



KURUKSHETRA UNIVERSITY KURUKSHETRA
(Established by the State Legislature Act XII of 1956)

Date-Sheet for the B.Sc. Graphics Animation & Gaming (GAG) I, III & V Semester & M.Sc. Graphics Animation & Gaming (GAG) VII & IX Semester Examinations commencing w.e.f. 01-12-2017.

(THEORY EXAMINATION)

Time of Examination: 9.30 A.M. to 12.30 P.M. (MORNING SESSION)

DATE	SUBJECT & PAPER
	B.Sc. Graphics Animation & Gaming Ist Semester
1-Dec-2017	BGA-101: Communicative Skill Hindi (wef 2014-15 onwards)
8-Dec-2017	BGA-102: Aesthetics of Art and Visualization (wef 2014-15 onwards)
14-Dec-2017	BGA-103: Animation-History and Production Process (wef 2014-15 onwards)
20-Dec-2017	BGA-105: Fundamentals of Computer (wef 2014-15 onwards)
	B.Sc. Graphics Animation & Gaming 3rd Semester
4-Dec-2017	BGA-301 Audio Video Editing and compositing (wef 2015-16 onwards)
4-Dec-2017	BGA-301: History & Principle of Animation (upto 2014-15)
9-Dec-2017	BGA-303 2D Animation-Lightbox and Flash (wef 2015-16 onwards)
9-Dec-2017	BGA-303: Basic of Script Writing (upto 2014-15)
15-Dec-2017	BGA-304 3D Animation -1 (wef 2015-16 onwards)
15-Dec-2017	BGA-304: Animation Production Process (upto 2014-15)
21-Dec-2017	BGA-305 Vector and Raster Graphics (wef 2015-16 onwards)
21-Dec-2017	BGA-305:Basic of 2D Animation & Storyboarding (upto 2014-15)
	B.Sc. Graphics Animation & Gaming 5th Semester
5-Dec-2017	BGA-501 Sound Production (wef 2016-17)
5-Dec-2017	BGA-501 Basic of Sound (upto 2015-16)
11-Dec-2017	BAG-502 3D Animation-IV (wef 2016-17)
11-Dec-2017	BAG-502 Basic of Web Designing (upto 2015-16)
16-Dec-2017	BAG-503 Television Graphics (wef 2016-17)
16-Dec-2017	BAG-503 Basic of 3D MAX (upto 2015-16)
22-Dec-2017	BAG-504 Web Desining (wef 2016-17)
22-Dec-2017	BAG-504 Basic of VFX-SFX (upto 2015-16)
	M.Sc Graphics, Animation & Gaming 7th Semester
6-Dec-2017	MGA-701: Communication Process Practics and Theory
12-Dec-2017	MGA-702: Advance Graphics Designing
18-Dec-2017	MGA-703: Advance Web Designing
	M.Sc Graphics, Animation & Gaming 9th Semester
7-Dec-2017	MGA-901: Animation Marketing & Research
13-Dec-2017	MGA-902: Advance MAYA
19-Dec-2017	MGA-903: Advance VEX - SFX
27-Dec-2017	MGA-904: Advance Editing (Audio-Video)

- NOTES :**
- 1 On getting a question-paper and before answering it, the candidates must check up and ensure that they have been supplied with the correct question-paper. If the question-paper is not correct they should bring the same to the notice of the Invigilator. Complaints in this regard after the examination shall not be entertained.
 - 2 Electronics gadgets such as pagers, Cell phone and Programmable Calculators etc. are not allowed in the Examination Hall.
 - 3 No extra answer-sheet will be provided.

KURUKSHETRA
9-Nov-2017

CONTROLLER OF EXAMINATIONS

(BUILDING NOTICE PRINTED ATTACHED)