



**Birla Institute of Technology - Mesra, Ranchi**  
**Department of Animation and Multimedia**

**M.Sc. Animation Design**

**Proposal for**  
**Choice Based Credit System (CBCS) Syllabus**  
**2018**

## **PROPOSED**

### **FRAMEWORK/ CHOICE BASED CREDIT SYSTEM (CBCS)**

The structure of M.Sc. Animation Design (MAD) programme will have the following components:

1. Programme Core (PC)
2. Programme Elective (PE)
3. Open Elective (OE)/ Skill Development/ MOOC
4. Research Project (RP)

The distribution of credits will be as follows:

<b>SL. NO</b>	<b>CATEGORY</b>	<b>CREDITS</b>
1	Programme Core (PC)	46
2	Programme Electives (PE)	10
3	Open Electives (OE)/ Skill Enhancement/ MOOC	06
3	Research Project (RP)	18
	<b>TOTAL CREDITS</b>	<b>80</b>

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

**SEMESTER WISE CREDIT DISTRIBUTION**

**The Total minimum credits for completing M.Sc. in Animation Design is 80**

<b>S. No</b>	<b>Semester</b>	<b>Course Category</b>	<b>Credits</b>	<b>Total</b>
1	FIRST	Programme Core	19	21
		Programme Electives	02	
2	SECOND	Programme Core	14	21
		Programme Electives	04	
		Open Elective/ Skill Enhancement/ MOOC	03	
3	THIRD	Programme Core	09	22
		Programme Electives	04	
		Open Elective/ Skill Enhancement/ MOOC	03	
		Research Project	06	
4	FOURTH	Programme Core	04	16
		Research Project	12	
			<b>Total</b>	<b>80</b>

**BIRLA INSTITUTE OF TECHNOLOGY- MESRA, RANCHI**  
**NEWCOURSE STRUCTURE - To be effective from academic session 2018- 19**  
*Based on CBCS & OBE model*  
**Recommended scheme of study for M.Sc. Programme in Animation Design**

SEMESTER / Session of Study (Recommended)	LEVEL	Category of course	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P- Practicals</i>			Total Credits
					L (Periods/ week)	T (Periods/ week)	P (Periods/ week)	C
					<b>THEORY</b>			
<b>FIRST/ Monsoon</b>	Fourth	Programme Core (PC)	AM401	Traditional Animation	3	1	0	4
			AM402	Writing and Storyboarding	3	1	0	4
			AM403	Character Design	3	1	0	4
			AM404	Communication- 1	3	0	0	3
	<b>LABORATORIES</b>							
		PC	AM405	3D Studies-I	0	0	4	2
		PC	AM406	Life Study	0	0	4	2
	PE		Lab Based on PE 1	0	0	4	2	
<b>TOTAL (Theory + Lab)</b>								<b>21</b>
<b>SECOND/ Spring</b>	Fourth	Programme Core (PC)	AM409	Advertising & New Media	3	1	0	4
			AM410	Animation Theory	3	1	0	4
			AM411	Western Art	3	1	0	4
			OE/ Skill Dev./ MOOC	OE/ SD/ MOOC 01	3	0	0	3
	<b>LABORATORIES</b>							
		PC	AM412	Field Study	0	0	4	2
		PE		Lab Based on PE 2	0	0	4	2
				Lab Based on PE 3	0	0	4	2
<b>TOTAL (Theory + Lab)</b>								<b>21</b>
<b>GRAND TOTAL M.Sc. I YEAR</b>								<b>42</b>
<b>THIRD/ Monsoon</b>	<b>THEORY</b>							
		PC	AM501	Indian Art & Animation	3	0	0	3
		OE/ Skill Dev./MOOC		OE/ Skill Development 02	3	0	0	3
	<b>LABORATORIES</b>							
	Fifth	PC	AM502	Digital Painting	0	0	4	2
			AM503	Compositing and Editing Techniques	0	0	4	2
			AM504	Graphics	0	0	4	2
	PE		Lab Based on PE 4	0	0	4	2	
			Lab Based on PE 5	0	0	4	2	

		<b>RP</b>	AM514	Project- I				6
	<b>TOTAL(Theory + Lab)</b>							<b>22</b>
	<b>Theory</b>							
<b>FORTH/ Spring</b>		<b>PC</b>	AM515	Modern Art & Animation	4	1	0	4
	<b>LAB</b>							
		<b>RP</b>	AM516	Project-II				12
	<b>TOTAL</b>							<b>16</b>
<b>GRAND TOTAL M.Sc. II YEAR</b>								<b>38</b>
<b>GRAND TOTAL (M.Sc. I To IV Sem. 42+38)</b>								<b>80</b>

**DEPARTMENT OF ANIMATION & MULTIMEDIA  
PROGRAMME ELECTIVES (PE)\* FOR M.Sc. Level  
OFFERED FOR LEVEL 4-5**

PE / LEVEL	Code No	Name of the PE Course	L	T	P	Credit
		<b>Programme Elective-I</b>				
PE/4 (MO)	AM407	Mix-Media Animation	0	0	4	2
PE/4 (MO)	AM408	Animatics	0	0	4	2
		<b>Programme Elective-II and III</b>				
PE/4 (SP)	AM413	Documentary Animation-I	0	0	4	2
PE/4 (SP)	AM414	Narrative Animation –I				
PE/4 (SP)	AM415	Experimental Visual Effects-I	0	0	4	2
PE/4 (SP)	AM416	Experimental Motion Graphics-I				
PE/4 (SP)	AM417	Game Design-I	0	0	4	2
PE/4 (SP)	AM418	Programming for Games-I				
PE/4 (SP)	AM419	3D Sculpting & Texturing-I	0	0	4	2
PE/4 (SP)	AM420	3D Rigging & Animation				
		<b>Programme Elective-IV &amp; V</b>				
PE/5 (MO)	AM505	Documentary Animation-II	0	0	4	2
PE/5 (MO)	AM506	Narrative Animation -II				
PE/5 (MO)	AM507	Experimental Visual Effects-I	0	0	4	2
PE/5 (MO)	AM508	Experimental Motion Graphics-II				
PE/5 (MO)	AM509	Game Design-II	0	0	4	2
PE/5 (MO)	AM510	Programming for Games-II				
PE/5 (MO)	AM511	3D Sculpting & Texturing-II	0	0	4	2
PE/5 (MO)	AM512	3D Dynamics & Rendering				

Notes:

- Programme Electives To Be Opted Only By The Department Students
- Open Elective refers to subjects hosted by other Departments, and student need to take a subject (having appropriate credit) of their own choice.

**List of Programme for Skill Enhancement Courses**

<b>LEVEL</b>	<b>Code No</b>	<b>Name of the Course</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>Credit</b>
(SP)	AM421	Production Design	3	0	0	3
(SP)	AM422	Project Management	3	0	0	3
(MO)	AM513	Entrepreneurship	3	0	0	3
(MO)	AM514	Research Methodology	3	0	0	3
(MO)	AM515	Art Appreciation	3	0	0	3