



## Five-Year Integrated Course in Graphics and Animation (B.Sc.& M.Sc.)

# Scheme of Examination and Syllabus

**Duration:** Three + Two Year  
**Eligibility:** 10+2 in any stream



Institute of Mass Communication and Media Technology  
Kurukshetra University, Kurukshetra

**Five-Year Integrated Course in Graphics and Animation**  
**Scheme of Examination**  
**w.e.f. 2011-2012**  
**B.Sc. (I-VI Sem) & M.Sc. (VII-X Sem)**

<b>First Semester</b>	<b>T</b>	<b>P</b>	<b>IA</b>	<b>T</b>
<b>BGA-101</b> Communicative Hindi	<b>80</b>	-	<b>20</b>	<b>100</b>
<b>BGA-102</b> History of Art	<b>80</b>	-	<b>20</b>	<b>100</b>
<b>BGA-103</b> Fundamentals, Principle and Aesthetic of Art	<b>80</b>	-	<b>20</b>	<b>100</b>
<b>BGA-104</b> Fundamentals of Computer	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-105</b> Drawing	-	<b>80</b>	<b>20</b>	<b>100</b>
<b>Second Semester</b>				
<b>BGA-201</b> Communicative English	<b>80</b>	-	<b>20</b>	<b>100</b>
<b>BGA-202</b> Science of Communication	<b>80</b>	-	<b>20</b>	<b>100</b>
<b>BGA-203</b> Videography	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-204</b> Basics of Graphics Designing	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-205</b> Clay Modeling	-	<b>80</b>	<b>20</b>	<b>100</b>
<b>Environment Studies*</b>	<b>75</b>	<b>25</b>	-	<b>100</b>
<b>Third Semester</b>				
<b>BGA-301</b> History and Principle of Animation	<b>80</b>	-	<b>20</b>	<b>100</b>
<b>BGA-302</b> Basics of Script writing	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-303</b> Animation Production Process	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-304</b> Basics of 2D Animation and Storyboarding	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-305</b> Character Designing	-	<b>80</b>	<b>20</b>	<b>100</b>
<b>Forth Semester</b>				
<b>BGA-401</b> Animation Technology	<b>80</b>	-	<b>20</b>	<b>100</b>
<b>BGA-402</b> Basics of Television Graphics	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-403</b> Basics of Visual Effects	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-404</b> Basics of Editing(Audio -Video)	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-405</b> Project-I : 2D Film Production**	-	<b>80</b>	<b>20</b>	<b>100</b>
<b>Fifth Semester</b>				
<b>BGA-501</b> Basics of Sound	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-502</b> Basics of Web Designing	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-503</b> Basics of 3D MAX	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-504</b> Basics of VFX- SFX	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-505</b> Project-II: Mix Media Production**	-	<b>80</b>	<b>20</b>	<b>100</b>
<b>Sixth Semester</b>				
<b>BGA-601</b> Business Management and Budgeting	<b>80</b>	-	<b>20</b>	<b>100</b>
<b>BGA-602</b> Communication Skills and Personality Development	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-603</b> Basics of MAYA	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-604</b> Any one of the following: (i) Gaming (ii) Art Direction (iii) Add Film (iv) Script Writing (v) Television Production	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>BGA-605</b> Project-III: 3D Film Production**	-	<b>80</b>	<b>20</b>	<b>100</b>

<b>Seventh Semester</b>				
<b>MGA -701</b> Communication Process , Practice & Theory	<b>80</b>	<b>-</b>	<b>20</b>	<b>100</b>
<b>MGA -702</b> Advance Graphics Designing	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA -703</b> Advance Web Designing	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA -704</b> Advance Pre-Production	<b>-</b>	<b>80</b>	<b>20</b>	<b>100</b>
<b>MGA -705</b> Clay Animation	<b>-</b>	<b>80</b>	<b>20</b>	<b>100</b>
<b>Eighth Semester</b>				
<b>MGA - 801</b> Screenplay Writing	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA - 802</b> Advance 2D Animation	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA -803</b> Advance 3Ds MAX	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA - 804</b> Advance Character Designing	<b>-</b>	<b>80</b>	<b>20</b>	<b>100</b>
<b>MGA -805</b> Industry Visit Report**	<b>-</b>	<b>80</b>	<b>20</b>	<b>100</b>
<b>Nineth Semester</b>				
<b>MGA - 901</b> Animation Marketing and Research	<b>80</b>	<b>-</b>	<b>20</b>	<b>100</b>
<b>MGA -902</b> Advance MAYA	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA -903</b> Advance VFX- SFX	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA -904</b> Advance Editing(Audio-Video)	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA -905</b> Project-IV: Advertisement Production**	<b>-</b>	<b>80</b>	<b>20</b>	<b>100</b>
<b>Tenth Semester</b>				
<b>MGA - 1001</b> Any one of the following: i. Character Animation ii. Modeling iii. Texturing and Mapping iv. Lighting v. Rigging vi. Dynamics	<b>50</b>	<b>30</b>	<b>20</b>	<b>100</b>
<b>MGA -1002</b> Seminar : Case Study of Animation Films***	<b>-</b>	<b>80</b>	<b>20</b>	<b>100</b>
<b>MGA -1003</b> Project-V: 2D Animation Film Project**	<b>-</b>	<b>120</b>	<b>30</b>	<b>150</b>
<b>MGA -1004</b> Project-VI: 3D Animation Film Project**	<b>-</b>	<b>120</b>	<b>30</b>	<b>150</b>

**Note-**

- \* **Environment studies paper is a qualifying compulsory for all the students of the UG course and the same will be conducted in the 2<sup>nd</sup> semester of the course.**
- \*\* **Project/Report to be evaluated by a panel of three examiners to be appointed by the Director of the Institute and it is to be submitted to the Institute by the student 20 days prior to the theory examination of the semester in which the Project/Report is supposed to be submitted.**
- \*\*\* **The seminar on a topic approved by the Director of the Institute will be presented by the student before the start of theory paper on a date fixed by the Institute and the same will be evaluated by a committee of three teachers nominated by the Director.**

**B.Sc. Graphics and Animation**  
**Semester-1<sup>st</sup>**  
BGA 101 : Communicative Hindi

Total Marks: 100,  
Theory Marks: 80,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

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- 3- frokjh HkksykukFk] fgluh Hkk"kk] fdrkc egy] fnYyh] 1991
- 4- frokjh HkksykukFk] jktHkk"kk fgnh iHkk i2k"ku fnYyh 2006
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**B.Sc. Graphics and Animation  
Semester-1<sup>st</sup>**

BGA 102: History of Art

Total Marks: 100,  
Theory Marks: 80,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit 1**

History of Indian Arts :

Pre-Historic Art: Bhimbekta, Pancharchi Hills,

Indus Valley civilization

Pre - Harappan Art: Harappan Art : Mohenjodaro , Chanudaro etc.

Art in Literature

**Unit 2**

Maurya (Royal Art & Folk Art)

Sunga Art : Bharhut & Sanchi

Kushan : Mathura & Gandhara

Gupta: Udaigiri, Deogarh,, Earn,Bhitargoan etc.

Vakataka : Ajanta, Ellora

**Unit 3**

Art under the Mughal : - Akbar, Janhangir & Shahjhan

Rajasthani Style : - Jaipur, Kishangarh, Kota-Bundi

Pahari Style :- Kangra, Guler, Basaoli, Chamba & Garwal

**Unit 4**

Company School

Bengal School

Contemporary Indian Art

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**Reference Books:**

- Ray, Niharranjan, *Maurya and Post Maurya Art*, Indian Council of Historic Research, New Delhi, 1975.
- Janson, H.W., *History of Art*, Thames and Hudson, London. Reprint 1979.
- Eavallaro, Dani, *Art for Beginners*, orient Blackswan Privat Limited, New Delhi, 2008, 18 BN 13:978-81-250-1915-2
- vxdky] okn 'kn] Hkkjrh; dyk] ikjFEHkd ; q; l s rhl jh bl oh rd] i fFkoh i zdk'ku] okjk.kl hj 221005] i ueh z k] 1987
- Brown, Percy, *Indian Painting Under Mughals, A.D. 1550 to A.D. 1750*, Cosmo Publication, New Delhi, India, 1981.
- Williams, Joanna Gotteried, *The Art of Gupta India Empire and Province*, Heritage Publishers, New Delhi, India, 1983.
- Agrawala, Vasudeva S., *Indian Art (A History of Indian Art from the earliest times up to the third century A.D.)* 1985.
- Kenoyer, Jonathan Mark, *Ancient Cities of the Indus Valley Civilization*, Karachi Oxford University Press, Oxford Press, New Delhi, American Institute of Pakistan Studies, 1983
- Edited by Michel Lorblanchet, *Rock Art in the Old World*, Indira Gandhi, National Centre for the Arts, New Delhi, Aryan Books International, New Delhi, 1992, ISBN 81-85503-00-1.
- Khandalwala, Karl, *Pahari Minitute Printing*, 1958.
- Mago, Prem Nath, *Contemporary Art in India- A perspective*, NBT, New Delhi
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**B.Sc. Graphics and Animation  
Semester-1<sup>st</sup>**

BGA 103 : Fundamentals, Principle & Aesthetic of Art

Total Marks: 100,  
Theory Marks: 80,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit 1**

**Fine Art:-** Painting, Applied Art, Sculpture, Print Making, Architecture

**Unit 2**

**Element of Art:-** Line, Shape, Space, Colour, Tone, Texture, Pattern

**Unit 3**

**Principles of Art:-** Harmony, Proportion, Dominance, Rhythm, Unity, Balance

**Unit 4**

**Aesthetics of Art:-** Origin of Aesthetic

**Indian Aesthetic:-** Ras, Bhav, Shadaang, Auchitya, Alankaar, Rasa Nispatti

**Indian Thinkers on Aesthetics:-** Bharat Muni., Abhinav gupt, Bhatt Lollat, Anand Coomaraswamy



**Books Recommended:**

- Jansen, Charles R. *Studying Art History*, Prentice Hall Engle word cliffs, M.J. 07632, 1986
- Dhawan, A. K., Dhawan's Hand Book of History of Art, Tip Top Trading Co., B-N-1076, Dhawan Building, Opposite Shiwala Sanglan, Ludhiana.
- Dhawan, A.K., Dhawan's , Tip Top Trading Co.,B-IX- 17076, Dhawan Building, Opposite Shiwala Sanglan, Ludhiana.
- Neumay, Erwin, *Lines on Stone (The Prehistoric Rock Art of India)*; Manohar Publishers & Distributors # 2/6, Ansari Road Daryaganj New Delhi-110002, 1993.
- Buthcher, S.H, Aristotler's Theory of Poetery and Fine Art, Kalyani Publishers, New Delhi, Reprinted 2011, ISBN 81-7096-292-7
- 'leq ,lñ dā vkiñ ,ñ vxoky] :iin dyk ds egr/kj] idk'kd% yk;y cpl fmiš ejB&24] 1975-
- vxoky] Mkw fxjkt fd'kj] dyk/ek/ noh\_f'k idk'ku] 297] iDdh ljk;] vyh<+
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- 'dy] jleplh] dyk dk n'l] djkak vki] ifcy'ki] tle[kuk ØhdV Dyc ds lkuš ejB] 1964
- Mkw plndyk] /h;ZM= Lo: i ,oa fodki] l'kuk idk'ku] p.Mh<} 1983
- Mkw JK=;] dyk ckk ,oe- /h;Z Nfo idk'ku] vln'kxj] Hkš jM] eQjuxj ½ñ iñ¼ 1989
- xšyk] okpLifr] Hkjrh; fp=dyk fe= idk'ku] ihoV fyfeM] bylgckn] 1963
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## **B.Sc. Graphics and Animation**

### **Semester-1<sup>st</sup>**

BGA 104 :Fundamentals of Computer

Total Marks: 100,  
Theory Marks: 50,  
Practical: 30,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

#### **UNIT-I**

- Introduction to Computer
- Basics of Computer
- Introduction to Hardware
- Window Program
- Processor and Memory – Ram, Rom, Prom, EPROM

#### **UNIT-II**

- Input and output Devices
- Computer Program
- Binary System

#### **UNIT-III**

- MS Word
- Tool & Feature
- Applications
- PowerPoint
- Tools, Feature

#### **UNIT-IV**

- Introduction to softwares
- Corel
- Photoshop
- Page Maker

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**Reference Books-**

- Sinha, Pardeep K. – Priti, *Computer Fundamental*, BPB. Publication B-14, Cannought Place, New Delhi-110001, 2007.
- Minasi Mark, *Window XP Professional*, B.P.B. Publication, B.-14, Cannought Place, New Delhi.
- Saxena, Sanjay, *MS office 2000 for Every one* , Vikas Publishing House Pvt. Ltd. Reprint 2007, ISBN: 81-259-0952-4
- Miller, Michael, *Absolute Beginner's Guide to Computer Basic*, Tech media New Delhi-110002, 2006, ISBN: 81-7635-760-X
- Weinmann, Elaine, Pater Lourekas, *Quark X-Press 5 For Window*, Tech media New Delhi, 10002, 2003, ISBN: 81-7635-668-9

**B.Sc. Graphics and Animation**  
**Semester-1<sup>st</sup>**  
**BGA 105 : Drawing**

Total Marks: 100,  
Practical: 80,  
Internal Assessment: 20

It will be a practical based paper and there will be only a practical examination in this paper. External examiner will evaluate the skills of the students in the field of advance graphic design. Examiner will give on-the-spot assignments/task to the student. Besides this viva voice(Oral Examination) will be conducted by the examiner for testing the knowledge of the student of the field. During semester students have to prepare a portfolio and will submit it to the examiner duly signed by the subject teacher at least 20 days before the commencement of the theory examination.

**Unit 1**

Forms ( Round, Square, Triangle, Rectangle)

Perspective (One Point, Two Point, Three Point)

Theory of Colors:- Color Chart, Color Wheel, Color Scheme, Light and Shade

**Design :-**Center, Border, Allover Design,

(Design based on geometrical form and leaves and flowers)

**Unit 2**

**Still Life:-**

Perspective, Sphere, Cylinder, Cube, Rectangle, Squares, Drapery

Detailed still life study  $\frac{3}{4}$  objects with drapery

**Life Study**

Basic Sketching (Indoor) Head and Full life

Live Sketching (Outdoor) Living and Non-Living Objects

Living- Human, Birds, Animals etc.

Non Living- Building, Rocks, Motor, Motor-Cycle, Car etc.

**Unit 3**

Study of different part of human body : Skelton and study of muscles

**Human Anatomy:-** Faces, Hands, Arms, Torso, Legs, Feet

**Unit 4**

**Animal Anatomy:-** Horse, Tiger, Bear, Dog

**Bird Anatomy:-** Any bird

## **Reference Books:**

- Dhawan, A.K., *Dhawan's Hand Book of History of Art*, Tip Top Trading Co., B-IX- 17076, Dhawan Building, Opposite Shiwala Sanglan, Ludhiana.
- Dennis, H.J., *Elementary Perspective*, Bailliere Tindall and Cox, 7 Henrietta Street, Covent, Garden W.C.2, Reprinted 1957.
- Ghertner, ed. *Layout and Composition for Animation*, Focal Press, New York ISBN: 978-0-240-81441-4,.
- Mehta, M.M. and V.S. Adurkar, *Free Drawing*, Part III, Revised Edition. Grace Publication, Article Trio, 183, J.S.S. Road, opp. Gaiwadi, Mumbai, 400004, 1997.
- Hamm, Jack, *How to draw Animals*, Printed in the United State of Animation. 1977, ISBN: 0-48-01908-6 (Trade Edition) ISBN: 0-48-03499-9 (Library Edition)
- Loomis, Andrew, *Drawing the Head & Hands*, New York., (The Viking Press:) –
- Walt Stanch Field, ed. Leo Brodic, *Gestine Drawing for Animation*
- Acharekar, M.R., *Rupadarsini*, D.B. Taraporevala sons & Co. Private LTD, # 210, Dr. Dada Bhai Naoroji Road, Bombay. 1971.
- Perard, Victor, *Anatomy and Drawing*, Grace Prakasham, Arts De Trio, 183, J.S. Road, Girgaun, Bombay.400004 (EO) Printed 2006. ISBN 81-900890-0-5

**BGA 201**  
**(Second Semester)**  
**Communicative English**

**Time: 3 Hrs.**  
**Total Marks: 80**

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions in English.

**Unit-I**

COMMUNICATIVE ENGLISH

Spotting errors relating to nouns, pronouns, adjectives, adverbs, concord – grammatical concord, notional concord, agreement of the subject with the verb.

Change the voice, narration, transformation of sentences, punctuation

Idioms and phrases, words often confused, one-word substitution, antonyms, synonyms, word formation.

**Unit-II**

ORAL COMMUNICATION

Organs of speech, consonant and vowel sounds, transcription of words, word stress, weak forms, intonation  
Developing listening and speaking skills through various activities such as (i) practicing short dialogues (ii) group discussion (iii) debates (iv) speeches (v) listening to news bulletin (vi) viewing and reviewing TV programmes

**Unit-III**

WRITTEN COMMUNICATION

Developing reading and writing skills through such activities as developing key expressions, situations, slogan writing, theme building exercises, interpreting pictures/cartoons

**Unit-IV**

COMMUNICATIVE COMPETENCE

Letter writing (Personal & Official)

Paragraph writing in about 150 words

Comprehension passage in about 250 words

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Reference Books:

- 1.
2. **Jones, Adrian Doff Christopher**, *Language in Use* (Upper intermediate level), Cambridge University Press
3. **Ramesh, Abul Hashem**, *Common Errors in English*, Publishing House, New Delhi
4. **Objective English**, Tata McGraw Hill Publishing Company Ltd., New Delhi
5. **Bansal, R.K. & J.B. Harrison** *Spoken English for India*, Orient Longman, Delhi
6. **Kumar Veena**, *The Sounds of English*, Makaav Educational Software, New Delhi
7. **Roach, P.**, *English Phonetics & Phonology*, Cambridge University Press, London
8. *English for Engineers and Technologists : A Skill Approach*, Vol-2, Orient Longman, Delhi
9. **Jacob, Rederick A & S. Rosenbaun** *English Transformational Grammar*
10. **Bhattacharya, Inderjit**, *An Approach to Communication Skills*

BGA-202  
(Second Semester)  
**Science of Communication**

Time: 3 Hrs.  
Total Marks: 80

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

Unit-1

Communication: Meaning, Definition and forms  
Functions of communication  
Basic concern of communication  
Mass media & Mass communication

Unit-II

Types: Interpersonal communication  
Interpersonal communication  
Group Communication  
Public communication  
Mass communication & Interactive communication

Unit-III

Media of Communication: Verbal communication  
Non Verbal Communication  
Oral communication  
Written communication  
Listening- concept of listening, active listing, listening Public Speech:  
Understanding the audience, planning and Preparation of Public speech,  
presentation of Public speech.

Unit-IV

Visual Art: Fine Art, Applied Art, Visual Literacy  
Communication Art: Creativity in communication Art,  
Graphic Art, components of Graphic communication, Functions of Graphic  
communication

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Reference Books:

1. Wilbur Schramm, *Mass communication*, Urbana University of Illinois, 1960
2. Kevel, J. Kumar, *Mass communication in India*, Jaico publishing house
3. Macqui, Denis, *Mass communication Theory*, Sage publication, New delhi
4. Macluhan Mashall, *Understanding of Media: The extension of man*,
5. Evertt M Rogers, *Communication and Development*,
6. Berlo, David, *The process of communication*
7. Sarkar, N.N, *Art and Print Productionn*, Oxford University Publication  
New Delhi, 2008

**BGA 203 ( Second Semester)  
Videography**

**Time: 3 Hrs.  
Total Marks: 50**

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**UNIT-I**

**Basics of photography-**

Introduction to Photography  
History of camera  
Types of camera  
Principal of photography  
Parts of still camera: aperture, shutter speed, lens, filters and flash  
Camera films

**UNIT-II**

**Basics of Videography-**

Basic components of video camera  
Basic shots and shot composition  
Camera angels and movements  
Camera mountings  
camera control unit  
Focus & Defocus

**UNIT-III**

**Lighting For Photography & Videography-**

What is lighting?  
Importance of lighting in photography & Videography  
Lighting equipment and control  
Lighting techniques and problems

**UNIT-IV**

**Theory of colours**

Origin of colour  
Science of colours  
Colour temperature  
White balance: Process and need

**Reference Books**

- Wells, Liz, *Photography*, ISBN 978-0-415-46087-3.
- Kobre, Kenneth, *Photo journalism*, Focal Press, ISBN 978-0-7506-8593-1
- Millerson Gerold, *Television Production*, Focal Press
- Zettl, Herbert, *Handbook of Television Production*, Cengage Learning India Private Limited, Alps Building 1st Floor, 56-Janpath, New Delhi-110001, Reprint 2008 ISBN: 13 : 978-81-315-0508-3
- Belavady Vasuky, *Video Production*, Oxford Publication



**BGA 204 ( Second Semester)  
Basics of Graphic Designing**

**Time: 3 Hrs.  
Total Marks: 50**

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-I**

Introduction to graphics, Types of graphics  
Meaning and definition of graphic design  
Types of graphic design

**Unit-II**

Typography  
Types of monogram, Logo  
Introduction of layout and Poster  
Process of designing ( Techniques and method of design)

**Unit-III**

**Corel Draw**

Introduction to the Interface  
Working with Object, text, colour outline and fills  
bitmaps and vector images  
Working with tools, Images, Importing, exporting,

**Illustrator**

Introduction to Illustrator, Application & Feature  
Working mode of illustrator  
Page Setup, Tools, Layout, Effects & 3D Image

**Unit-IV**

**Photoshop**

Photoshop's Environment, Application & Feature,  
Layer, Editing Tools  
Filters, Image Size Resolution, Text  
Colour Effects

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**Reference Books:**

- Sarkar, N.N., *Art and Print Production*, OXFORD University Press , ISBN-13: 978-0-19-5692242 ISBN-10:0-19-569224-1 New Delhi, 110001, 2008
  - Jain, Satish, Shashank Jain, *CorelDraw 12, Training Guide*, BPB Publication, B-14, Connaught Place, New Delhi-110001, 2006, ISBN 81-8333-101-7
  - Davis, Phyllis and stave schwartz, *Visual Quickstart Guide CorelDraw 10, for windos*, Techmedia New Delhi-11002, Reprinted 2006, ISBN 0-201-77351-1
  - Karlins, David, Sans *Teach Yourself CorelDraw 9 in 24 Hours*, Techmedia, New Delhi-2, Reprinted 2006, ISBN 81-7635-310-8.
  - \_\_\_\_\_ *Adobe In design Classroom in a Book*, BPB Publications, B-14, Connaught Place, New Delhi-110001, 2006, Original ISBN: 81-7635-396-5
  - \_\_\_\_\_ *Adobe Illustrator. CS Class Room in a Book The official Training workbook from Adobje Systems*, Techmedia, New Delhi-11002, Reprinted 2006, ISBN 0-321-19380-6.
  - \_\_\_\_\_ *Adobe Illustrator 10, Class Room in a Book The official Training workbook developed by the Adobe*, Techmedia, New Delhi-11002, Reprinted 2006, ISBN: 0-201- 75624-2.
  - \_\_\_\_\_ *Adobe Photoshop CS Classroom in a Book*, Tech Media, BPB Publication, B-14, Connaught Place, New Delhi-110001, Reprinted, 2005, ISBN: 81-7635-721-9
- Dayley Lisa Da Nae and Brad Dayley *Adobe Photoshop CS5*, Wiley India Pvt. Ltd., 4435-36/7, Ansari Road , Daryaganj, New Delhi, 2011, ISBN:978- 81-265-2719-9

**BGA 205 (Second Semester)  
Clay Modeling**

**Time: 3 Hrs.  
Total Marks: 80**

There will be a practical examination in this paper. External examiner will evaluate the skills of the students in the field of Clay Modeling. Examiner will give on-the-spot assignments/task to the student. Besides this viva voce (Oral Examination) of each student one by one will also be taken by the examiner for testing the knowledge of student. During semester students to have prepare a portfolio and to submit the examiner **duly signed by the subject teacher before the 15 days of commencement of the examination.**

Medium :- Natural Clay& Synthetic clay (Plasticine clay)

**Unit-1**

Introduction to different kind of clay

- Natural clay
- Synthetic clay (Plasticine clay)

Create various shapes through clay

- volume, space and dimensions of objects.
- 2D
- 3D geometrical

**Unit-2**

To Study human body

- Eyes, nose, ears, lips, hand, feet, etc.

To Study Animals and birds

- Goat, elephant, dog, lion, cow etc
- Hen, penguin, duck etc.

Face Masks of human, animal & birds.

**Unit-3**

To assemble the body parts of human figure

To create composition like Resting, fisher man, hawkers, and farmer etc.

To create composition of animals and study of their movements of body, balance and proportion etc.

**Unit-4**

Caricature feature designing.

Making of portraiture –with specific feature of particular person.

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Reference Books:

Henry Sally, *Clay Modeling*, 2008

Huguette Kirby, *Crafts from Modeling Clay*, 2006

Ellen Stephens Hildreth, *Clay Modeling in the Schoolroom: A Manual of Instruction in Clay ..*  
Kessinger Publishing's 2010

Anna M. Holland, *Clay Modelling for Schools: A Progressive Course for Primary and ....*, 2009

.....*Pottery & Clay Modeling*, Research & Education Association 61 Ethel Road West  
Piscataway, New Jersey 08854 Website: ...

Mary Mayesky, *Creative Art & Activities: Clay, play dough, and modeling materials*

.....*Decorative wall plaques from modeling-clay patterns - May 1946*, Popular Mechanics - Vol.  
85, No. 5

Bruno Lucchesi, Margit Malmstrom, *Modeling the Head in Clay*, 1996 Magazine

Al Hurwitz, Michael Day, *Children and their art: methods for the elementary school*, 2007

Bruno Lucchesi, Margit Malmstrom, *Modeling the Head in Clay*, 1996

**BGA 301 (Third Semester)**  
**History and Principle of Animation**

Total Marks: 100,  
Theory: 80  
Internal Assessment: 20

Time: 3 Hrs.

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit -I**

**Beginning of Animation**

- Introduction to Animation
- Origin and development of Animation
- Early Animation- Victorian, Zoetrope, The magic lantern, Thau Matrope
- Flip Book, Praxinoscope

**Unit -II**

**The Present:-**

- Traditional Animation, Feature Length Film, Stop motion, Computer Animation
- The Future:- Animated Humans, Cell Shaded Animation

**Unit III**

Process of Animation

Method of Animation

Principle of Animation:-

- Stretch and squash, Anticipation, Exaggeration, Arc
- Slow in and slow out, Secondary Action

**Unit -IV**

Flow Through and Overlapping Action, Straight Ahead Action and pose to pose Action, Time and Space, Staging (Layout), Appeal, Personality

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**Reference Books**

- **History of Animation- Wikipedia, the free encyclopedia 6-2-2010 p 1-15**
- **Thomas, Frank and Ollie Johnston, The Illusion of life Disney Animation, Walt Disney production, New York, NY 10011, Revised Edition of Disney Animation, Popular Edition 1984 ISBN 0-7868-6070-70**
- **“Principle of Traditional Animation applied to 3D computer Animation” pixer son Rofael California In ACM Computer Graphics (21) 4<sup>th</sup> July 1987**

**BGA 302 (Third Semester)**  
**Basics of Script Writing**

Total Marks: 100,  
Theory: 50,  
Practical: 30  
Internal Assessment: 20

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-I**

Layout of the story  
Characters  
Situation  
Background  
Building of the story  
Insurmountable problems  
Gradual or sudden crumbling  
Types of screenplay- Proposal script, shooting script, post-production script

**Unit-II**

Story content for a screenplay

- High concept
- Originality and familiarity
- Subplots
- Character growth
- Theme
- Identification & Motivation
- Obstacle & Courage
- Familiarity of setting
- Film category & Cost

**Unit-III**

Developing a screenplay

- Facets of character
- Developing a Hero & other characters
- Creating sympathy or hatred for the character
- Putting a character in jeopardy
- Make the character likable
- Introduce the character as soon as possible
- Placement of the character in a familiar setting
- The superhero

**Unit-IV**

Structure of screenplay

- Three act
- Individual scene

Terminology

- Fade in and Fade out
- Cut to
- Scene number
- EXT and INT

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**Reference Books**

- Chawdhary, Nirmal kumar, How to write film screenplay, Kanishka publishers, distributors, New Delhi- 110002, 2009, ISBN 978-81-8457-112-7.
- Rubenstein, Paul Max, Martin Jo Maloney, *Writing For the Media, Film Television, Video And Radio*, Prentive Hall, Englewood Clifts, New Jersey 07632, 1988, ISBN: 0-13-971508-7-01

**BGA 303 (Third Semester)**  
**Animation Production Process**

Total Marks: 100,  
Theory: 50,  
Practical: 30  
Internal Assessment: 20

Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit 1**

- Process of Animation
- Synopsis writing
- Budgeting
- Developing a crew

**Unit 2**

- Pre – Production
- Story Writing
- Script /dialogue Writing
- Screenplay
- Model sheet –Character designs
- Storyboard

**Unit 3**

- Production
- Frames
- KeyFrames
- Inbetweens – CleanUps
- Layout and backgrounds
- X-Sheet
- Animatics
- Animation

**Unit 4**

- Post production
- Sound mixing
- Special Effects
- Color Corrections
- Rendering
- Exercise on Story, Storyboard and Screenplay Writing

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Reference Books

- Das, Trisha, *How to Write a Documentary Script, A Monograph*: p. 1-52, Internet.
- Wells, Paul, *Script wring*, An AVA Book, Published by AVA Publishing SA, 2007, ISBN 2-940373-16-7.
- Wright, Jean Ann, *Animation Writing and Development*, Focal Press, New York, 2005, ISBN: 0-240-80549-6.
- Rubenstein, Paul Max, *Writing for Media*, Prentice Hall, Englewood Cliffs, New Jersey 07632, 1988. ISBN 0-13-971508-8.

**BGA 304 (Third Semester)**  
**Basics of 2D Animation & Storyboarding**

Total Marks: 100,  
Theory: 50,  
Practical: 30  
Internal Assessment: 20

Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit -I**

- Character design
- Model Sheet – Expression Sheet
- Colouring of Characters in flash

**Unit -II**

- Bouncing Ball
- Iron Ball
- Pendulum
- Coin Flip

**Unit -III**

- Animal & Human all types of Walk
- Animal & Human all types of Run
- Animal & Human all types of Jump
- Line Testing

**Unit -IV**

- Introduction to Storyboard
- Parts of storyboard
- Advantages of storyboarding
- Interactive Storyboarding
- Designing of Storyboard exercise

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**Reference Books**

- Whitaker, Harold, John Halas, Updated by Tom Sito, *Timing for Animation*, Focal Press Elsevier, New York & Singapore, 2009 ISBN: 978-0-240-52160-2

**BGA 305 (Third Semester)**  
**Character Designing**

Time: 3 Hrs. (for theory paper)

Total Marks: 100,  
Practical: 80,  
Internal Assessment: 20

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the skills of the students in the field of Character Design. Examiner will give on-the-spot assignments/task to the student. Besides this viva voice(Oral Examination) of each student one by one will also be taken by the examiner for testing the knowledge of student.

**Unit-I**

Introduction to character and character designing

Design Goals and Reference Images

**Features:** Eyes, ears, nose, Mouths

**Anatomy and Proportions** Using Silhouettes, Stick Figures, and Mannequins. Focus on Gender Differences, Body Type Differences, Proportions Characteristic of a Target Art Style, and Variations From Human

**Head Perspectives**

**Unit-II**

Body Types, Poses, Body Language, Anthro and Mechanical Parts in more detail

Facial Expression and Finalize a Blank for Each Character

Hair, Clothing, and Large Accessories such as Weapons and Horns, Focusing on Shape.

**Character Perspectives**

**Unit-III**

**Character designing format for 2D animation**

Volumetric design

Personality design

Costume and period design

Character line-up

**Unit-IV**

Colored cast lineup showing relative heights, all characters expressing personality via pose and expression.

**Students submit the final project (model-sheet, character chart include color Hue and Opacity**

**BGA 401 (Forth Semester)**  
**Animation Technology**

Total Marks: 100,  
Theory: 80,  
Internal Assessment: 20

Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit I**

Animation: origin and growth  
Basic principle of animation  
Animation: meaning, definition and types

**Unit II**

Main elements of animation  
Role of computers in animation  
Computer language for animation

**Unit III**

Basic computer graphics algorithm  
2D and 3D coordinated system  
Reflection and rotation matrix

**Unit IV**

Motion control  
Transparency, texture, shadow and anti hashing  
Automatic motion control: mechanics, robotics, kinematics



**BGA 402 (Forth Semester)**  
**Basics of Television Graphics**

Total Marks: 100,  
Theory: 50,  
Practical: 30  
Internal Assessment: 20

Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit I**

Origin and functioning of camera  
Types of still camera: compact and SLR camera,  
Parts of still camera: aperture, shutter speed, lens, filters and flash

**Unit II**

Basic components of video camera  
Basic shots and shot composition  
Camera angles and movements  
Camera mountings

**Unit III**

Graphics: meaning, forms and usage  
Key elements of graphics: colour, text, visual, music and composition  
Making graphics with computer

**Unit IV**

Use of graphics in television  
Types of television news graphics: logo, crawler, super, mug plate, text plate, title, montage, credits etc.  
Making television graphics

**BGA 403 (Forth Semester)**  
**Basics of Visual Effects**

Total Marks: 100,  
Theory: 50,  
Practical: 30  
Internal Assessment: 20

Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit I**

- **Introduction to After Effect**
  - Composition, Animating Composition
  - Tools & other working windows

Unit-II

- **Introduction to Layers**
  - Scaling & Rotating after effect layer
  - Duplicate layer, Adjustment layer
  - Motion path, Masking, Transparency

**Unit III**

- **Working on Composition Window**
  - Scaling & Rotating After effect Layer
  - Duplicating Layers, Adjustment Layer
  - Mastion Path, Masking & Transparency

**Unit IV**

- **Working with editing effects**
  - Basic transitions: Cut, Dissolve, wipe, Fade
  - Video Filter: Blur, Border, Distort, Image Control, Key, etc

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**Reference Books**

**BGA 404 (Forth Semester)**  
**Basics of Editing (Audio-Video)**

Total Marks: 100,  
Theory: 50,  
Practical: 30  
Internal Assessment: 20

Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit-I**

**Basics of audio-visual production**

- Basic shots and their composition
- Various camera movements and angles
- Planning and production of programs in studio
- Single and multi-camera shooting
- Shooting an interview

**Unit-II**

**Basics of Audio Editing**

- Creating time line - cut, fade and mix
- Introduction to editing tools
- Applying effects to sound
- Working with audio editing Software

**Unit-III**

**Basics of Video Editing**

- Making edit decisions
- Creating a time line
- Main tools of editing
- Basics transitions: cut, dissolve, wipe and fade
- Working on non linear editing software

**Unit-IV**

**Advance Editing Techniques**

- Audio mixing with visuals
- Special audio-video effects
- Video titling and graphics
- Rendering and authoring
- Editing montage and promos

**BGA 405 (Forth Semester)**  
**Project-I: 2D Film Production**

Total Marks: 100,  
Practical: 80  
Internal Assessment: 20

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the skills of the students in the field of 2D film Production. Examiner will give on-the-spot assignments/task to the student. Besides this viva voce (Oral Examination) of each student one by one will also be taken by the examiner for testing the knowledge of student.

**Unit-I**

2D workspace  
Character development  
Model sheet creation

**Unit-II**

Cartoon animation  
Expressions- Types  
Lip synchronization  
Exposure to theatre

**Unit-III**

2D animation for web and broadcast  
Doing and recording voice over  
Music selection for background  
Working with a music composer

**Unit-IV**

Producing 2D animated advertisement  
Producing 2D animated portfolio

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**Reference Books:**

- Archive for the '*Animation Production Process*' Category Feb.9.2009, from internet
- Zettl, Herbert, *Handbook of Television Production*, Language Learning India Private Limited, Alps Building 1st Floor, 56-Janpath, New Delhi-110001, Reprint 2008 ISBN: 13 : 978-81-315-0508-3

**BGA 501 (Fifth Semester)**  
**Basics of Sound**

Time: 3 Hrs.  
Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-I**

Introduction of sound  
Properties of sound- Bass, Timber, Treble, Pitch, Tempo  
Sound Aesthetics

**Unit-II**

Pronunciation  
Voice Modulation  
Noise-Echo, Reverb and Distortion  
Sound Effect- Music & Special effects

**Unit-III**

Basics of Sound Recording  
Types of Sound- Mono, Stereo, Surround  
Concept of Dolby Surround Sound

**Unit-IV**

Digital Sound V/S Analog Sound  
Equalization:- Meaning, Types & Process  
Filters:-Meaning & Types  
Process of Voice Over  
Dubbing

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**Reference Books:**

- Talbot, Michael -Smith, *Sound engineering explained*, Focal Press, 2011
- Nisbett, Alec, *The sound studio: audio techniques for radio, television, film and recording*, Focal Press, 2003
- Mott, Robert L., *Sound effects: radio, TV, and film*, Focal Press, 1990
- Sonnenschein, David, *Sound design: the expressive power of music, voice, and sound effects in cinema*, Michael Wiese Productions, 2001
- Viers, Ric, *The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects*, Michael Wiese Productions, 2008
- Sergi, Gianluca, *The Dolby era: film sound in contemporary Hollywood*, Manchester University Press, 2004
- Altman, Rick, *Sound theory, sound practice*, Routledge, 1992
- Alburger,James, *The Art of Voice Acting*, Focal Press, 2010, ISBN: 9780240812113
- Rumsey,Francis and TIM MCCORMICK, *Sound and Recording*,Focal Press 2009, ISBN: 9780240521633

BGA-502 (Fifth Semester)  
**Basics of Web designing**

Time: 3 Hrs.  
Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit I**

Introduction of static web designing  
HTML-Introduction  
Basic elements of web page  
Introduction of tag

**Unit II**

HTML: introduction and basic elements  
Syntax and document types  
Head, title and body elements  
Block and text level elements  
Tables

**Unit III**

Layout designing of a web page  
Links, images, fonts, colour, style sheet and character entities  
Interface between HTML and other coding languages  
Working with frames

**Unit IV**

Planning and designing static web pages

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**Reference books:**

**BGA-503 (Fifth Semester)**  
**Basics of 3DS Max**

Time: 3 Hrs.  
Total Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit I**

- Modeling objects
- Main tools of animation
- 3D workspace, controlling the view ports
- Primitive objects: cubes, cylinders, spheres, planes and torus

**Unit II**

- Colour, texture and surface styles
- Modeling with polygons
- Re-sizing objects
- Reflections, rotations and scaling
- Splitting polygons
- Revolving surface
- Creating hair

**Unit III**

- Camera coordinate system
- Virtual camera movement
- Camera types, focal length, field of view,
- Dolling, zooming, crabbing and panning

**Unit IV**

- Shading textures
- Lighting techniques
- Rendering techniques
- Creating shadow
- Blurring the background
- Designing scene frame
- Motion path
- Changing timing
- Rendering with mental ray

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**Reference**

- Murdock, Kelly C., 3ds Max 7 Bible, Wiley dreamtech India Pvt. Ltd. New Delhi, 2005, ISBN: 81-265-0597-4
- Kulagin, Boris, Dmitry Morozou, 3Ds Max & Animation with Character Studio 4 and Plug-Ins, Firewall Media, New Delhi, 2006, ISBN: 81-7008-820-8
- Kulagin, Boris, 3ds, Max 8 From Modeling To Animation, BPB Publications, B-14, Connaught Place, New Delhi-110001, 2007, ISBN: 81-8333-201-3

**BGA 504 (Fifth Semester)**  
**Basics of VFX-SFX**

**Time: 3 Hrs.**

**Total marks: 50**

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-I**

- Introduction to multimedia
- Basics of storyboarding
- Image editing

**Unit-II**

**Combustion**

- Basics & interface
- Compositing basics
- Text effects
- Wire removal
- Keying, Color Correction,
- Warping & morphing

**Unit-III**

**Digital fusion/Shake**

- Basics & interface, Masking
- Keying, 3d particles, 3d compositing, tracking
- Warping & morphing, Advanced techniques

**Unit-IV**

**Nuke**

- Basics & interface, Masking
- Keying, 3d particles, 3d compositing, tracking
- Warping & morphing, Advanced techniques
- Demo & production techniques

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**Reference Books**



**BGA 505 (Fifth Semester)**  
**Mix Media Production (Television)**  
**Project**

Total Marks: 80

**Concept**

The main idea behind this project is to give an opportunity to the students to work on a project from concept to final output themselves and to ensure the practical aspect during the training. This project is supposed to ensure skill based training in the campus.

**Introduction**

Each student shall be supposed to complete a project during semester. This project will be related to the content taught in other modules.

**Process**

Each student will be assigned an idea to develop into a small project. Students are supposed to complete their project work under the supervision of the concerned teacher. S/he will propose a subject/idea with all production planning to the teacher and start working on that only after due approval of the supervisor.

**Program format:**

- Story based short film in Flash/Toon Boom
- Minimum Duration of film is 2 minutes
- Student will have to submit film along with script and storyboard.

**Evaluation**

In the end of the semester external expert will evaluate the project. The producer of the project is to provide the synopsis to the experts in written. The synopsis will have all details about the concept/idea, treatment, planning, production process, script, and name of the team members. The production will be screened before the experts to be appointed by the Director of the Institute and the concerned student will be asked questions regarding her/his production. This may be a kind of viva-voce.

**BGA 601 (Sixth Semester)**  
**Business Management and Budgeting**

Total Marks: 100,  
Theory Marks: 80,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-I**

Business Concepts and Characteristics, Business Ownership:  
Sole Proprietorship, Partnership, Limited Liability Partnership (LLP) and Joint Stock Company.  
Micro, Small and Medium Enterprises: Meaning, Characteristics and Significance.  
Business Risk: Meaning, Nature and Methods of Risk Handling.  
Emerging Trends in Business: Outsourcing, e-business and Corporate social corporibility.

**Unit-II**

Management: Concept, nature and importance. Management principles,  
Management process and functions.  
Decision making Concept, Process and Techniques of decision making  
Planning: Nature, importance and steps in planning.  
Management by objectives (MBO).  
Organizing : Concept, types and importance.  
Delegation of Authority, Staffing and factors affecting staffing.

**Unit-III**

Directing: Concept, importance and principles Leadership: Concept and importance.  
Motivation : meaning, nature & importance. Controlling: essentials of effective external system.

**Unit-IV**

Budgeting: Concept of budgeting and budgetary control.  
Budget: Nature, purpose and classification of budgets.  
Cash Budgeting, Flexible Budgeting, Zero base budgeting and performance budgeting.

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**References Books :**

Basu, C.R. *Business Organization and Management*: Tata McGraw Hill, New Delhi.  
Gupta, C.B., *Business Organization and Management*, Sultan Chand and Sons, New Delhi.  
Koonty, H. and Waibrich, I. *Essential of Management*, McGraw Hill International, Singapore.  
Khan, M.Y. and Jain, P.K. , *Management Accounting*, Tata McGraw Hill, New Delhi

## BGA 602 (Sixth Semester)

### Communication Skill and Personality Development

Total Marks: 100,  
Theory Marks: 50,  
Practical Marks: 30,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

#### Unit

##### **Introduction to Communication**

- Meaning of Communication
- Scope of Communication
- Definition of Communication
- Process of Communication
- Communication Barriers

#### Unit

##### **Kind of Communication**

- Oral Communication
- Meaning, Nature and Scope of Communication
- Principle of effective Oral Communication
- Written Communication

##### **Traditional Media**

- Fine Arts, Three stages in arts, Fine arts. and Realism
- The Cultural, Physical, intellectual, emotional, Moral, Spiritual
- Value of Music, Drama, Folk Dance, Radio

#### Unit 3

##### **Skills**

- Presentation Skill
- Writing Skill
- Reading Skill
- Speaking Skill
- Listening Skill
- Planning and writing doc
- 

#### Unit 4

##### **Personality Development**

- Personal Grooming
  - Etiquettes Manners
  - Role Play Related to Animation Industry and Company
  - Individual Presentation on current development Animation development
  - Presentation on any 2 Animated Film
-

**Books Recommended:**

- Rayudu, Dr. C.S, *Media & Communication Management*, Himalya Publishing House, Delhi, Reprint 2005
- Rao, Dr.Nagaeshwer, Dr, Rajendra P.Das, *Communication Skill V*, Reprint 2005
- Rai, Urmila, S.M., Rai, *Business Communication*, Himalaya Publishing House, New Delhi, 2010.
- Baran, Stanley J., Dennis K. Davis, *Mass Communication Theory Foundations, Ferment and Future*, Thomson, United States, Reprint 2007, ISBN: 81-315-0192-2.
- Onkar, R.M., *Personality Development and Career Management (A Pragmatic Perspective)*, S. Chand & Company Ltd., New Delhi, 2008, ISBN: 81-219-2903-2.
- Sabharwal, D.P., *Personality Development Hand Book*, Parkash Books India Pvt., Ltd., New Delhi-110002, 2009, ISBN: 978-817234-3170.

**BGA 603 (Sixth Semester)**  
**Basics of MAYA**

Total Marks: 100,  
Theory Marks: 50,  
Practical Marks: 30,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Time: 3 Hrs. (for theory paper) Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit 1**

- Concept of 3D Animation
- Introduction to Maya
- Basics of Maya user Interface

**Modeling**

- Intro to tools and techniques of Modeling
- Modeling of Props and Environment
- Modeling of vehicle
- Theory and Technique of High and Low Poly Modeling
- Detail Anatomy Study of Human
- Creature / Four leg character mesh flow study

**Unit 2**

**Texturing**

- Materials and Shaders
- Basics of Photoshop
- Basics of UVs. and layout technique
- Props Texturing Using Photoshop
- Realistic Texturing Using Photoshop

**Lighting**

- Theory of Light
- Different types of Light in Maya
- Lighting Menus and Windows
- Mental Ray for Maya Lighting
- Exterior and Interior Lighting
- Render Settings for Lighting

**Unit 3**

**Rigging**

- Concept of Rigging
- Techniques of Rigging
- Deformation of Objects
- Concept of Inverse and Forward Kinematics
- Organic Rigging
- Non Organic Rigging

**Unit 4**

**Animation**

- Concept of Animation
- Technique of Animation
- Principles of Animation
- Props Animation
- Concept of Acting
- Character Animation
- Facial Animation
- Lip Sync Animation
- **Reference Books**
- 

**Reference Books:**

Gibbs, John Kundert & Peter Lee, *Mastering Maya 3*, BPB Publications, B-14, Connaught Place, New Delhi-110001, 2001, Original ISBN: 0-7821-2835-1

**BGA-604(i) (Sixth Semester)**  
**Gaming**

Total Marks: 100,  
Theory Marks: 50,  
Practical Marks: 30,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit I**

Gaming: meaning and defining  
Origin and growth of gaming  
Classification of gaming  
Generating innovative ideas for gaming  
Preparing proposal for the new game

**Unit II**

Pre production – concept and idea  
Production requirements and planning  
Creating game characters & background  
Designing various levels of game

**Unit III**

Production – plan implementation,  
Tracking progress and plan testing  
Voice over: planning, choosing studio, casting actors,  
Recording voice over  
Music composition & selection for background  
Working on a gaming project

**Unit IV**

Post production- mixing and mastering  
Quality assurance testing  
Structure and functioning of gaming company:  
Game production team members and responsibilities

**BGA-604(ii) (Sixth Semester)**  
**Art Direction**

Total Marks: 100,  
Theory Marks: 50,  
Practical Marks: 30,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit-I**

What is Art Direction

History of Art Direction

Importance of art direction in Animation

**Unit-II**

Basics of Direction

Role and Responsibility of Art Director

**Unit-III**

Assessment of Needs and Wishes

Resource Gathering and Understanding What Ingredients Will Be Required

Design Creation and the Prototype

**Unit-IV**

Production and Testing

Final Delivery

Maintenance (optional, yet recommended)

**BGA-604(iii) (Sixth Semester)  
Add Film**

Total Marks: 100,  
Theory Marks: 50,  
Practical Marks: 30,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit-I**

**Introduction**

Meaning and Definition of advertising, Scope of advertising, Add film meaning and scope  
Story development / treatment / scriptment / plot points / structure  
Writing the screenplay  
Re-writing the screenplay  
Financing the movie

**Unit-II**

**Pre-production**

Casting  
Locations  
Shot list  
Script breakdown  
Tech scout  
Scheduling by the 1st AD  
Production design

**Unit-III**

**Production**

Principal photography – setting up  
Rehearsal  
Setting up shots  
Checking the take

**Unit-IV**

**Post-production**

Editing  
Sound mixing  
Music  
Test screenings  
Movie distribution



**BGA-604(iv) (Sixth Semester)**  
**Script Writing**

Total Marks: 100,  
Theory Marks: 50,  
Practical Marks: 30,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit I**

Script: concept, forms and utility  
Basic principles of writing a script  
Importance of script writing

**Unit II**

Writer and Producer  
Researching the script  
Story Development  
Plots in script

**Unit III**

Descriptive writing  
Analytical writing  
Writing fiction  
Writing script for video programmes  
Concept of Shooting Script

**Unit IV**

Script writing for theatre  
Script writing for Advertising  
Script writing for planetarium

**BGA-604(v) (Sixth Semester)**  
**Television Production**

Total Marks: 100,  
Theory Marks: 50,  
Practical Marks: 30,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to answer some questions in Hindi and others in English but within an answer to a question the language should be pure (not bilingual) and correct.

**Unit – I**

Concept and idea generation  
Writing proposal or synopsis for production  
Various stages of production: pre production, production, post production

**Unit-II**

Television program formats – fictional and non fictional programs  
Production team members and their responsibilities  
Production equipment: camera, mixer, lights, recorders

**Unit-III**

Make up for television: materials and application  
Scenic design and props  
Television graphics  
Concept of virtual studio

**Unit-IV**

Planning and production of programs in studio  
Single and multi-camera shooting  
Editing process

**BGA 605 (Sixth Semester)**  
**3D Film Production**  
**Project**

Total Marks: 100,  
Practical Marks: 80,  
Internal Assessment: 20  
Time: 3 Hrs.

Students have to prepare 3D Animation Film Project in campus under the supervision of concerned teacher and submit the project report 20 days prior to theory examination of the semester. Students will have to follow the following steps while preparing the project:

- Script Writing
- Story board
- Voice Recording
- Final Animation

**M.Sc. Graphics and Animation**  
**Semester- 7<sup>th</sup>**

MGA 701 : Communication Process, Practice & Theory

Total Marks: 100,  
Theory Marks: 80,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing short notes and covering the entire syllabus. All questions carry equal marks.

**Unit-I**

Communication: concept and definition

Communication: Principles and elements

Types of communication- Intrapersonal, Interpersonal, Group and Mass

Functions of communication: Personal and social context

**Unit-II**

Media: traditional, new and folk

Characteristics of different media

Functions of media

**Unit-III**

Visual as communication

Visual codes: Signs & symbols

Characteristics of visual communication

Non-verbal communication

**Unit-IV**

Theories of communication-Bullet theory, Normative, cognitive dissonance, uses and gratification, agenda setting, McLuhan's Media theory

Models of communication: Aristotle, Lasswell, Osgood & Schramm, Shannon & Weaver, Gerbner's Model, Berlo's model

### **Reference Books**

- Rayudu, C.S., *Media and Communication Management*, Himalya Publishing House, Delhi, Reprint 2005
- Phillips, Annie, *Communication and the Manager's Job*, Radcliff Medical Press, Jaypee Brothers Medical Publisher's(P) Ltd., New Delhi-110002-India,2005, ISBN- 1-85775-534-0
- Narula, Uma, *Dynamics of Mass Communication (Theory and Practice)*, Atlantic Publishers and Distributers,2006
- Mathur, Pratish K, *Visual communication Beyond words*, GNOSIS Publishers of Education Books, Delhi- 110092,2006, ISBN 81-89012-08-8
- Watt, James H Sajef A. Van Dan Berg, *Communication Science*, Allyn and Bacon, 1995, ISBN 0-205-14026-2

**M.Sc. Graphics and Animation**  
**Semester- 7<sup>th</sup>**  
MGA 702: Advance Graphics Designing

Total Marks: 100,  
Theory Marks: 50,  
Practical: 30  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing short notes and covering the entire syllabus. All questions carry equal marks.

**Unit-1**

Introduction to graphics  
Meaning, definition and scope of graphics  
Tools of graphics  
Various types of graphics  
Graphics and visual arts

Unit-2

Concept of graphics design, importance and its applications  
Emergence of design industry  
Design and new media  
Types of graphics design: communication design, environmental graphics design, Information design, Interface design, Industrial design, Market Communication design, motion graphics design, Web graphics design

Unit-3

Introduction to Logo; importance and purpose of logo  
Elements of logo and its designing process  
Types of logo  
Introduction to poster,  
Elements and qualities of good poster  
Types of poster

Unit-4

Campaign planning : steps  
Producing campaign material  
Continuity in campaign

**M.Sc. Graphics and Animation**  
**Semester-7<sup>th</sup>**  
MGA-703: Advance Web Designing

Total Marks: 100,  
Theory Marks: 50,  
Practical: 30  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

The question paper will be divided into five Units containing nine questions. Students are required to attempt five questions in all. There will be two questions in each unit I to IV and students are required to attempt one question from each unit. Unit V will have only one Compulsory question containing short notes and covering the entire syllabus. All questions carry equal marks.

**Unit I**

HTML basics, websites and pages, text formatting, tables, images, links, the basic Dreamweaver environment, creating a site profile, the importance of a site profile, organizing the files & folders, folder and filenameing rules, creating folders and webpage files , the implementation / coding process.

**Unit II**

Opening a file for editing, titling pages, creating divisions, adding headings, Paragraph vs. line breaks, tags: logical vs. physical, lists, linking to other websites, linking to the user files, inserting images on web pages, changing images into links , adding an Email link.

**Unit III**

CSS design, Applying DIVs, working of style sheet, starting a styles sheet, font, margins, link colors, stylish headlines, paragraphs indentation, types of images, organizing images, inserting and formatting tables.

**Unit IV**

Form elements, head elements, page templates, form objects, accessible forms, page layers, working with layers, flash elements, multimedia contents, browser compatibility testing, uploading the website on web, testing website online, uploading changes, maintaining website.

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**Reference Books:**

- Belinski, Julia P., Belinski, Charles F. , Wilson, Scott J., *Dreamweaver MX: inside Macromedia*, ISBN No. 1-018-1435-2
- Lowery, Joseph W. , *Dreamweaver MX 2004 bible Bible Series Bible (Wiley)*, Publisher Wiley, 2004, ISBN 0764543504, 9780764543500
- Michael Meadhra , *How to do everything with Dreamweaver 4*, Osborne/Mcgraw Hill, 2001, ISBN 0072133694, 978007213369
- Sue Jenkins, Richard Wagner, *Dreamweaver CS5 All-in-One For Dummies*, ISBN 0470610778, 9780470610770
- Ray West, Tom Muck, *Dreamweaver MX 2004: the complete reference* Second edition, McGraw-Hill Professional, ISBN 0-07-222943-8
- Betsy Bruce, John Ray, *Sams Teach Yourself Adobe Dreamweaver CS4 in 24 Hours*, Pearson Education India, 2007, ISBN: 8131715620, 9788131715628
- Steve Johnson, Inc. (COR) Perspection, *Adobe Dreamweaver CS5 on Demand*, Pearson Education, Limited, 2010, ISBN 0789744449, 9780789744449
- McFarland, David S., *Dreamweaver MX 2004: the missing manual*, Publisher O'Reilly Media, Inc., 2004, ISBN 0596006314, 9780596006310



**M.Sc. Graphics and Animation**  
**Semester-7<sup>th</sup>**

MGA 704 :Advance Pre-Production

Total Marks: 100,

Practical: 80,

Internal Assessment: 20

It will be a practical based paper and there will be a practical examination in this paper. External examiner will evaluate the skills of the students in the field of Advance Pre-Production. Examiner will give on-the-spot assignments/task to the student. Besides this viva voice (Oral Examination) will be conducted by the examiner for testing the knowledge of the student of the field. During semester students have to prepare a portfolio along with story and story boarding and will have to submit the same to the examiner duly signed by the subject teacher at least 20 days before the commencement of the theory examination.

**Unit-I**

Story writing- idea generation, treatment and synopsis

Script writing

Story Boarding:- Thumbnail, X-sheet

**Unit-II**

Character design:- Expression, Movement, Gesture

Layout Design:-Composition, Perspective, Environment

Final Sketching of story

**Unit-III**

Model Sheet

Log Sheet

Character's expression sheet

**Unit-IV**

Background design

Animatics

Voice recording

Final output

**M.Sc. Graphics and Animation**  
**Semester-7<sup>th</sup>**  
MGA 705 : Clay Animation

Total Marks: 100,  
Practical: 80,  
Internal Assessment: 20  
Time: 3 Hrs. (for theory paper)

It will be a practical based paper and there will be only a practical examination in this paper. External examiner will evaluate the skills of the students in the field of Clay Animation. Examiner will give on-the-spot assignments/task to the student. Besides this viva voice(Oral Examination) will be conducted by the examiner for testing the knowledge of the student of the field. During semester students have to prepare a portfolio and will have to submit the same to the examiner duly signed by the subject teacher at least 20 days before the commencement of the theory examination.

Unit-I

Clay animation: concept and types  
Stop motion techniques

Unit-II

Character modeling with clay: natural and plasticine  
Applications of stop motion to clay characters

Unit-III

Story Board  
Character Design  
Preparation/selection for back ground suitable for stop motion animation.

Unit-IV

Making of film using stop motion technique  
Adding visual & Sound Effects.  
Digital Editing

## MGA 801 (Eighth Semester) Screenplay Writing

**Time: 3 Hrs.**  
**Total marks: 50**

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

### Unit-I

To create and develop a story idea.  
To utilize various plotting and character development tools.  
To understand and apply the concept of theme.  
To develop and personalize the Writing Process

### Unit-II

Writing Process :-Concept Outlines  
Plot Structure  
Plot Summaries and Breakdowns  
Character Development  
Character Charts and Outlines  
The Critique Process  
Thematic Analysis  
Actual Screenplay Work

### Unit-III

History of Camera, Kinds of cameras, Workingof camera, Formats etc  
Various film formats for cinema and television  
Commands and cues for cinematography  
**Close-ups???????**  
Composition

### Unit-IV

Multi camera shooting  
Camera Set up for film production  
Continuity & Cutting  
Virtual Studio  
Staging & Blocking

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### Reference Books

- Wells,Paul, *Scriptwriting*,AVA Academia,Published by-AVA publishing SA, 2007, ISBN 2-940373-16-7
- Rubenstein, Paul Max-Martin J.Maloney, *Writing for the Media-Film,Television,Video and Radio*,Prentice Hall, New Jersey 07632, 1988, ISBN 0-13-971508-8 01

Wright Jean Ann, *Animation Writing and Development*, Elsevier Publication,London, 2005, IBSB 0-240-80549-6

Katherine Atwell Herbert – *The perfect screenplay: writing it and selling it*2006

Andrew Horton – *Writing the character-centered screenplay*1999

Syd Field *Screenplay: the foundations of screenwriting-* 2005

Rachel Friedman Ballon *Blueprint for screenwriting: a complete writer's guide to story ...* 2005

Lisa Frankfort, *Patrick Fanning How to Stop Backing Down & Start Talking Back-* 2005

Eugene Vale – *The technique of screenplay writing: an analysis of the dramatic* 1972

Marina Samouilova Scordato – *Exploring the Screenplay Writing Process Implications for 2009*

Lynn Beighley – *Head first SQL* 2007

Charles Curran – *Screen writing and production techniques: the non-technical .* 1958

Jim Cheng – *An annotated bibliography for Chinese film studies: Zhongguo dian ...*2004

## **MGA 802 (Eighth Semester)** **Advance 2D Animation**

**Time: 3 Hrs.**  
**Total marks: 50**

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

### **Unit-I**

Introduction to visual script  
Animation film language

- Plot structure
- Dialogs
- Music and sound effects
- SoundTrack
- Voice- Over

Acting & voice characterization

### **Unit-II**

Storyboarding for animation

- Importance, formats, characteristics
- Expression

Create a Timeline  
Keyframing, inbetweening & cleanups

### **Unit-III**

Animation scene planning  
Post-Production  
Lip synchronize with expression  
Audio mixing

### **Unit-IV**

Various output formats  
Rendering and Authoring  
Clean up  
Publishing

### **Reference Books**

Sandro Corsaro, Richard M Sherman, Clifford J. Parrott , -*Hollywood 2D digital animation: the new Flash production revolution* 2004  
Steve Roberts *Character animation in 3D: use traditional drawing techniques to ...: Volume 1-* 2004  
Bill Davis, *Gardner's Guide to Creating 2D Animation in a Small Studi* , 2006  
Steve Roberts, *Character Animation: 2D Skills for Better 3D* – 2007  
Carol Green, *2D Animation* – 2010  
Mark Simon, *Producing independent 2D character animation: making and selling a ...* – 2003  
Tony White, *Animation from pencils to pixels: classical techniques for digital ...-* 2006  
Michael Morrison, *Sams teach yourself game programming in 24 hours* – 2003  
Steve Roberts, *Character Animation Fundamentals: Developing Skills for 2D and 3D ...* – 2011  
Tina O'Hailey, *Hybrid Animation: Integrating 2D and 3D Assets*

**MGA 803(Eighth Semester)**  
**Advance 3DS Max**

**Time: 3 Hrs.**

**Total marks: 50**

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

Unit 1

Introduction to Particals and Deflectors  
Environment and Effects  
Dynamics and Reactor  
Helper and Utility

Unit 2

Advance Mapping  
Advance Lighting  
Raytrace and Radiocity  
Patch Modeling

Unit 3

Character Modeling  
Rigging and Inverce Kinematics  
Biped and Bone Setup  
Skin and Physic Modifier

Unit 4

Advance Rendering  
- Mental Ray  
- V Ray  
Crowed and Deligates  
Panorama and Network Rendering  
Add Sound  
Video post

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**Reference Books**

- Murdock, Kelly L., *3ds Max 7 Bible*, Wiley dreamtech India Pvt. Ltd. New Delhi, 2005, ISBN: 81-265-0597-4
- Murdock, Kelly L., *3ds Max 2010 Bible*, Wiley India Pvt. Ltd., 4435-36/7, Ansari Road , Daryaganj New Delhi, 2010, ISBN:978- 81-265-2310-8
- Kulagin, Boris, Dmitry Morozou, *3Ds Max & Animation with Character Studio 4 and Plug-Ins*, Firewall Media, New Delhi, 2006, ISBN: 81-7008-820-8
- Kulagin, Boris, *3ds, Max 8 From Modeling To Animation*, BPB Publications, B-14, Connaught Place, New Delhi-110001, 2007, ISBN: 81-8333-201-3

**MGA 804 (Eighth Semester)  
Advance Character Design**

**Time: 3 Hrs.  
Total marks: 80**

There will be a practical examination in this paper. External examiner will evaluate the skills of the students in the field of Clay Animation. Examiner will give on-the-spot assignments/task to the student. Besides this viva voce(Oral Examination) of each student one by one will also be taken by the examiner for testing the knowledge of student. During semester students to have prepare a portfolio and to submit the examiner **duly signed by the subject teacher before the 15 days of commencement of the examination.**

**Unit-1**

Research of Various character from animation movies, comic books and face masks  
( **make a video library and scrap file** )

Unit-II

Study of various costumes according to the character  
– Time and Space (**from earliest to contemporary and place**)

Unit-III

Study of Living and Non-living things for making of character

Unit-IV

Making of Various Character :- **human ( male and female ), Animal , Bird & none living objects ( two each )** The student will prepare Model -Sheets.

**Note: Make a Show reel 2 to 5 mintes**

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**Reference Books:**

- Scott Spencer, *ZBrush Character Creation: Advanced Digital Sculpting*, 2011.  
Don Seegmiller, *Digital character design and painting: the Photoshop CS edition* – 2004  
Eric Allen, Kelly L. Murdock, *Body Language: Advanced 3D Character Rigging* – 2011  
Chris Georgenes, *How to Cheat in Adobe Flash CS5: The Art of Design and Animation* - 2010  
Jacob Hobgood, Nana Nielsen, Martin Rijks, *The Game Maker's Companion Apress Series* – 2010  
Joey Lott, Danny Patterson, *Advanced ActionScript 3 with design patterns*, 2006  
Chris Botello, Elizabeth Eisner Reding, *The Design Collection Revealed: Adobe Indesign Cs4, Photoshop Cs4*, . - 2009  
Jonny Gorden, *Lightwave 3D 8 Cartoon Character Creation: Modeling & Texturing* , - 2005.  
Tom Green, Tiago Dias, *Foundation Flash CS5 for Designers* – 2010.  
Nell B. Dale, Susan C. Lilly, *Pascal Plus data structures, algorithms, and advanced programming* , 1995  
Shivaramamurti, C. Chitrasutra of the Vishnudharamattara, Kanak Publication, New Delhi, India, 1978  
Sarkar, Sabita Ranjan, *Masks of West Bangal*, Indian Museum, Calcutta.1990

**MGA 805 (Eighth Semester)  
Industry Visit Report\*\***

**Total marks: 80**

Student will visit animation studio and production house. He/She will submit the visit report before 15<sup>th</sup> July to the concerned teacher. The visit report will be evaluated by the experts to be appointed by the university recommended by Director of the Institute of Mass Communication and Media Technology Kurukshetra University, Kurukshetra, the concerned student will be asked questions regarding her/his visit report. This may be a kind of viva-voce.

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**Reference Books:**

- Ferguson, *WHAT CAN I DO NOW! ANIMATION* – 2010  
-----*Animation magazine: Volume 11, Issue 1, 1997, Snippet view*  
-----*Globalisation and Its Impact on Wales: Second Report of Session .. Great Britain. Parliament. House of Commons. Welsh Affairs Committee – 2009* .  
-----*U.S. news & world report: Volume 141 ,2006 - Snippet*  
-----*British Film and Television Industries - Decline Or Opportunity? ..the Stationery Office U.k. – 2010*  
-----*Report on business magazine: Volume 7, 1990*  
Great Britain: Parliament: House of Commons: Foreign Affairs Committee - *East Asia: Seventh Report of Session 2005-06: Volume 2 2006*  
-----*Screen digest 2003*  
Kenneth J. Baldauf, Ralph M. Stair *Succeeding with Technology* – 2008  
Gary B. Shelly, Misty E. Vermaat, Patricia Cashman -*Discovering Computers 2010: Living in a Digital World, Complete* – 2009  
-----*Indian Animation: Roadside Romeo, Tata Elxsi, Disney Channel LLC – 2010*  
-----*BUSINESS OF cinema.COM ,NASSCOM, the Indian animation industry*  
Raju *Marketing Management, 2E*  
Hill *International Business 6E (Sie)*  
Mira Kamdar - *Planet India: how the fastest-growing democracy is transforming 2007*  
Research and Information System for Developing Countries - *Trinity of the South: potential of India-Brazil-South Africa 2008*  
Percy S. Mistry, Nikhil Treebhooon, Commonwealth Secretariat - *The export of tradeable services in Mauritius: a Commonwealth case ... 2009*  
Mahendra Gaur - *Indian affairs annual: Volume 2 2007*  
Jijo K. John *Studies In South*

**MGA 901 (Ninth Semester)**  
**Animation Marketing and Research**

Total marks:100  
Theory marks:80,  
Internal Assessment:20

Time:3 hrs

*Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.*

**Unit-I**

- Management : concept and scope
- Principles of management
- Theories of management
- Finance management
- New trends in management

**Unit-II**

- Media Management : concept, need and scope
- Operations and structure of news media companies
- Media business and new technology
- New trends in media business
- Legal issues in media business

**Unit-III**

- Nature and Scope of Marketing Research in relation to:-
  - Graphic designing
  - Animation Industry (TV advt Film and animated film)
- Challenge in Business Market
- Market surveys, planning
- Significance of Research

**Unit-IV**

- Marketing Research Process
- Fundamentals concepts
- Research Designs, objectives & hypothesis
- Data Collection
- Market
  - Geomorphic Distribution
  - Segments

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Reference Books



**MGA 902 (Ninth Semester)**  
**Advance MAYA**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-1**

Introduction to 3d animation, 3d software

Modeling: props modeling using advance modeling technique, vehicles modeling using advance modeling technique, advance environment modeling, plan and organized objects.

**Unit II**

Advance modeling for human face by using multiple modeling method

Detail body modeling of a male and female character

Creature and four leg character in detail

Study of Mesh Flow

Facial expressions

**Unit III**

Introduction to mapping and texturing

Props and environment texturing

Advanced UV techniques

Realistic mapping and texturing

**Unit IV**

Rigging

Concept of lighting, types of lighting

Mental ray for Maya lighting

Exterior and interior lightning

Render settings for lightning

Animation

Reference Books

- Gibbs, John Kundert & Peter Lee, Mastering Maya 3, BPB Publications, B-14, Connaught Place, New Delhi-110001, 2001, Original ISBN: 0-7821-2835-1

**MGA 903(Ninth Semester)**  
**Advance VFX-SFX**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct

Unit-I

Introduction to VFX,  
Use of VFX,  
Importance of VFX  
Feature of VFX  
**Introduction to After Effect**

Unit-II

Workspace of After Effect, Tools and Menu  
Tracking (Motion tracking with one point and multiple point tracking of a live footage)  
Keying, keying with the use of plugging  
Stabilize, Partical, Colour Correction, Morphing, Wire Removing,  
Rotoscoping, Motion graphics, Rendering  
Introduction to Plugging

Unit-III

**Fusion –**  
Introduction to work flow,  
Interface overview,  
Working with tools and menu,  
Working with Nodes and workflow,  
Working view port controls,  
Introduction to basic animation,

Unit –IV

Tracking in fusion ,  
Stabilizing a shaky footage with one and two point ,keying matte a blue and green screen  
Particals , color correction , wire removal , rotoscopy , lights and camera

**MGA 904 (Ninth Semester)**  
**Advance Editing (Audio- Video)**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit -I**

**Sound track Pro**

Introduction to sound track pro  
File Importing from various sources  
Create timeline with the various tools and effects

**Unit-II**

Adding various sound and music effects  
Working with multi track time line  
Audio sweetening of various tracks  
Rendering and Exporting

**Unit-III**

**Final Cut pro.**

Introduction to Final cut pro  
Creation of Log sheet  
Capturing- entire tape, log capturing and batch capturing  
Creation of Time line with various transition and effects  
Working with multi Track time line

**Unit-IV**

Using audio and video effects  
Mixing audio with visual  
Creation of credit line with the help of live type  
Various file formats of Video  
Rendering and Authoring

**MGA 905 (Ninth Semester)**  
**Project-IV: Advertisement production**

Total marks:100  
Project & viva-voce:80,  
Internal marks:20

It will be a practical based paper, where each student will be given an assignment to develop an animated add as a project. Students are supposed to complete their project work under the regular supervision and guidance of the concerned teacher.

The students will submit to the Institute a duly certified synopsis and Script as well as soft copy of the project work atleast two weeks prior to the theory examination of the semester.The viva-voce and the project work will be evaluated by a panel of three examiners to be appointed by the Director of the Institute.

**MGA 1001(i)(Tenth Semester)**  
**Character Animation**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct

Unit-I

Character Animation  
Tools for Animation  
Techniques of Animation  
Advanced Character Animation  
Facial Animation

Unit-II

Quadruped Animation  
Tools and Tips for Quadruped Animation  
Techniques of Quadruped Animation  
Advanced Quadruped Animation

Unit-III

Concept of Acting  
Acting Sections  
Camera Animation  
Lip Sync  
Video

Unit-IV

Animating into a unit scene  
Animating the character  
Animation Blending  
Animation Layer  
Animation Additive

Practical Assignment: All the students are required to submit their assignment(Character Animation) along with logsheet, model chart.

**MGA 1001(ii) (Tenth Semester)  
Modeling**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

Unit 1

**Concept of 2D for Modeling**

Stylization Theory  
Anatomy – Male / Female / Animal  
Perspective Theory  
Layout Design  
Character Designing

**Maya Modeling**

Props Modeling Using Advance Modeling Technique  
Vehicles Modeling Using Advance Modeling Technique  
Advance Environment Modeling  
Plan and Organized Objects

Unit 2

Mudbox  
Introduction to Mudbox  
Tools and Techniques of Mudbox  
Digital Sculpting

Unit 3

Character Modeling  
Advance modeling for Human Face by Using Multiple Modeling Method  
Detail Body Modeling of a Male and Female Character  
Creature and Four Leg Character in Detail  
Study of Mesh Flow  
Facial Expressions

UniI-4

**Scene Setup**

Scene setup involve arranging visual light, camera, and other entities on scene which will later be used to produce still or an animation

Practical Assignments: All the students are required to submit two assignments from each unit assigned by the concerned teacher.

**MGA 1001(iii) (Tenth Semester)**

**Texturing & Mapping**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

Time:3 hrs.(for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-1**

Introduction to texturing, Important of texturing  
Concept of Texturing  
Type of texturing

**Unit-II**

Introduction to Mapping and materials  
Diffusion-glass-secularity- Reflection  
Basic of Maya materials and Texturing file size,  
Create UVs, UVs layout tools, Projection UVs map, Utilizes the UV texture, adding texture mapping on any objecting and character

**Unit-III**

Advanced Maya Texturing  
Advanced Materials and Shading  
Nodes and 3D Paint Tools  
Props and Environment Texturing  
Advanced UV Techniques  
Realistic Mapping and Texturing

**Unit-IV**

Mudbox  
Introduction to Mudbox  
Tools and Techniques of Mudbox  
Digital Sculpting  
Painting

Practical Assignments: All the students are required to submit two assignment from each unit assigned by the concerned teacher.

**MGA 1001 (iv) (tenth Semester)**  
**Lighting**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-I**

Introduction to Lighting  
Concept of Lighting  
Photography and Shadows

**Unit-II**

Lamps and Source: Optic, Controlling of Light, Day Light & Artificial, daylight factor , Colour appearance  
Light in Architecture: Psychology of Light, Quality of the Visual Environment  
Concept of Three Point Lightings  
Rendering Algorithms

**Unit-III**

Light Designing For Interior:  
Visual Environment, Day Light, Light Method, Visual Display, Light effect  
Light Designing For Exterior: Visual Environment, area, rod, decorative  
Direction effect of light: Light Distribution , Layers of Light(Lighting by categories)

**Unit-IV**

Types of rendering  
Rendering with Light  
Rendering in Passes

Practical Assignments: All the students are required to submit two assignment from each unit assigned by the concerned teacher.



**MGA 1001(v) (tenth Semester)**  
**Rigging**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

Question paper for each theory paper will have two questions from each of the four units. Students will be required to answer any one Question from each unit. Unit V of the Question paper will have six questions out of which the student will require to answer any four Questions. Each unit will carry equal marks. Students have the option to attempt questions either in Hindi or English but within an answer to a question the language should be pure and correct.

**Unit-I**

Concepts of Rigging:  
Pipeline of Rigging  
Introduction to MEL Scripting  
Advanced Deformation  
Rigging Constrain  
Concept of Inverse and Forward Kinematics

**Unit-II**

Character Rigging:  
Planned and Organized Rigging  
Designing of Bone Setup for Character Rigging  
Advanced Character Rigging  
Facial Rigging  
Function of Skinning  
Muscle System

**Unit-III**

Quadruped Rigging:  
Planned and Organized of Quadruped Rigging  
Designing of Bone Setup for Quadruped Rigging  
Concept of Quadruped Rigging  
Flexibility of Quadruped Rigging  
Types of Skinning

**Unit-IV**

Mechanical Rigging:  
Organized and Naming of the Mechanical Object  
Designing of Bone Setup for Mechanical Rigging  
Concept of Props Rigging  
Concept of Mechanical Rigging

**Practical Assignments:** All the students are required to submit two assignment from each unit assigned by the concerned teacher.

**MGA 1001 (vi) (Tenth Semester)**  
**Dynamics**

Total marks:100  
Theory marks:50,  
Practical marks:30,  
Internal marks:20

Time:3 hrs.(for theory paper)

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the skills of the students in the field of drawing. Examiner will give on-the-spot assignments/task to the student. Besides this viva voice (Oral Examination) of each student one by one will also be taken by the examiner for testing the knowledge of student. .

Unit 1

Concept of Dynamics  
Tools and Techniques of Dynamics  
Particle Simulation Reactors  
Introduction to MEL Scripting

Unit 2

Concept of rigid body  
Tools and Tips of Rigid Body  
Tools and Tips of Soft Body  
Rigid Body Simulation  
Dynamic Constraints

Unit 3

Concept of Fluid Effects  
Tools and Techniques of Fluids  
Collision Reactor  
Paint Effects

Unit 4

Concept of Cloth, Fur and Hair  
Introduction of Syflex  
Introduction to Real Flow  
Concept of Cloth and Fur  
Concept of Shave and Hair

Practical Assignments: All the students are required to submit two assignment from each unit assigned by the concerned teacher.

**MGA 1002 (Tenth Semester)**  
**Seminar: Case Study of Animation Film**

Total Marks: 100  
Seminar marks: 80  
Synopsis: 20

Students have to present seminar on any film Animation. The title of the film will be approved by the Director of Institute. Students will have to submit the case study of Film to the concerned teacher at least two weeks prior to the Seminar .The seminar & case study report will be Evaluated by the Committee of three teachers nominated by the Director of the Institute.

**MGA 1003 (Tenth Semester)**  
**Project-V: 2D Animation Film Project**

Total Marks: 150  
Practical marks:120  
Internal assessment:30

Students have to prepare 2d animation film project in campus under the supervision of concerned teacher and submit the project report 20 days prior to theory examination of the semester. Students will have to follow the following steps while preparing the project:

- write the script
- Model chart
- Log sheet
- story board
- voice recording
- final animation

**MGA 1004 (Tenth Semester)**  
**Project-VI: 3D Animation Film Project**

Total Marks: 150  
Practical marks:120  
Internal assessment:30

Students have to prepare 3d animation film project in campus under the supervision of concerned teacher and submit the project report 20 days prior to theory examination of the semester. Students will have to follow the following steps while preparing the project:

- write the script
- Model chart
- Log sheet
- story board
- voice recording
- final animation