#### 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

ANIAMTION, LIGHTING & COMPOSITING, COMPOSITING &VFX.

#### **Curriculum Structure**

## 1<sup>ST</sup> YEAR

SL No	CODE	Paper	Contact Periods per week			Total Contact Hours	Credits		
		SEMEST	TER I						
		Theo	ry						
1	BTAFM-101	ENGLISH - I	3	1	-	4	3		
2	BTAFM-102	HISTORY OF ART	3	1	-	4	3		
	Practical								
1	BTAFM-191	INTRODUCTION TO DRAWING	-	2	6	8	4		
2	BTAFM-192	FIGURE DRAWING	-	2	6	8	4		
3	BTAFM-193	VISUAL COMMUNICATION	-	2	6	8	4		
	Sessional								
1	BTAFM-181	INTERNET & WEB TECHNOLOGY	-	-	4	4	2		
	Total Credit 20								
		SEMEST							
1	BTAFM-201	Theorem ENGLISH – II	3	1	_	4	3		
2	BTAFM-202	ENVIRONMENTAL STUDIES	3	2	-	5	3		
3	BTAFM-203	HISTORY OF ANIMATION	3	2	-	5	3		
	1	Practi	cal			1	<b>'</b>		
1	BTAFM-291	CLASSICAL ANIMATION (Character design/Story Board/ Animatic)	-	2	6	8	4		
2	BTAFM-292	GRAPHIC DESIGNING & VIDEO&AUDIO EDITING & MOTIONGRAPHICS	-	2	6	8	4		
		Ses	sional			T.			
1	BTAFM-281	INTERNSHIP	-	-	6	6	3		
	To	otal Credit			20				

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# 2<sup>ND</sup> YEAR

SL No	CODE	Paper	Contact Periods per week			Total Contact	Credits
			L	T	P	Hours	
		SEMESTER	e III				
		Theory				1	
1	BTAFM-301	LISTENING AND SPEAKING SKILLS IN ENGLISH	3	1	-	4	2
		Practical					
1	BTAFM-391	CLAY MODELLING		2	6	8	4
2	BTAFM-392	FUNDAMENTALS OF CG MODELING	-	2	6	8	4
3	BTAFM-393	TEXTURING &LIGHTING		2	6	8	4
4	BTAFM-394	BASIC NUKE (Compositing)		2	6	8	4
		Sessional	l				
1	BTAFM-381	WRITING AND PRESENTATION SKILLS IN ENGLISH	-	-	4	4	2
	- -	Total Credit			2	0	
		SEMESTER	RIV				
	T	Theory					I
1	BTAFM-401	DIGITALPHOTOGRAPHY	5	1	-	6	3
2	BTAFM-402	ACTING FOR ANIMATORS	5	1	-	6	3
	1	Practical	l	T		I	ı
1	BTAFM-491	RIGGING	-	2	6	8	4
2	BTAFM-492	CHARACTER ANIMATION	-	2	6	8	4
3	BTAFM-493	DYNAMICS		2	6	8	4
		Sessional					
1	BTAFM-481	INTERNSHIP	_	-	4	4	2
		Total Credit			2	0	

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

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