

**B.Des. Game Art and Animation
BATCH (2024 – 28)**

| Semester | Sr. no. | Course Code | Course Name | Course Category | L | T | P | Total Contact Hrs. | Credit |
|----------|---------|-------------|--|-----------------------------------|---|---|---|--------------------|--------|
| I | 1 | BDE901A | Classical Animation | Core & Minor for other discipline | 0 | 0 | 8 | 8 | 4 |
| | 2 | BDE902A | ALLIED-DISCIPLINE ELECTIVE-I - Design Fundamentals I | Minor | 4 | 0 | 0 | 4 | 4 |
| | 3 | BDE903A | Drawing Fundamentals | Core | 0 | 0 | 8 | 8 | 4 |
| | 4 | DCH001A | ENVIRONMENTAL STUDIES | VAS | 3 | 1 | 0 | 4 | 4 |
| | 5 | DEN001A | COMMUNICATION SKILLS | AEC | 2 | 0 | 2 | 4 | 3 |
| | 6 | DIN001A | CULTURE EDUCATION I | VAS | 2 | 0 | 0 | 2 | 2 |
| | 7 | DCA002A | OPEN ELECTIVE-I | Inter-disciplinary courses | 3 | 0 | 0 | 3 | 3 |
| TOTAL = | | | | | | | | | 24 |

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|----------|---------|-------------|---|-----------------------------------|---|---|---|--------------------|--------|
| II | 1 | BDE904A | Digital Art | Core & Minor for other discipline | 2 | 0 | 6 | 8 | 5 |
| | 2 | BDE905A | ALLIED-DISCIPLINE ELECTIVE-II - Drawing Fundamentals II | Minor | 0 | 0 | 8 | 8 | 4 |
| | 3 | BDE906A | Digital Modeling | Core | 2 | 0 | 2 | 4 | 3 |
| | 4 | BDE907A | Animation I | Core | 2 | 0 | 2 | 4 | 3 |
| | 6 | DEN002A | PROFESSIONAL SKILLS | SEC | 2 | 0 | 2 | 4 | 3 |
| | 7 | DIN002A | CULTURE EDUCATION-II | VAS | 2 | 0 | 0 | 2 | 2 |
| | 8 | | OPEN ELECTIVE-II | Inter-disciplinary courses | 3 | 0 | 0 | 3 | 3 |
| TOTAL = | | | | | | | | | 23 |

NOTE: Exit option available after Semester: II/Year: I, with **1-YEAR CERTIFICATE IN Game Art & Animation** after securing **51 Credits (24 Cr. + 23 Cr. + 4 Cr.)**, provided they secure **4 credits** in the following Skill-Enhancement Course offered during the SUMMER TERM; in addition to **5 credits** from skill-based courses earned during FIRST AND SECOND SEMESTER (BDE908A + DEN002A).

| COURSE CODE | COURSE NAME | COURSE CATEGORY | L | T | P | CONTACT HRS. | CREDIT |
|-------------|--------------|--------------------------|---|---|---|--------------|--------|
| BDE908A | Craft Design | Summer Term Course (SEC) | 0 | 0 | 8 | 8 | 4 |

B.DES IN GAME ART AND ANIMATION (YEAR: II) - Scheme of Examination

Batch: 2024-2028

| Semester | Sr. no. | Course Code | Course Name | Course Category | L | T | P | Total Contact Hrs. | Credit |
|----------|---------|-------------|--|-----------------------------------|---|---|---|--------------------|--------|
| III | 1 | BDE909A | Digital Sculpting | Core & Minor for other discipline | 2 | 0 | 6 | 8 | 5 |
| | 2 | BDE910A | ALLIED-DISCIPLINE ELECTIVE-III Photography | Minor | 4 | 0 | 0 | 4 | 4 |
| | 3 | BDE911A | Hard Surface Modeling | Core | 2 | 0 | 4 | 6 | 4 |
| | 4 | BDE912A | Animation II | Core | 2 | 0 | 2 | 4 | 3 |
| | 5 | BDE913A | Rigging and Skinning I | Core | 2 | 0 | 2 | 4 | 3 |
| | 6 | DEN003A | LIFE SKILLS-I (PERSONALITY DEVELOPMENT) | VAS | 1 | 0 | 2 | 3 | 2 |
| | 7 | DIN003A | VALUE EDUCATION I | VAS | 1 | 0 | 0 | 1 | 1 |
| | 8 | | OPEN ELECTIVE-III | Inter-disciplinary courses | 3 | 0 | 0 | 3 | 3 |
| | TOTAL = | | | | | | | | 25 |

| Semester | Sr. no. | Course Code | Course Name | Course Category | L | T | P | Total Contact Hrs. | Credit |
|----------|---------|-------------|---|-----------------------------------|---|---|---|--------------------|--------|
| IV | 1 | BDE914A | Preproduction | Core & Minor for other discipline | 0 | 0 | 8 | 8 | 4 |
| | 2 | BDE915A | ALLIED-DISCIPLINE ELECTIVE-IV – Motion Graphics | Minor | 2 | 0 | 4 | 6 | 4 |
| | 3 | BDE916A | Organic Modeling I | Core | 2 | 0 | 4 | 6 | 4 |
| | 4 | BDE917A | Environment Modeling | Core | 2 | 0 | 2 | 4 | 3 |
| | 5 | BDE918A | Body Mechanics | Core | 2 | 0 | 2 | 4 | 3 |
| | 6 | BDE919A | Rigging and Skinning II | Core | 2 | 0 | 4 | 6 | 4 |
| | 7 | DMA011A | LIFE SKILLS 2(Aptitude) | VAS | 1 | 0 | 2 | 3 | 2 |
| | 8 | DIN004A | VALUE EDUCATION 2 | VAS | 1 | 0 | 0 | 1 | 1 |
| | TOTAL = | | | | | | | | 25 |

NOTE:

- Exit option available after Semester: IV/Year: II, with **2-YEAR UG DIPLOMA IN Game Art & Animation** after securing **101 Credits (24 Cr. + 23 Cr. + 25 Cr. + 25 Cr. + 4 Cr.)**, provided they secure **4 credits** in the following Skill-Enhancement Course, offered during the second year's SUMMER TERM.

| COURSE CODE | COURSE NAME | COURSE CATEGORY | L | T | P | CONTACT HRS. | CREDIT |
|-------------|-----------------------------|--------------------------|---|---|---|--------------|--------|
| BDE920A | Fundamentals of Game Design | Summer Term Course (SEC) | 0 | 0 | 8 | 8 | 4 |

- Students continuing to **THIRD YEAR of the UG Program** will undergo a 'SUMMER INTERNSHIP' in the Game Art & Animation (120 hrs. of work/4-week), which will be evaluated in Semester: V/ Year: III, through a Seminar/ Presentation (L-T-P = 0-0-0/4-credit).

B.DES IN GAME ART AND ANIMATION (YEAR: III)- Scheme of Examination**Batch: 2024-2028**

| Semester | Sr. no. | Course Code | Course Name | Course Category | L | T | P | Total Contact Hrs. | Credit |
|----------|----------------|-------------|--------------------------------------|-----------------------------------|---|---|---|--------------------|-----------|
| V | 1 | BDE921A | Lighting and Rendering | Core & Minor for other discipline | 0 | 0 | 8 | 8 | 4 |
| | 2 | BDE922A | ALLIED-DISCIPLINE ELECTIVE-V – AR/VR | Minor | 2 | 0 | 4 | 6 | 4 |
| | 3 | BDE923A | Hard surface modeling II | Core | 2 | 0 | 4 | 6 | 4 |
| | 4 | BDE924A | Body Mechanics II | Core | 2 | 0 | 4 | 6 | 4 |
| | 5 | BDE925A | Pantomime | Core | 2 | 0 | 2 | 4 | 3 |
| | 6 | BDE926A | SUMMER INTERNSHIP | Core | 0 | 0 | 0 | 0 | 4 |
| | TOTAL = | | | | | | | | 23 |

| Semester | Sr. no. | Course Code | Course Name | Course Category | L | T | P | Total Contact Hrs. | Credit |
|-----------|----------------|-------------|--|-----------------------------------|---|---|---|--------------------|-----------|
| VI | 1 | BDE927A | Post Production | Core & Minor for other discipline | 0 | 0 | 8 | 8 | 4 |
| | 2 | BDE928A | ALLIED-DISCIPLINE ELECTIVE-VI –Project | Minor | 0 | 0 | 8 | 8 | 4 |
| | 3 | BDE929A | Specialization 1 | Core | 2 | 0 | 6 | 8 | 5 |
| | 4 | BDE930A | Specialization 2 | Core | 2 | 0 | 6 | 8 | 5 |
| | 5 | BDE931A | Portfolio Development | Core | 0 | 0 | 4 | 4 | 2 |
| | TOTAL = | | | | | | | | 20 |

NOTE: Exit option available after Semester: VI/Year: III, with **UG DEGREE IN Game Art & Animation** after securing **140 Credits (24 Cr. + 23 Cr. + 25 Cr. + 25 Cr. + 23 Cr. + 20 Cr.)**.

B.DES IN GAME ART AND ANIMATION (YEAR: IV)- Scheme of Examination
Batch: 2024-2028

| Semester | Sr. no. | Course Code | Course Name | Course Category | L | T | P | Total Contact Hrs. | Credit |
|----------|---------|-------------|---|-----------------|---|---|---|--------------------|--------|
| VII | 1 | BDE932A | INDUSTRY APPRENTICESHIP (OFF-CAMPUS TRAINING) | Core | | | | | 20 |
| | TOTAL = | | | | | | | | 20 |

| Semester | Sr. no. | Course Code | Course Name | Course Category | L | T | P | Total Contact Hrs. | Credit |
|----------|---------|-------------|---|-----------------|---|---|---|--------------------|--------|
| VIII | 1 | BDE933A | INDUSTRY APPRENTICESHIP (OFF-CAMPUS TRAINING) | Core | | | | | 16 |
| | 2 | BDE934A | Dissertation and Viva | Core | | | | | 4 |
| | TOTAL = | | | | | | | | 20 |

NOTE: Students will be awarded a **B.DESIGN (UG Degree-Honours with Research) in Game Art & Animation** after securing **180 Credits** (24 Cr. + 23 Cr. + 25 Cr. + 25 Cr. + 23 Cr. + 20 Cr.+ 20 Cr. + 20 Cr.).

Title of Degree Program

B.DES in Game Art & Animation

Definition of credit hour:

One credit is 1 hour of theory lecture and one credit is 2 hours of practical work

Degree plan

Following is the list of courses from

- Total Credit for Batch 2024-2028= 180**
- Total Relaxation= Nil**

Semester Wise Credit Distribution

| 1 st | 2 nd | 3 rd | 4 th | 5 th | 6 th | 7 th | 8 th | Total | Minimum credit Required |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-------|-------------------------|
| 24 | 23 | 25 | 25 | 23 | 20 | 20 | 20 | 180 | 180 |