

**Maulana Abul Kalam Azad University of Technology, WB**  
**(Formerly known as West Bengal University of Technology)**  
**Syllabus of B. Sc. In Animation & Film Making**  
**Effective from academic session 2023-24**

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### **Graduate Attributes**

B.Sc. in Animation & Film Making (BAFM) is one of the most sought-after career-oriented Animation professional programs offered at the bachelor's level. This Design and Animation degree course opens up innumerable career options and opportunities to the aspiring creative artist to become professionals both in India and abroad. The program has been outlined for understudies who have a propensity for learning activity and realistic planning and create models and imagination through extraordinary impacts. The understudies will be instructed around both aesthetics as well as specialized angles of activity and illustrations planning.

**By the end of the program the students will be able to:**

1. Work independently or in conjunction with design and animation studios and production houses.
2. Able to comprehend the visual aspects and aesthetics of a design.
3. Able to create visually appealing graphics for various brands and promotions.
4. Able create 3D models for animated movies and games.
5. Able to create and collaborate as an artist in animated shorts and films.
6. Able to rig 3D models for various media for animation.
7. Able to create artificial environment for movies and media.
8. Able to visualize a design from scratch.
9. Able to design characters for animated films and other media.

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**CURRICULUM STRUCTURE**

**Semester 1**

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BAFM 101 & 191	Introduction to Drawing	3	-	2	5
2.		BAFM 102 & 192	Introduction to Visual Design	3	-	2	5
3.	DSE	MIC101	Computer Fundamental	2	1	0	3
4.	GE		GE- Any one from the GE Basket A/D	3	-	0	3
5.	AECC	AECC101	English & professional communication	2		0	2
6.	SEC	SEC181	Life skills & personality development	2		0	2
7.	VAC	VAC181A/B/C	Yoga/ Health & wellness Sports	2		0	2
<b>Total Credit</b>							22

**Semester 2**

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BAFM 201 & 291	Graphic Designing, Audio & Video Editing	3	-	2	5
2.		BAFM 202 & 292	Digital Design and Branding	3	-	2	5
3.	DSE	MIC201	Management Information System	2	1	0	3
4.	GE		GE- Any one from the GE Basket B/E	3	-	0	3
5.	AECC	AECC201	Modern Indian Languages & Literature	2		0	2
6.	SEC	SEC201	IT Skills	2		0	2
7.	VAC	VAC281A/B/C	Critical Thinking NSS Mental Health	2		0	2
<b>Total Credit</b>							22

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**Semester 3**

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BAFM 301 & 391	Introduction to CG Modelling	3	-	2	5
2.		BAFM 302 & 392	Texturing	3	-	2	5
3.	DSE	MIC301A/B	Word and Power Point & Spreadsheet Application with Excel / R programming & Data Analytics	3	1	0	4
4.	GE		GE- Any one from the GE Basket C/F	3	-	0	3
5.	AECC	AECC301	The Constitution, Human Rights & Law	2		0	2
6.	SEC	SEC301	Understanding & Connecting with Environment	2		0	2
<b>Total Credit</b>							21

**Semester 4**

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BAFM 401 & 491	Lighting & Rendering	3	-	2	5
2.		BAFM 402 & 492	Rigging	2	-	2	4
3.		BAFM 403 & 493	Props & Character animation	2	-	2	4
4.	DSE	MIC401A/B/C	Basics of Operating System / Database Management with SQL / PHP Programming & Web Development	4	-	0	4
5.		MIC402A/B/C	Graphic Design with Photoshop and Illustrator / Unix and Shell Programming / Advanced Excel & Data Analytics	4	-	0	4
6.	AECC	AECC401	Society, Culture & Human Behaviour	2	-	0	2
<b>Total Credit</b>							23

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**Semester 5**

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BAFM 501 & 591	Human Locomotion	3	-	2	5
2.		BAFM 502 & 592	Body Mechanics	3	-	2	5
3.	DSE	MIC501A/B	Cloud Computing / Introduction to Computer Network	4	-	0	4
		MIC502	E-Commerce and Application	4	-	0	4
5.	SEC	SEC581	Internship	4	-	0	4
<b>Total Credit</b>							22

**Semester 6**

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BAFM 601 & 691	Acting for Animators	3	-	2	5
2.		BAFM 602 & 692	Advance Character Animation	3	-	2	5
3.		BAFM 603 & 693	Portfolio Making	1		3	4
4.	DSE	MIC601A/B	Web Development with HTML and CSS / Data Mining & Data Warehousing	4	-	0	4
5.		MIC602A/B	Internet and Networking / ERP	4	-	0	4
<b>Total Credit</b>							22

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**Semester 7**

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BAFM 701 & 791	Introduction to Film Making	1	-	4	5
2.		BAFM 702 & 792	Animation Short Film Project	1	-	3	4
3.		BAFM 703	Research Methodology	3	2		5
4.	DSE	MIC701A/B/C	Software Project Management / Introduction to Cyber Security and Cyber Laws / Machine Learning with Python	4	-	0	4
5.		MIC702A/B/C	Digital Marketing / Data Analysis and Interpretation / Data Analysis & Reporting using SAS	4	-	0	4
<b>Total Credit</b>							22

**Semester 8**

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BAFM 801 & 891	Creature & Quadruped animation	1	-	4	5
2.		BAFM 802 & 892	Advance CGI Development	1	-	4	5
3.	SEC	SEC881	Research Project	12	-	-	12
<b>Total Credit</b>							22