

# I B.F.A. in Animation

## Course Matrix

### Semester I

Subject Code	Name of the Subject	Credits			Teaching Hours	Duration of Exam in Hours	Marks for		Total Marks
		Theory	Practical	Total			I.A	E.T.E	
BSCA01	Communication English I	2		2	30	3	25	75	100
BSCA02	Foundation Art I		4	4	120	6	25	75	100
BSCA03	Classical Animation I	2	3	5	120	6	25	75	100
BSCA04	Digital Art I		4	4	120	6	25	75	100
BSCA05	3D Animation I		3	3	90	6	25	75	100
<b>Total</b>				<b>18</b>	<b>480</b>				<b>500</b>

### Semester II

Subject Code	Name of the Subject	Credits			Teaching Hours	Duration of Exam in Hours	Marks for		Total Marks
		Theory	Practical	Total			I.A	E.T.E	
BSCA06	Communication English II	2		2	30	3	25	75	100
BSCA07	Film Appreciation and Analysis Part - 1	2		2	30	3	25	75	100
BSCA08	Storytelling (Writing)	2		2	30	3	25	75	100
BSCA09	Foundation Art II		3	3	90	6	25	75	100
BSCA10	Digital Art II	1	3	4	105	6	25	75	100
BSCA11	Classical Animation II	1	3	4	105	6	25	75	100
BSCA12	3D Animation II		2	2	60	6	25	75	100
<b>Total</b>				<b>19</b>	<b>450</b>				<b>700</b>

### Semester III

Subject Code	Name of the Subject	Credits			Teaching Hours	Duration of Exam in Hours	Marks for		Total Marks
		Theory	Practical	Total			I.A	E.T.E	
BSCA13	Film Appreciation and Analysis Part - II	2		2	30	3	25	75	100
BSCA14	3D Lab I		4	4	120	6	25	75	100
BSCA15	Storytelling (Visualization)	1	1	2	45	3	25	75	100
BSCA16	Pre Production I		4	4	120	6	25	75	100
BSCA17	Post Production I		2	2	60	6	25	75	100
BSCA18	Elective I [ Cut out Animation/Pixilation Animation]		2	2	60	6	25	75	100
<b>Total</b>				<b>16</b>	<b>435</b>				<b>600</b>

### Semester IV

Subject Code	Name of the Subject	Credits			Teaching Hours	Duration of Exam in Hours	Marks for		Total Marks
		Theory	Practical	Total			I.A	E.T.E	
BSCA19	3D Lab II		5	5	150	6	25	75	100
BSCA20	Pre production II		2	2	60	6	25	75	100
BSCA21	Lighting & Camera		2	2	60	6	25	75	100
BSCA22	Post Production II		2	2	60	6	25	75	100
BSCA23	Elective II[ Clay Modeling/Rotoscopy/ photography]		2	2	60	6	25	75	100
BSCA24	Data visualization - Project		3	3	90	6	100	-	100
<b>Total</b>				<b>16</b>	<b>480</b>				<b>600</b>

### Semester V

Subject Code	Name of the Subject	Credits			Teaching Hours	Duration of Exam in Hours	Marks for		Total Marks
		Theory	Practical	Total			I.A	E.T.E	
BSCA25	3D Elective/Specialization	2	6	8	210	6	25	75	100
BSCA26	Elective III [ Sound Design / Motion Graphics ]		2	2	60	6	25	75	100
BSCA27	Animation Marketing & Business management	2		2	30	3	25	75	100
BSCA28	Project –Part I		6	6	180	-	200	-	200
<b>Total</b>				<b>18</b>	<b>480</b>				<b>500</b>

### Semester VI

Subject Code	Name of the Subject	Credits			Teaching Hours	Duration of Exam in Hours	Marks for		Total Marks
		Theory	Practical	Total			I.A	E.T.E	
BSCA29	Project - II		10	10	300	-	75	225	300
	Viva		2	2	60				
	Project Report		2	2	60		25	75	100
BSCA30	Portfolio development		4	4	120		25	75	100
<b>Total</b>				<b>18</b>	<b>540</b>				<b>500</b>