

# MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WB

Syllabus for B.Sc. in 3D Animation Film Making (BAFM) Programme

(Effective for Students Admitted in Academic Session 2019-2020)

## COURSE DETAILS

**Duration:** 3 Years - 6 semesters with 5 options for specialization and one industry internship.

**Eligibility:** 10+2 in any stream

**Total Marks:** 3500

**Theory:** 1000

**Seminars & Practical (including internships & final project):** 2500

**Specialization options:** MODELING & TEXTURING, TEXTURING & LIGHTING, RIGGING & CHARACTER ANIMATION, LIGHTING & COMPOSITING, COMPOSITING & VFX.

### Curriculum Structure

1 <sup>ST</sup> YEAR							
SL No	CODE	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
<b>SEMESTER I</b>							
<b>Theory</b>							
1	BAFM-101	ENGLISH - I	3	1	-	4	3
2	BAFM-102	HISTORY OF ART	3	1	-	4	3
<b>Practical</b>							
1	BAFM-191	INTRODUCTION TO DRAWING	-	2	6	8	4
2	BAFM-192	FIGURE DRAWING	-	2	6	8	4
3	BAFM-193	VISUAL COMMUNICATION	-	2	6	8	4
<b>Sessional</b>							
1	BAFM-181	INTERNET & WEB TECHNOLOGY	-	-	4	4	2
<b>Total Credit</b>			<b>20</b>				
<b>SEMESTER II</b>							
<b>Theory</b>							
1	BAFM-201	ENGLISH - II	3	1	-	4	3
2	BAFM-202	ENVIRONMENTAL STUDIES	3	2	-	5	3
3	BAFM-203	HISTORY OF ANIMATION	3	2	-	5	3
<b>Practical</b>							
1	BAFM-291	CLASSICAL ANIMATION (Character design/Story Board/ Animatic)	-	2	6	8	4
2	BAFM-292	GRAPHIC DESIGNING & VIDEO&AUDIO EDITING & MOTIONGRAPHICS	-	2	6	8	4
<b>Sessional</b>							
1	BAFM-281	INTERNSHIP	-	-	6	6	3
<b>Total Credit</b>			<b>20</b>				

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## 2<sup>ND</sup> YEAR

SL No	CODE	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
<b>SEMESTER III</b>							
<b>Theory</b>							
1	BAFM-301	LISTENING AND SPEAKING SKILLS IN ENGLISH	3	1	-	4	2
<b>Practical</b>							
1	BAFM-391	CLAY MODELLING		2	6	8	4
2	BAFM-392	FUNDAMENTALS OF CG MODELING	-	2	6	8	4
3	BAFM-393	TEXTURING & LIGHTING		2	6	8	4
4	BAFM-394	BASIC NUKE (Compositing)		2	6	8	4
<b>Sessional</b>							
1	BAFM-381	WRITING AND PRESENTATION SKILLS IN ENGLISH	-	-	4	4	2
<b>Total Credit</b>			<b>20</b>				
<b>SEMESTER IV</b>							
<b>Theory</b>							
1	BAFM-401	DIGITAL PHOTOGRAPHY	5	1	-	6	3
2	BAFM-402	ACTING FOR ANIMATORS	5	1	-	6	3
<b>Practical</b>							
1	BAFM-491	RIGGING	-	2	6	8	4
2	BAFM-492	CHARACTER ANIMATION	-	2	6	8	4
3	BAFM-493	DYNAMICS		2	6	8	4
<b>Sessional</b>							
1	BAFM-481	INTERNSHIP	-	-	4	4	2
<b>Total Credit</b>			<b>20</b>				

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## 3<sup>RD</sup> YEAR

SL No	CODE	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
<b>SEMESTER V</b>							
<b>Theory</b>							
1	BAFM-501	MEDIA ETHICS AND EDUCATION	5	1	-	6	3
<b>Practical</b>							
1	BAFM-591	MODELING & TEXTURING	-	-	30	30	15
2	BAFM-592	TEXTURING & LIGHTING					
3	BAFM-593	RIGGING & CHARACTER ANIAMTION					
4	BAFM-594	LIGHTING & COMPOSITING, RENDERING					
<b>Sessional</b>							
1	BAFM-581	STOP-MOTION ANIMATION	-	-	4	4	2
<b>Total Credit</b>			<b>20</b>				
<b>SEMESTER VI</b>							
<b>Theory</b>							
1	BAFM-601	SOFTSKILLS & PERSONALITY DEVELOPMENT	5	1	-	6	3
<b>Practical</b>							
1	BAFM-691	INTERNSHIP/PRACTICAL TRAINING	-	-	24	24	12
2	BAFM-692	FINAL PROJECT/ THESIS			10	10	5
<b>Total Credit</b>			<b>20</b>				