

# **BIRLA INSTITUTE OF TECHNOLOGY**



## **CHOICE BASED CREDIT SYSTEM (CBCS) CURRICULUM**

*(Effective from Academic Session: Monsoon 2022)*

## **B.SC. ANIMATION & MULTIMEDIA**

### **DEPARTMENT OF ANIMATION AND MULTIMEDIA**

**BIRLA INSTITUTE OF TECHNOLOGY – MESRA, RANCHI**

**NEW COURSE STRUCTURE– To be effective from Academic Session 2022-23**

**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**

<b>S. No</b>	<b>Semester</b>	<b>Course Category</b>	<b>Credits</b>	<b>Total</b>
1	FIRST	Programme Core	18	20
		Programme Electives	02	
2	SECOND	Programme Core	18	20
		Programme Electives	02	
3	THIRD	Programme Core	18	20
		Programme Electives	02	
4	FOURTH	Programme Core	18	20
		Programme Electives	02	
5	FIFTH	Programme Core	12	20
		Programme Electives	08	
6	SIXTH	Programme Core	06	20
		Programme Electives	08	
		Research Project	06	
<b>Total</b>				<b>120</b>

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

Semester / Session of Study  (Recommended)	Course of Level	Course Code	Courses	Mode of delivery & credits			Total Credits - Credits		
				<i>L-Lecture; T-Tutorial; P-Practical</i>					
				L (Periods/week)	T (Periods/week)	P (Periods/week)			
<b>THEORY</b>									
<b>FIRST Monsoon</b>	<b>FIRST</b>	AM101-R1	History of Animation	3	1	0	4		
		AM102-R1	Introduction to Visual Studies	3	1	0	4		
		AM104-R1	Introduction to Multimedia	3	1	0	4		
		<b>LABORATORIES</b>							
		AM105-R1	Experimental Animation	0	0	5	2.5		
		AM106	Introduction to 3D	0	0	4	2		
		MT132	Communication Skills I	0	0	3	1.5		
		<b>ELECTIVES (To be opted from List of SKILL DEVELOPMENT COURSES)</b>							
		PE(SEC-I)	Paper -I (Skill Enhancement Course)	-	-	-	2		
<b>TOTAL</b>							<b>20</b>		

Semester / Session of Study (Recommended)	Course Level	Course Code	Courses	Mode of delivery & credits			Total Credits <i>C - Credits</i>	
				<i>L-Lecture;</i>	<i>T-</i>	<i>P-</i>		
			<b>THEORY</b>					
<b>SECOND Spring</b>	<b>FIRST</b>	AM107	Principles of Animation	3	0	0	3	
		AM108-R1	Theory of Visual Studies	3	1	0	4	
		AM110	Story Appreciation for Gaming	3	0	0	3	
		AM111-R1	Introduction to Multimedia Tools	3	1	0	4	
		<b>LABORATORIES</b>						
		AM112	Film Appreciation	0	0	4	2	
		AM113	Emerging 3D Technologies	0	0	4	2	
		<b>ELECTIVES (To be opted from List of SKILL DEVELOPMENT COURSES)</b>						
		PE(SEC-II)	Paper -II (Skill Enhancement Course)	-	-	-	2	
<b>TOTAL</b>							<b>20</b>	

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

SEMESTER /Session of Study (Recommended)	LEVEL	Course Code	Courses	Mode of delivery & credits			Total Credits C-Credits	
				L (Periods/week)	T (Periods/week)	P (Periods/week)		
		<b>THEORY</b>						
<b>FOURTH Spring</b>	<b>SECOND</b>	AM208	Communication for Development	3	0	0	3	
		AM209-R1	Graphics Design Communication	3	1	0	4	
		AM210	Research in Gaming	3	0	0	3	
		<b>LABORATORIES</b>						
		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	
		<b>ELECTIVES (To be opted from List of SKILL DEVELOPMENT COURSES)</b>						
		PE(SEC-IV)	Paper -IV (Skill Enhancement Course)	-	-	-	2	
<b>TOTAL</b>						<b>20</b>		

SEMESTER /Session of Study (Recommended)	LEVEL	Course Code	Courses	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practical</i>			Total Credits C-Credits	
				L (Periods/week)	T (Periods/week)	P (Periods/week)		
		<b>THEORY</b>						
<b>FIFTH Monsoon</b>	<b>THIRD</b>	AM301-R1	Visual Narratives	3	1	0	4	
		AM302	Compositing & VFX	2	0	2	3	
		<b>LABORATORIES</b>						
		AM303-R1	2D Digital Animation	0	0	3	1.5	
		AM304	3D Animation, Rigging & Skinning	0	0	4	2	
		MT133	Communication Skills II	0	0	3	1.5	
		<b>ELECTIVES (To be opted from List of Program Elective (PE))</b>						
		PEI	Paper -V Programme Elective	-	-	-	2	
		PEII	Paper -V Programme Elective	-	-	-	2	
		PEIII	Paper -V Programme Elective	-	-	-	2	
		PEIV	Paper -V Programme Elective	-	-	-	2	
		<b>TOTAL</b>						<b>20</b>

SEMESTER /Session of Study  (Recommended)	LEVEL	Course Code	Courses	Mode of delivery & credits			Total Credits C- Credits
				<i>L-Lecture; Practical</i>	<i>T-Tutorial;</i>	<i>P- Practical</i>	
				L (Periods/w eek)	T (Periods/ week)	P (Periods/ week)	
SIXTH Spring	THIRD	<b>THEORY</b>					
		AM305-R1	Direction for Animation	2	0	0	2
		AM306-R1	Motion Graphics	1	0	2	2
		<b>LABORATORIES</b>					
		AM307	Advance 3D Dynamics	0	0	4	2
		AM308-R1	Degree Showcase Project				6
		<b>ELECTIVES (To be opted from List of Program Elective (PE))</b>					
		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						20	
<b>TOTAL PROGRAM CREDITS</b>						<b>120</b>	



PROGRAM ELECTIVES (LIST OF SKILL ENHANCEMENT COURSES)							
PE / LEVE L	Program me Elective (PE)	Code No	Name of the PE Course	Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practical</i>			Total Credits
				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	Desktop Publishing	0	0	4	2
1	PE(SEC-II)	AM120	Basic Writing Skills	0	0	4	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	0	0	4	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)							
				Mode of delivery & credits <i>L-Lecture; T-Tutorial; P-Practical</i>			Total Credits
PE / LEVEL	Programme Elective (PE)	Code No	Courses	L (Periods/week)	T (Periods/week)	P (Periods/week)	C
3	PEI	AM335	Story Boarding	0	0	4	2
3		AM332	Documentary Film Making	0	0	4	2
3		AM333	Film & Documentary Script Writing	0	0	4	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	2	0	0	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 Novel	2	0	0	2

3		AM316	Participatory Communication	2	0	0	2
3		AM318	Media Studies	0	0	4	2
3	PEVI I	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	PEVI II	AM331	Film Production Design	0	0	4	2
3		AM313	Layout Design	0	0	4	2
3		AM321	Product Designing and Visualization	0	0	4	2

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