



Study & Evaluation Scheme

Of

Bachelor of Science (Animation)

Based on Choice Based Credit System

[Applicable w.e.f. the Academic Session 2019-20 till Revised]



**COLLEGE OF COMPUTING SCIENCES &
INFORMATION TECHNOLOGY**

TEERTHANKER MAHAVEER UNIVERSITY

Delhi Road, Moradabad, Uttar Pradesh-244001

Website: www.tmu.ac.in

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1	<i>The purpose of examination should be to assess the Course Learning Outcomes (CLO) that will ultimately lead to of attainment of Programme Specific Outcomes (PSOs). A question paper must assess the following aspects of learning: Remember Understand, Apply, Analyze, and Evaluate & Create (reference to Bloom's Taxonomy).</i>
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Program Structure- B.Sc. Animation

A. Introduction:

The **Bachelor of Science in Animation** is a graduation program the course

covers advanced techniques in: Cinematography; Lighting; Non Linear Editing; Digital Visual FX; 3dmodelling and Animation; Compositing; Concept Art and Design; Sound Design and Production Design. By the end of the course you will be able to create a range of both traditional and innovative film and video

Productions such as short narrative films and high concept promotional videos to professional Standards. Also covered during the course will be English language studies along with the accountancy. After completing the program successfully student will be able to;

- Demonstrate techniques of cinematography and digital image manipulation
- Understand the production pipeline
- Work with high end visual effects and 3d software
- Work on high end film making equipment e.g. DSLR, video cameras, Lighting equipment and Chroma
- Produce work portfolio for employer engagement

B.Sc. Animation : Three-Year (6-Semester) CBCS Programme			
Basic Structure: Distribution of Courses			
S.No.	Type of Course	Credit Hours	Total Credits
1	Core Course (CC)	15 Courses of 4Credit Hrs. and 13 course 2credit Hrs. each (Total Credit Hrs. (15X4)+(13X2))	86
2	Ability-Enhancement Compulsory Course (AECC)	4Courses of 3Credit Hrs. each , 2courses 4Credit hrs. each and one course 2credit each(Total Credit Hrs. ((4X3)+(2X4)+2)	22





3	Skill-Enhancement Elective Course (SEC)	1 Courses of 6 Credit Hrs. ,1course of 3credit Hrs. and 1 course 2 credit Hrs. (Total Credit Hrs. (6+3+2)	11
4	Open/Generic Elective Course (GEC)	2 Courses of3 Credit Hrs. each (Total Credit Hrs. 2X3)	6
5	Program/Discipline Specific Elective Course (DSEC)	5 Courses of 2 Credit Hrs. each and one course with 4 credit(Total Credit Hrs. (5X2)+4)	14
Total Credits			139

B. Choice Based Credit System (CBCS)

Choice Based Credit System (CBCS) is a versatile and flexible option for each student to achieve his target number of credits as specified by the UGC and adopted by our University.

The following is the course module designed for the MBA program:

Core Course (CC): Core courses of B.Sc. Animation program will provide a holistic approach to animation industry, giving students an overview of the field, a basis to build and specialize upon. These core courses are the strong foundation to establish visual knowledge and provide broad multi-disciplined knowledge can be studied further in depth during the elective phase.

The core courses will provide more practical-based knowledge, case-based lessons and collaborative learning models. It will train the students to analyse, decide, and lead-rather than merely know-while creating a common student experience that can foster deep understanding, develop decision-making ability and contribute to the business and community at large.

The integrated foundation is important for students because it will not only allow them to build upon existing skills, but they can also explore career options in a range of industries, and expand their understanding of various Animation and design fields.

Ability Enhancement Compulsory Course (AECC): As per the guidelines of Choice Based Credit System (CBCS) for all Universities, including the private Universities, the Ability Enhancement Compulsory Course (AECC) is a course designed to develop the ability of students in communication (especially English) and other related courses where they might find it difficult to communicate at a higher level in their prospective job at a later stage due to lack of practice and exposure in the language, etc. Students are motivated to learn the theories, fundamentals and tools of communication which can help them develop and sustain in the corporate environment and culture.

Skill Enhancement Course: This course may be chosen from a pool of courses designed to provide value-based and/or skill-based knowledge.

Open/Generic Elective Course (GEC): Open/Generic Elective is an interdisciplinary additional subject that is compulsory in program. The score of Generic Elective is counted in your overall aggregate marks under Choice Based Credit System (CBCS).

Value Added Audit Course (VAC): A value added audit course is a non-credit course which is basically meant to enhance general ability of students in areas like soft skills, quantitative aptitude and reasoning ability - required





for the overall development of a student and at the same time crucial for industry/corporate demands and requirements. The student possessing these skills will definitely develop acumen to perform well during the recruitment process of any premier organization and will have the desired confidence to face the interview. Moreover, these skills are also essential in day-to-day life of the corporate world. The aim is to nurture every student for making effective communication, developing aptitude and a general reasoning ability for a better performance, as desired in corporate world. There shall be one course each in Semester I & Semester II and will carry no credit, however, it will be compulsory for every student to pass these courses with minimum 45% marks to be eligible for the certificate. These marks will not be included in the calculation of CGPI. Students have to specifically be registered in the specific course of the respective semesters.

Program/Discipline Specific Elective Course (DSEC): The discipline specific elective course is chosen to make students specialist or having specialized knowledge of a specific domain like marketing, human resource, etc

C. Programme Outcomes (POs)

PO – 1	Critical Thinking: Take informed actions after identifying the assumptions that frame our thinking and actions, checking out the degree to which these assumptions are accurate and valid, and looking at our ideas and decisions (intellectual, organizational, and personal) from different perspectives.
PO – 2	Effective Communication: Speak, read, write and listen clearly in person and through electronic media in English and in one Indian language, and make meaning of the world by connecting people, ideas, books, media and technology.
PO – 3	Social Interaction: Elicit views of others, mediate disagreements and help reach conclusions in group settings.
PO – 4	Effective Citizenship: Demonstrate empathetic social concern and equity centered national development, and the ability to act with an informed awareness of issues and participate in civic life through volunteering.
PO – 5	Ethics: Recognize different value systems including your own, understand the moral dimensions of your decisions, and accept responsibility for them.
PO – 6	Environment and Sustainability: Understand the issues of environmental contexts and sustainable development.
PO – 7	Self-directed and Life-long Learning: Acquire the ability to engage in independent and life-long learning in the broadest context socio-technological changes.
PO – 8	Economic Independence & Employability Potential: Economic Independence & Employability Potential: Acquire the ability to be involved in economically sustainable employment opportunity and inculcate entrepreneurial abilities.
PO – 9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
PO – 10	Design/development of solutions: Design solutions using the the technical skillll which meet the specified needs to appropriate consideration for the public requirement

D. Programme Specific Outcomes (PSOs)

The learning and abilities or skills that a student would have developed by the end of Three-year **B.Sc. Animation**. Department has specifically defined few objectives of this program which make students realize the fact that the knowledge and techniques learnt in this course has direct implication for the betterment of society and its sustainability.





B.Sc. ANIMATION Semester

	Category	Course Code							Internal	External	Total
1	CC-21	BSA-512	Concept of 3D Animation & Rigging with Maya		3	1	0	4	40	60	100
2	DSE-3		Discipline specific elective	Elective-5	3	1	0	4	40	60	100
				Elective-6							
3	CC-22	BSA-515	Visual effect techniques.		3	1	0	4	40	60	100
4	CC-23	BSA-558	Concepts 3D Animation & Rigging with Maya-LAB		0	0	4	2	50	50	100
5	CC-24	BSA-559	Advance Editing Techniques(FCP)-LAB		0	0	4	2	50	50	100
6	DSE-4		Discipline specific elective	Elective-7	0	0	4	2	50	50	100
				Elective-8							
7	CC-25	BSA-560	Visual effect techniques- LAB		0	0	4	2	50	50	100
8	OE-1		Open Elective-I		3	0	0	3	40	60	100
					12	3	16	23	360	440	800





B.Sc. ANIMATION
Semester

	Category	Course Code							Internal	External	Total
1	DSE-5		Discipline specific elective	Elective-9	2	0	0	2	40	60	100
				Elective-10							
2	CC-26	BSA-609	Concepts of 3D Dynamics and Liquid simulation.		3	1	0	4	40	60	100
3	AECC-7	TMU-601	Environmental Studies		2	1	0	3	40	60	100
4	CC-27	BSA-607	Production Process of 3D Animation		3	1	0	4	40	60	100
5	DSE-6		Discipline specific elective	Elective-11	0	0	4	2	50	50	100
				Elective-12							
6	CC-28	BSA-659	Concepts of 3D Dynamics and Liquid simulation.LAB		0	0	4	2	50	50	100
7	SEC-3	BSA-660	Project & Portfolio development		0	0	4*	6	50	50	100
8	OE-2		Open Elective-II		3	0	0	3	40	60	100
Total					13	3	12	26	350	450	800
The contact hours for BSA660 will be 4 hours in the course matrix and rest of 8 hours will be for students self learning and practicing.											

