

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

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 |
| Total Credit | | | | | | | 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 | SEC281 | IT Skills | 2 | | 0 | 2 |
| 7. | VAC | VAC281A/B/C | Critical Thinking NSS Mental Health | 2 | | 0 | 2 |
| Total Credit | | | | | | | 22 |

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Semester 3

| Sl. | Subject Type | Code | Subject Name | Credits | | | Total Credits |
|---------------------|--------------|-----------|--|---------|---|---|---------------|
| | | | | L | T | P | |
| 1. | DSC | BAFM 301 | Introduction to CG Modelling | 3 | 2 | | 5 |
| 2. | | BAFM 302 | 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 | SEC381 | Understanding basics of Cyber Security | 2 | | 0 | 2 |
| Total Credit | | | | | | | 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 |
| Total Credit | | | | | | | 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 |
| Total Credit | | | | | | | 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 |
| Total Credit | | | | | | | 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 |
| Total Credit | | | | | | | 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 |
| Total Credit | | | | | | | 22 |