

BIRLA INSTITUTE OF TECHNOLOGY – MESRA, RANCHI
NEW COURSE STRUCTURE – To be effective from Academic Session 2018-19
Based on CBCS & OBE Model
BACHELOR OF SCIENCE IN ANIMATION & MULTIMEDIA

SEMESTER WISE CREDIT DISTRIBUTION

The total minimum credits for completing Bachelor of Animation & Multimedia is 120

S. No	Semester	Course Category	Credits	Total
1	FIRST	Programme Core	16	18
		Programme Electives	02	
2	SECOND	Programme Core	19	21
		Programme Electives	02	
3	THIRD	Programme Core	18	20
		Programme Electives	02	
4	FOURTH	Programme Core	17	19
		Programme Electives	02	
5	FIFTH	Programme Core	10	18
		Programme Electives	08	
6	SIXTH	Programme Core	08	24
		Programme Electives	08	
		Research Project	08	
Total				120

**BACHELOR OF SCIENCE IN ANIMATION & MULTIMEDIA
SEMESTER WISE CREDIT DISTRIBUTION (Based on CBCS & OBE Model)**

Semester / Session of Study (Recommended)	Course Level	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practical</i>			Total Credits <i>C - Credits</i>
				L (Periods/ week)	T (Periods/ week)	P (Periods/ week)	
		THEORY					
FIRST Monsoon	FIRST	AM101	History of Animation	3	0	0	3
		AM102	Introduction to Visual Studies	3	0	0	3
		AM103	Introduction to Communication	3	0	0	3
		AM104	Introduction to Multimedia	3	0	0	3
		LABORATORIES					
		AM105	Experimental Animation	0	0	4	2
		AM106	Introduction to 3D	0	0	4	2
		ELECTIVES (To be opted from List of SKILL DEVELOPMENT COURSES)					
		PE(SEC-I)	Paper -I (Skill Enhancement Course)	-	-	-	2
TOTAL						18	

Semester / Session of Study (Recommended)	Course Level	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practical</i>			Total Credits <i>C - Credits</i>
		THEORY					
SECOND Spring	FIRST	AM107	Principles of Animation	3	0	0	3
		AM108	Theory of Visual Studies	3	0	0	3
		AM109	Creative writing & Presentation Skills	2	1	0	3
		AM110	Story Appreciation for Gaming	2	1	0	3
		AM111	Introduction to Multimedia Tools	2	1	0	3
		LABORATORIES					
		AM112	Film Appreciation	0	0	4	2
		AM113	Emerging 3D Technologies	0	0	4	2
		ELECTIVES (To be opted from List of SKILL DEVELOPMENT COURSES)					
PE(SEC-II)	Paper -II (Skill Enhancement Course)	-	-	-	2		
TOTAL						21	

Semester / Session of Study (Recommended)	Course Level	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practical</i>			Total Credits <i>C - Credits</i>
				L (Periods/ week)	T (Periods/ week)	P (Period s/week)	
- THIRD Monsoon	SECOND	THEORY					
		AM201	Audio Visual Technology	2	1	0	3
		AM202	Visual Communication	2	1	0	3
		AM203	Basics of Programming	2	1	0	3
		AM204	Vector Art Study	2	1	0	3
		LABORATORIES					
		AM205	Animation Techniques	0	0	4	2
		AM206	Visual Studies	0	0	4	2
		AM207	3D Modeling Techniques	0	0	4	2
		ELECTIVES (To be opted from List of SKILL DEVELOPMENT COURSES)					
		PE(SEC-III)	Paper -III (Skill Enhancement Course)	-	-	-	2
TOTAL						20	

SEMESTER /Session of Study (Recommended)	LEVEL	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practicals</i>			Total Credits <i>C- Credits</i>
				L (Periods/ week)	T (Periods/ week)	P (Periods/w eek)	
FOURTH Spring	SECOND	THEORY					
		AM208	Communication for Development	2	1	0	3
		AM209	Graphics Design Communication	2	1	0	3
		AM210	Research in Gaming	2	1	0	3
		LABORATORIES					
		AM211	Advanced Animation Techniques	0	0	4	2
		AM212	Visual Development	0	0	4	2
		AM213	Digital Film Production	0	0	4	2
		AM214	Advance 3D Modeling, Texturing, Lightning & Rendering	0	0	4	2
		ELECTIVES (To be opted from List of SKILL DEVELOPMENT COURSES)					
		PE(SEC-IV)	Paper -IV (Skill Enhancement Course)	-	-	-	2
TOTAL						19	

SEMESTER /Session of Study (Recommended)	LEVEL	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practicals</i>			Total Credits C-Credits
				L (Periods/ week)	T (Periods/ week)	P (Periods/w eek)	
		THEORY					
FIFTH Monsoon	THIRD	AM301	Visual Narratives	3	0	0	3
		AM302	Compositing & VFX	2	1	0	3
		LABORATORIES					
		AM303	2D Digital Animation	0	0	4	2
		AM304	3D Animation, Rigging & Skinning	0	0	4	2
		ELECTIVES (To be opted from List of Program Electives (PE))					
		PEI	Paper -V Programme Elective	-	-	-	2
		PEII	Paper -V Programme Elective	-	-	-	2
		PEIII	Paper -V Programme Elective	-	-	-	2
		PEIV	Paper -V Programme Elective	-	-	-	2
		TOTAL					

SEMESTER /Session of Study (Recommended)	LEVEL	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practicals</i>			Total Credits C-Credits
				L (Periods/ week)	T (Periods/ week)	P (Periods/w eek)	
		THEORY					
SIXTH Spring	THIRD	AM305	Direction for Animation	3	0	0	3
		AM306	Motion Graphics	2	1	0	3
		LABORATORIES					
		AM307	Advance 3D Dynamics	0	0	4	2
		AM308	Degree Showcase Project				8
		ELECTIVES (To be opted from List of Program Electives (PE))					
		PEV	Paper -VI Programme Elective	-	-	-	2
		PEVI	Paper -VI Programme Elective	-	-	-	2
		PEVII	Paper -VI Programme Elective	-	-	-	2
		PEVIII	Paper -VI Programme Elective	-	-	-	2
		TOTAL					
TOTAL PROGRAM CREDITS						120	

PROGRAM ELECTIVES (LIST OF SKILL DEVELOPMENT COURSES)							
PE / LEVEL	Programme Elective (PE)	Code No	Name of the PE Course	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practical</i>			Total Credits C
				L (Periods/week)	T (Periods/week)	P (Periods/week)	
1	PE(SEC-I)	AM114	Basic Drawing Skills	0	0	4	2
		AM115	Presentation Design	0	0	4	2
		AM116	Photography	0	0	4	2
		AM117	Game Appreciation	2	0	0	2
		AM118	Digital Animation	0	0	4	2
		AM119	Desk Top Publishing	0	0	4	2
1	PE(SEC-II)	AM120	Basic Writing Skills	2	0	0	2
		AM121	Web Design	0	0	4	2
		AM122	Comic Illustration	0	0	4	2
		AM123	Product Modeling in 3D	0	0	4	2
		AM124	Lighting for Video Production	0	0	4	2
		AM125	Role of Multimedia Tools in Indian Art	0	0	4	2
2	PE(SEC-III)	AM126	Fiction Writing	2	0	0	2
		AM127	Calligraphy	0	0	4	2
		AM128	Architectural Modeling	0	0	4	2
		AM129	Basic Video Editing	0	0	4	2
		AM130	Game Design	0	0	4	2
2	PE(SEC-IV)	AM131	Science Communication	2	0	0	2
		AM132	3D Animation	0	0	4	2
		AM133	Matte Painting	0	0	4	2
		AM134	Sound Design	0	0	4	2
		AM135	Advertising Campaign Design	0	0	4	2

LIST OF PROGRAM ELECTIVES (PE)							
PE / LEVEL	Programme Elective (PE)	Code No	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practical</i>			Total Credits
				L (Periods /week)	T (Periods/ week)	P (Periods /week)	
3	PEI	AM335	Story Boarding	0	0	4	2
3		AM332	Documentary Film Making	0	0	4	2
3		AM333	Film & Documentary Script Writing	2	0	0	2
3	PEII	AM314	Character Design	0	0	4	2
3		AM315	Urban Sketching	0	0	4	2
3		AM317	Writing for Advertising	2	0	0	2
3		AM337	Fundamentals of Theatre and Acting	0	0	4	2
3	PEIII	AM326	Stop Motion	0	0	4	2
3		AM323	Classical Animation	2	0	0	2
3		AM319	3D Sculpting	0	0	4	2
3		AM320	3D Motion Graphics and Dynamics	0	0	4	2
3	PEIV	AM311	Magazine Design	0	0	4	2
3		AM328	Apps Creation	0	0	4	2
3		AM336	Digital Painting	0	0	4	2
3	PEV	AM324	VFX in 2D Animation	0	0	4	2
3		AM325	Production Design	2	0	0	2
3		AM322	3D Compositing for Camera	0	0	4	2
3	PEVI	AM309	Storytelling Using Multimedia	0	0	4	2
3		AM312	Graphic Novels	2	0	0	2
3		AM316	Participatory Communication	2	0	0	2
3		AM318	Media Studies	2	0	0	2
3	PEVII	AM327	Game Making in Blender	0	0	4	2
3		AM329	Advance Game Engine	0	0	4	2
3		AM330	Game Design Documentation	0	0	4	2
3		AM310	UI & UX Designing	0	0	4	2
3	PEVIII	AM331	Film Production Design	0	0	4	2
3		AM313	Layout Design	2	0	0	2
3		AM321	Product Designing and Visualization	2	0	0	2
