

BIRLA INSTITUTE OF TECHNOLOGY – MESRA, RANCHI
NEW COURSE STRUCTURE –To be Effective from Academic Session 2022-23

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

S. No	Semester	Course Category	Credits	Total
1	FIRST	Programme Core	18	20
		Programme Electives	02	
2	SECOND	Programme Core	13	20
		Programme Electives	04	
		Open Elective / Skill Development / MOOC	03	
3	THIRD	Programme Core	09	20
		Programme Electives	04	
		Open Elective / Skill Development / MOOC	03	
		Research Project	04	
4	FOURTH	Programme Core	04	20
		Research Project	16	
			Total	80

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Recommended scheme of study for M.Sc. Programme in Animation Design

MASTER OF SCIENCE IN ANIMATION DESIGN										
SEMESTER WISE CREDIT DISTRIBUTION (Based on CBCS & OBE Model)										
Semester / Session of Study (Recommended)	Course Level	Category of Course	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						
First/ Monsoon	Forth	Programme Core (PC)	AM401	Traditional Animation	3	1	0	4		
			AM402	Writing & Storyboarding	3	1	0	4		
			AM403	Character Design	3	1	0	4		
			LABORATORIES							
			AM405-R1	3D Studies	0	0	5	2.5		
			AM406	Life Study	0	0	4	2		
		MT132	Communication Skills-I	0	0	3	1.5			
			Programme Elective (PE)	ELECTIVES (To be opted from List of Programme Elective Courses)						
			Lab Based on PE 1	0	0	4	2			
			TOTAL					20		

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Semester/ Session of Study (Recommended)	Course Level	Category of Course	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			
Second/ Spring	Fourth	Programme Core (PC)	AM409-R1	Advertising & New Media	3	0	0	3
			AM410-R1	Animation Theory	3	0	0	3
			AM411-R1	Western Art	3	0	0	3
		OE/SD/ MOOC		Open Elective/ Skill Development/ MOOC	3	0	0	3
		Programme Core (PC)	LABORATORIES					
			AM412-R1	Field Study	0	0	5	2.5
			MT133	Communication Skills-II	0	0	3	1.5
		Programme Elective (PE)	ELECTIVES (To be opted from List of Programme Elective Courses)					
				Lab Based on PE 2	0	0	4	2
				Lab Based on PE 3	0	0	4	2
			TOTAL					20

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					L (Periods/ week)	T (Periods/ week)	P (Periods/ week)	
					THEORY			
Third/ Monsoon	Fifth	Programme Core (PC)	AM501	Indian Art & Animation	3	0	0	3
		OE/SD/ MOOC		Open Elective/ Skill Development/ MOOC	3	0	0	3
		Programme Core (PC)	LABORATORIES					
			AM502	Digital Painting	0	0	4	2
			AM503	Compositing & Editing Techniques	0	0	4	2
			AM504	Graphics	0	0	4	2
			ELECTIVES (To be opted from List of Programme Elective Courses)					
		Programme Elective (PE)		Lab Based on PE 2	0	0	4	2
				Lab Based on PE 3	0	0	4	2
		Research Project (RP)	AM514-R1	Project-I				
TOTAL							20	

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Semester / Session of Study (Recommended)	Course Level	Category of Course	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			
Forth/ Spring	Fifth	Programme Core (PC)	AM515	Modern Art & Animation	3	1	0	4
		Research Project (RP)	AM516-R1	Project-II				16
			TOTAL					20

**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
		Programme Elective-I				
PE/4 (MO)	AM407	Mix-Media Animation	0	0	4	2
PE/4 (MO)	AM408	Animatics	0	0	4	2
		Programme Elective-II and III				
PE/4 (SP)	AM413	Documentary Animation-I	0	0	4	2
PE/4 (SP)	AM414	Narrative Animation-I	0	0	4	2
PE/4 (SP)	AM415	Experimental Visual Effects-I	0	0	4	2
PE/4 (SP)	AM416	Experimental Motion Graphics-I	0	0	4	2
PE/4 (SP)	AM417	Game Design-I	0	0	4	2
PE/4 (SP)	AM418	Programming for Games-I	0	0	4	2
PE/4 (SP)	AM419	3D Sculpting & Texturing-I	0	0	4	2
PE/4 (SP)	AM420	3D Rigging & Animation	0	0	4	2
		Programme Elective-IV & V				
PE/5 (MO)	AM505	Documentary Animation-II	0	0	4	2
PE/5 (MO)	AM506	Narrative Animation -II	0	0	4	2
PE/5 (MO)	AM507	Experimental Visual Effects-II	0	0	4	2
PE/5 (MO)	AM508	Experimental Motion Graphics-II	0	0	4	2
PE/5 (MO)	AM509	Game Design-II	0	0	4	2
PE/5 (MO)	AM510	Programming for Games-II	0	0	4	2
PE/5 (MO)	AM511	3D Sculpting & Texturing-II	0	0	4	2
PE/5 (MO)	AM512	3D Dynamics & Rendering	0	0	4	2

Notes:

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

Note: Other than open elective subjects, students may choose any MOOC course related to the Animation & Multimedia stream offered by any prestigious university (recommended by Departmental Academic Committee only). Or the following Skill Enhancement courses may be elected by the animation students:

Skill Development Courses

LEVEL	Code No	Name of the Course	L	T	P	Credit
(SP)	AM421	Fundamentals of Research	3	0	0	3
(SP)	AM422	Writing for Animation	3	0	0	3
(MO)	AM513	Entrepreneurship	3	0	0	3