

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

| S. No | Semester | Course Category | Credits | Total |
|--------------|-----------------|------------------------|----------------|--------------|
| 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 | |
| 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 | | | Total Credits - Credits | |
|--------------------------------------------------------|-----------------|-----------------------------------------------------------------------|-------------------------------------|-------------------------------------------|---------------------|---------------------|----------------------------------|--|
| | | | | <i>L-Lecture; T-Tutorial; P-Practical</i> | | | | |
| | | | | L (Periods/week) | T (Periods/week) | P (Periods/week) | | |
| FIRST Monsoon | FIRST | 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 | |
| | | LABORATORIES | | | | | | |
| | | 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 | |
| | | ELECTIVES (To be opted from List of SKILL DEVELOPMENT COURSES) | | | | | | |
| | | PE(SEC-I) | Paper -I (Skill Enhancement Course) | - | - | - | 2 | |
| | | TOTAL | | | | | | |

| 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> | |
| | | | | | | | |
| | | THEORY | | | | | |
| SECOND Spring | FIRST | 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 |
| | | 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 | | | | | 20 |

| Semester / Session of Study (Recommended) | Course of Level | Course Code | Courses | Mode of delivery & credits <i>L-Lecture; T- Tutorial; P-Practical</i> | | | Total Credits <i>C - Credits</i> |
|--------------------------------------------------------|---------------------------------------|-----------------------------------------------------------------------|-------------------------|-------------------------------------------------------------------------------------|-----------------------------|---------------------------------|----------------------------------------|
| | | | | L (Perio ds/we ek) | T (Perio ds/we ek) | P (Peri ods/ week) | |
| THIRD Monsoon | SECOND | THEORY | | | | | |
| | | 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 |
| | | 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 | | | Total Credits C-Credits | |
|---------------------------------------------|---------------|-----------------------------------------------------------------------|-------------------------------------------------------|----------------------------|---------------------|---------------------|----------------------------|--|
| | | | | L (Periods/week) | T (Periods/week) | P (Periods/week) | | |
| | | THEORY | | | | | | |
| FOURTH Spring | SECOND | 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 | |
| | | 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 | | | | | | 20 | | |

| 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) | | |
| | | THEORY | | | | | | |
| FIFTH Monsoon | THIRD | AM301-R1 | Visual Narratives | 3 | 1 | 0 | 4 | |
| | | AM302 | Compositing & VFX | 2 | 0 | 2 | 3 | |
| | | LABORATORIES | | | | | | |
| | | 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 | |
| | | ELECTIVES (To be opted from List of Program Elective (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 | | | | | | 20 | | |

| 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 | THEORY | | | | | |
| | | AM305-R1 | Direction for Animation | 2 | 0 | 0 | 2 |
| | | AM306-R1 | Motion Graphics | 1 | 0 | 2 | 2 |
| | | LABORATORIES | | | | | |
| | | AM307 | Advance 3D Dynamics | 0 | 0 | 4 | 2 |
| | | AM308-R1 | Degree Showcase Project | | | | 6 |
| | | ELECTIVES (To be opted from List of Program Elective (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 | | | | | | 20 | |
| TOTAL PROGRAM CREDITS | | | | | | 120 | |

| 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 | | | 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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