Katz, Focal Press,ISBN: 0941188108
3. Film directing fundamentals: Nicholas T. Proferes,Focal Press,ISBN:0240804228

Semester-II
1ANI802
Aesthetic and Film appreciations-II

Theory **Maximum Marks: 80**

Course Objective: Considering technical and non-technical aspects required for the films.

Course Outcome: After completion of this course student will be able to
1. Understanding layers for Chroma shoot required for VFX.
2. Utilizing relevant SFX technics to achieve proper visuals
3. Outlining the importance of hardware and software in film making process.
4. Directing online effects, editing and film rendering from technical point of view.

Course Content

Unit I: Definition of Aesthetics for Eastern and Western
Meaning, Origin, Aesthetic and poetry, Ancient Aesthetic, Greek and Roman aesthetic, story of eros. Similarities of poetry and aesthetics, Relation between Aesthetic, Art, Fine art, Ancient aesthetic: Greece and Roman, Medieval age, Age of enlightenment.

Unit II: British and German Aesthetic
Aesthetic idealism, analytical aesthetics,Benedetto Croce contribution to aesthetic, basic principles of aesthetic, Importance of form in aesthetic, French Aesthetics

Unit IV: Russian and Marxist Aesthetic
Background, Marxist aesthetics, contribution of Tolstoy, Types of art according to Tolstoy.

Unit V: Psychological and Modern Aesthetics
Theodor Lipps and the Concept of Empathy, Sigmund freud theories of aesthetic, narcissism,carl gustavjung theories, John Ruskin, Art and society, R.G Collingwood,symbolism aesthetic, existentialism aesthetic.

References:

1. Animation: from concept to production: Rall, Hannes,CRC Press,1138042226
2. Professional Storyboarding: Sergio Paez, Anson Jew,Taylor &Francis,ISBN:0240817710
3. Storyboards: Motion in Art:Simon, Mark A.Focal Press,ISBN:0240808053

Semester-II
1ANI803
Riyaz-II

Practical Maximum Marks:80
Course Objective: The purpose of this course is to develop skill of drawing, painting, anatomy, figure drawing & backgrounds for animation film making.

Course Outcome: After completion of the course the student will be able to
1. Develop drawing skills for animation film making
2. Develop expertise in life drawing considering real and dynamic anatomy.
3. Designing character using creativity and visual aesthetics.
4. Designing prop using creativity and visual aesthetics.
5. Composing layouts for film background and sets.

Course Content
Unit 1: Anatomy-II
Human, Bird ,Animal, Insect

Unit 2: Indoor and Outdoor Drawing-II
Quick sketches**,** Time sketches**,** Group sketches

Unit 3: Painting-II
Figurative ,Non-figurative

Unit 4: Motion sketches-II
Motion sketches from model, Motion sketches from video

Unit 5: Illustration, Character design and Comic art-II
Political, Social, Industrial ,Geographical , Fashion, Architecture , Animation

References

1. Dynamic Figure Drawing:- Burne Hogarth, Watson-Guptill Publications, 1996, 1st Edition
2. Force character Design from Life Drawing:- Michael Mattesi, Focal Press, 2008, ISBN-9780240809939
3. Figure Study Made Easy :- Aditya Chari, GraceTMPrakashan, 2005, 1st Edition
4. Bridgman's Life Drawing:- Bridgman George B Bridgman, Dover Publications,
5. Animal Drawing Manual:-GleannVilppu, G.V. Vilppu publication, 2000, 1st Edition.
6. Character Design from the Ground Up:Kevin Crossley, ILEX,ISBN:1781572100

Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

1. https://www.youtube.com/watch?v=pDgyQjNFVQk
2. https://www.youtube.com/watch?v=Z9Px68r5BNU
3. https://www.youtube.com/watch?v=EPGw0MllTlA

Semester-II
Pre-Production &Animation-II

Practical(Elective) **Maximum Marks: 80**

Course Objective: Using principles of animation for creating visually appealing scenes.

Course Outcome: After completion of the course the student will be able to

1. Assure smooth flow of animation from reference of live action.
2. Design character (protagonist and antagonist) for creating conflict.
3. Composing layouts for film background and sets.
4. Illustrate style and color schemes for background design
5. Managing multiple plans of the scence
6. Merge simple and complex action for dynamic visuals.

Unit 1: Character& Prop design
Blue sketches**,** Character style and design**,** Character chart & color scheme**,** Facial expression**,** Attitude sketches & key poses**,** Lip sync chart**,**Prop design:Blue sketches**,** Prop styles & design**,** Prop chart**,** Color scheme

Unit 2: Layout & Background design
Blue sketches, Layout style & design, Background design: Concept Art, Style development & digital color rendering, Lighting, Texturing, Background, Middle ground, Foreground, Overlays

Unit 3: Acting for 2D & 3D animation
Simple Acting, Complex Acting, Character Acting: HeroHeroine, Comedy, Villain ,Vamp, Characters Fight

Unit 4: Advance Animal & Bird Action
Walk,Run, Jump /Gallop,Fly, Take off ,Landing

Unit 5: Animal and Bird Acting
Simple, Complex, Dynamic acting

References

1. How to make animated films:- Tony white, Focal press Publications,
2. Force character Design from Life Drawing:- Michael Mattesi, Focal Press, 2008, ISBN-9780240809939
3. Digital Animation Bible:- George Avgerakis,McGraw-Hill/TAB Electronics publication, ISBN:0071433546
4. The Complete Film Production Handbook:Eve Light Honthaner,Focal Press, ISBN: 024081150X
5. Animator's Notebook: Tony White, Focal Press,ISBN: 0240813073
6. Film Directing Shot by Shot:Steven D. Katz, Focal Press,ISBN: 0941188108
7. Animation from Pencils to Pixels: Tony White, Focal Press,ISBN: 0240806700
8. Timing for Animation:John Halas OBE, Harold Whitaker, Tom Sito, Focal Press,ISBN:0240521609

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1. https://www.youtube.com/user/AnimationCareerPro/videos
2. https://youtu.be/uDqjIdI4bF4
3. https://www.youtube.com/channel/UCn3oBlxoyD2DawhlKHUo1Aw/videos
4. https://youtu.be/NPrkxj2MyZI
5. https://youtu.be/mG4Ei1IdgR0
6. https://youtu.be/5mpvuTp_57Q
7. https://www.youtube.com/watch?v=-3uO0Qqfklo

Semester-II
Asset Building-II

Practical (Elective) **Maximum Marks: 80**

Course Objective: Making 2D & 3D generated advanced props & characters for Animation and VFX base live films.

Course Outcomes: After completion of the course the student will be able to

1. Define knowledge of 3D animation and assets building.
2. Describe pipeline for 3D Animation films.
3. Demonstrate 3D character& props modeling, texturing, lighting and rendering process.
4. Demonstrate Mechanical and Robotronics rigging
5. Apply advanced rigs and skin to 3D generated models.

Unit 1: Mechanical and Robotic Modeling
Automotive modeling, Hard surface modeling

Unit 2: Advanced Prop Modeling
Weapon design, Stylized prop design, Prop modeling for games

Unit 3: Physical based texturing
High and low props texturing **,**Application of PBS material

Unit 4: Mechanical and Robotronics rigging
Automotive rig setup, Transformer setup

Unit 5: Advanced props rigging

1. Weapon rig
2. Stylized prop setup
3. High and low poly rig setup

References

1. Modeling a Character in 3ds max: Paul Steed,Computers - PC & Video Games
2. Advanced 3Ds Max 5: Modeling and Animating, Autodesk Maya Press,Computers - Computer Graphics & Design, Sybex publications, ISBN: 189717747X
3. Maya 8 Character Modeling:Gary OliverioWordware Pub, ISBN:1598220209
4. Character Modeling with Maya and ZBrushJason Patnode, Focal Press, 0240520343
5. Game Character Development with Maya,Antony Ward,New Riders Games,ISBN:073571438

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2. https://www.youtube.com/watch?v=ax26xY-e83o
3. https://www.youtube.com/watch?v=jDACsLGdyus
4. https://www.youtube.com/watch?v=mmhdxshgHEA

Semester-II

VFX &Post production- II

Practical (Elective) **Maximum Marks: 80**

Course Objective: -The objective of this course is to understanding and demonstrate basic concept of VFX animation, compositing, roto scoping.

Course outcome: After completion of this course the student will be able to

1.Portraying application of chroma keying
2. Implement masking and roto-scoping
3. Demonstrate motion capture, object tracking and composition techniques
4. Practice advance level compositing
5. Complete compositing process with color correction and merging layers.

Unit 1: Chroma Keying

Chroma Planning & Shooting, Light Angle & Shadows, Mastering the Art of Keying

Unit 2: Scope of Masking

Roto Scoping and Paint, Rig Removal and Period Cleanup

Unit 3: Match Move & Match Motion

Compositing pipeline, Object Tracking, Camera Tracking, Destructive Composition Techniques, Match Motion Technique

Unit 4: VFX Animation & Layer Compositing

3D Features, Layer Animation, Puppet Tool

Unit 5: Application of Compositing

Merging and Basic Track Creation, Rotoscoping, Color Correction, RotoPaint, The use of Keyframes

References

1. The Filmmaker's Guide to Visual Effects:EranDinur,Publisher: Routledge
2. VFX Fundamentals:Wallace Jackson,Apress, ISBN: 1484221303
3. The visual effects arsenal:Bill Byrne,ISBN:0240811356
4. Compositing Visual Effects:Steve Wright, Focal Press, ISBN: 0080555055
5. The Art and Technique of Matchmoving:Erica Hornung,Focal Press,ISBN: 0240812301

Any pertinent media (recorded lectures, YouTube, etc.) if relevant:

1. https://youtu.be/T8FSeBRx6Rc
2. https://youtu.be/xGK5o-OhPTg
3. https://youtu.be/LhQsZTigU_s

Sant Gadge Baba Amravati University Amravati **Appendix-A**

Scheme of teaching, learning &Examination leading to the Master of Science (Animation) (Two Years ... Four Semesters Degree Programme- C.B.C.S)

(M.Sc. Animation)Semester- I

Sr. No	Subjects	Type	Subject Code	Teaching & Learning Scheme							Duration of Exams	Examination & Evaluation Scheme						
				Teaching Period Per week				Credits			Hrs.		Maximum Marks				Minimum Passing	
				L	T	P	Total	Theory /Tutorial	Practical	Total		Theory + M.C.Q (External)	(Theory Internal)	Practical Internal	Practical External	Total Marks	Marks	Grade
	Core Subject																	
1	**Aesthetic & Film Appreciations-I**	DSC1	1ANI701	4	-	-	4	4	-	4	3	60+20	20	-	-	100	40	P
2	**Research & Development**	DSC2	1ANI702	4	-	-	4	4	-	4	3	60+20	20	-	-	100	40	P
3	**Riyaz – I**	DSC3	1ANI703	-	-	10	10	-	5	5	3	-	-	20	80	100	50	P
	Elective (Any One of 4,5,6)																	
4	**Pre-production & Animation-I**	DSE1	1ANI1704	-	-	10	10	-	5	5	-	-	-	20	80	100	50	P
5	**Asset Building-I**		1ANI1705															
6	**VFX & Post-production -I**		1ANI1706															
7	**Internship / Field Work / Work Experience**	AEC 1		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
8	**Open Elective / GIC / Open Skill / MOOC**	OE1		-	-	-		-	-	-	-	-	-	-	-	-	-	-
	Total			**8**	**-**	**20**	**28**	**8**	**10**	**18**	**-**	**160**	**40**	**40**	**160**	**400**	**180**	**-**

L: Lecture, T: Tutorial, P: Practical

Note : Internship /Field Work / Work Experience during vacation of semester 1 to 3 for minimum 60 Hours (2 Credits) to Maximum 90 Hours (3 Credits) Mandatory to All Students.

Its Credits & Grades will be reflected in final Semester – IV Credit grade report

OEC (Optional) –GIC / MOOC / Skill course can be studied during semester I to IV, its 2 credits and grades will be reflected final semester –IV credit grade report

Sant Gadge Baba Amravati University Amravati

Scheme of teaching, learning &Examination leading to the Master of Science (Animation) (Two Years ... Four Semesters Degree Programme- C.B.C.S)

(M.Sc. Animation) Part-I Semester- II

Sr. No	Subjects	Type	Subject Code	Teaching & Learning Scheme							Duration of Exams	Examination & Evaluation Scheme						
				Teaching Period Per week				Credits			Hrs.		Maximum Marks				Minimum Passing	
				L	T	P	Total	Theory /Tutorial	Practical	Total		Theory + M.C.Q (External)	(Theory Internal)	Practical Internal	Practical External	Total Marks	Marks	Grade
	Core Subject																	
1	**Film Directions**	DSC4	1ANI801	4	-	-	4	4	-	4	3	60+20	20	-	-	100	40	P
2	**Aesthetic & Film Appreciations-II**	DSC5	1ANI802	4	-	-	4	4	-	4	3	60+20	20	-	-	100	40	P
3	**Riyaz – II (DSC 3)**	DSC6	1ANI803	-	-	10	10	-	5	5	3	-	-	20	80	100	50	P
	Elective (Any One of 4,5,6)																	
4	**Pre-production & Animation-II**	DSE 2	1ANI1804	-	-	10	10	-	5	5	-	-	-	20	80	100	50	P
5	**Asset Building-II**		1AN1805															
6	**VFX & Post-production -II**		1ANI1806															
7	**Internship / Field Work / Work Experience**	AEC 2		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
8	**Open Elective / GIC / Open Skill / MOOC**	OE2		-	-	-		-	-	-	-	-	-	-	-	-	-	-
	Total			**8**	-	**20**	**28**	**8**	**10**	**18**	**-**	**160**	**40**	**40**	**160**	**400**	**180**	**-**

L: Lecture, T: Tutorial, P: Practical

Note : Internship /Field Work / Work Experience during vacation of semester 1 to 3 for minimum 60 Hours (2 Credits) to Maximum 90 Hours (3 Credits) Mandatory to All Students.

Its Credits & Grades will be reflected in final Semester – IV Credit grade report

@OEC (Optional) –GIC / MOOC / Skill course can be studied during semester I to IV, its credits and grades will be reflected final semester –IV credit grade report