B.Sc. in Graphics, Animation and Gaming
Syllabus

(w.e.f 2012-13)

Duration: Three year
Eligibility: 10+2 in any discipline

Institute of Mass Communication and Media Technology

Kurukshetra University

Kurukshetra

B.Sc. in Graphics, Animation and Gaming
Scheme of Examination (w.e.f. session 2012-13)

Semester I

		T	P	IA	T
Paper 01	Science of communication	80		20	= 100
Paper 02	Communicative Hindi	80		20	= 100
Paper 03	Social science	80		20	= 100
Paper 04	Fundamentals and Appreciation of art	80		20	= 100
Paper 05	Drawing I (Practical)	80		20	= 100

Semester II

		T	P	IA	T
Paper-06	Photoshop, Coral Draw & Quark XPress	50	30	20	=100
Paper-07	Communicative English	80	-	20	= 100 (Amended w.e.f 2012-13)
Paper-08	Social science-II	80	-	20	=100
Paper-09	Television graphics	50	30	20	= 100
Paper-10	Drawing -II (Practical)	80	-	20	= 100

Semester III

		T	P	IA	T
Paper-11	Life Study	80		20	= 100
Paper-12	Animation technology	50	30	20	= 100
Paper-13	Video editing	50	30	20	= 100
Paper-14	2D Animation: Flash and Adobe After Effects	50	30	20	= 100
Paper-15	Sound editing (Practical)	50	30	20	= 100

Semester IV

		T	P	IA	T
Paper-16	Composition	80		-	20=100
Paper-17	Gaming technology	80		-	20 = 100
Paper-18	Script writing	50	30	20	= 100
Paper-19	3D Animation: 3D Max	80		20	= 100
Paper-20	Gaming (Practical)	80		20	= 100

Semester V

Paper-21	2D Animation Production	80	-	20 = 100
Paper-22	3D Animation production- Maya	80	-	20 = 100
Paper-23	Gaming production	80		20 = 100
Paper-24	Sound and visual effects	50	30	20 = 100
Paper-25	Graphics production (Practical)	80		20 = 100

Semester VI

Paper-26	Production: 2 D Animation	80 (project)-20 = 100
Paper-27	Production: 3 D Animation	80 (project)-20 = 100
Paper-28	Production : 2D + 3D special Effects + Game	80(project)-20 = 100
Paper-29	Internship	100
Paper-30	Internship report	100

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Paper-01 (First Semester)
Science of Communication

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Time: 3 Hrs.
Total Marks: 80

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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.

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Unit I

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Evolution of social groups and organic structure of society
Essentiality of communication in social groups
Concept, definitions and elements of human communication
Functions of communication
Socialization and role of communication in socialization

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Unit II

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Intrapersonal communication
Interpersonal communication
Group communication
Public communication
Mass communication

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Unit III

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Verbal communication
Non-verbal communication
Oral communication
Written communication

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Unit IV

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Visual communication
Signs, symbols and code systems
Communication skills
Dress codes, mannerism, accent and etiquettes
Listening- importance and art of developing listening habits

Paper-02 (First Semester)
Communicative Hindi

Time: 3 Hrs.
Total Marks: 80

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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.

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Social Science-I

Time: 3 Hrs.
Total Marks: 80

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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, definitions and importance of sociology
Relation of sociology with other social sciences
Group-community-institution-organisation-society-humanity-biosphere and their unity and inter-dependence
Meaning of family, kinship, class, caste, clan, tribe, marriage

Unit II

Concept of socialization, social stratification
Concept, definitions and process of social change
Understanding of contemporary changes in India
Characteristics of Indian culture

Unit III

Concept, definitions and importance of psychology
Relation of psychology with other social sciences
Importance of studying psychology for media students
Psychology of social groups

Unit IV

Elements and process of human behavior
Theory of information
Opinion and attitude formation

Paper-04 (First Semester)
Fundamentals and appreciation of art

Time: 3 Hrs.
Total Marks: 80

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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

Art: meaning, scope and importance
Brief history of Indian art traditions (from prehistory to 1850 AD)

Unit II

Element of art: Line, form, colour (colour theory) texture, tone, space
Principle of art: Unity, rhythm, harmony, balance, perspective, proportion

Unit III

Graphics: meaning, scope and importance
The art of calligraphy and typography
Use of graphics in modern world

Unit IV

Design: meaning and types of design
Relationship between art and aesthetic
The *Shadaang* in Indian Art

Paper-05 (First Semester)
Drawing-I (Practical)

Time: 3 Hrs.
Total Marks: 80

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/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Size of Paper : Quarter sheet
Medium : Pencil

Unit-I

Free hand sketching from real objects: Total assignments -10
building, vehicles, chair, table, trees etc.
Preparing colour charts
Kind of Design- 2 D & 3 D Design

Unit-II

Still life with drapery (object drawing)   Total assignments -5
(Study of non living objects)

Unit-III

Landscape on the spot & landscape form Memory   Total assignments -5
(Hills, Trees, Hut, Rivers etc.)

Unit-IV

Head study: male, female, children, old person   Total assignments -5

Paper-06 (Second Semester)
Photoshop, Coral Draw & QuarkXPress

Time: 3 Hrs.
Total Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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 the origin of computer
Main input and output devices
Introduction to MS Office
Introduction to internet

Unit-II

Photoshop's Environment
Image Size and Resolution
Main editing tools
Layers facilities
Various filters and effects
Working with text, colour and image

Unit-III

Main tools of Corel DRAW
Shape panel, drawing panel, drawing panel, basic shapes
Selecting and Manipulating Objects
Drawing and Shaping Objects
Using of color and text
Outlining and filling objects
Using symbols and clipart
Creating Output, exporting drawings, printing

Unit-IV

Workspace of Quark Express, main editing tools
Using type: various font, size and style
Leading, paragraph and indents, hyphenation and alignment
Text wrapping, using images, use of colours
Polygon setting, rounded corner, utilities, indexing

Paper-07 (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. Student 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 be required to answer any four questions. Each unit will carry equal marks. "Student have to answer question in English except where explicity asked by the examiner in any question to answer in Hindi as in the case of translation etc."

Unit-I

Growth and development of English language
Introduction to written and spoken English
Different types of spoken English - British, American and Indian

Unit-II

Usage of dictionary and thesaurus
Diction - words meaning and usage
Spelling rules, verb patterns, Idioms and phrases
Syntax - different types of sentence formation
Basic sentence formation

Unit-III

Common errors in spellings and sentences
Human organs of articulation
Main problems in pronunciation

Unit-IV

Voice analysis
Pitch and tempo for effective presentation
Exercising right pronunciation of difficult words

Social Science-II

Time: 3 Hrs.
Total Marks: 80

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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, definitions and importance of political science
Relations of political Science with other social sciences
Concepts of power and authority
Basic elements of Indian constitution

Unit II

Concepts of: Rights, liberty, equality, justice, duties and obligations
Nation, state, government
Capitalism, communism, cultural nationalism, socialism, *Gandhism*

Unit III

Concept, definitions and importance of economics
Relations of economics with other social sciences
Introduction to Indian economy

Unit IV

Market, Principles of demand and supply
Consumer behavior
Concept of globalization, liberalization, *swadeshi,*
Rural development

Paper-09 (Second Semester)
Television Graphics

Time: 3 Hrs.
Total Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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

Paper-10 (Second Semester)
Drawing-II (Practical)

Time: 3 Hrs.
Total Marks: 80

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the proficiency of the students in the subject related drawings. Examiner will give on-the-spot assignments/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Size of Paper: Quarter sheet
Medium: Poster colour

Unit I
Calligraphy and Typography- designing and working with various fonts
Designing innovative logos and creative monograms

Unit II
Designing letter heads and visiting cards
Designing book covers and folders

Unit III
Layout designing of newspaper
Layout designing of magazines
Making print advertisements

Unit IV

Poster making on various themes
Designing of hoarding making

Paper-11(Third Semester)

Life Study

Time: 3 Hrs.

Total Marks of practical: 80

Question paper for each theory paper will have two questions from each of the four units. Student will be required to answer any one question from each unit. 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.

Size of Paper :Half sheet
Medium : Pencil

Unit – I

Study of head in real life   Total assignment-5
Specific study of eyes, nose, mouth, ears, hairs and facial expressions

Unit – II

Study of full figure of male and female-adult and old aged persons Total assignments -5
Study of various body postures and movements
Sketching bodies of baby boy and girl

Unit – III

Study of various birds (in detail)   Total assignments- 5 each
Study of various animals

Unit – IV

Developing characters for animation   Total assignments- 5 each
Preparing a profile of innovative characters
Making a portfolio containing various animation characters

Paper-12(Third Semester)
Animation technology

Time: 3 Hrs.
Total Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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
(Total Assignments -5)

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

Unit II
(Total Assignments -5)

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

Unit III
(Total Assignments -5)

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

Unit IV
(Total Assignments -5)

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

Paper-13(Third Semester)
Video editing

Time: 3 Hrs.
Total Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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

Non-linear editing: meaning and process
Hardware requirements for NLE
Connecting editing equipment
Creating time line

Unit II

Cut, fade, mix and wipe
Main tools of editing - Selection, Range Select, Rolling, Edit, Razor, Hand Tool, Cross fade, In point, Zoom tools etc.

Unit III

Video transitions Titling
and graphics Rendering
and authoring

Unit IV

Introduction to editing aesthetics
Introduction to **Adobe Premiere**
Introduction to **Final Cut Pro**

2D Animation: Flash and Adobe After Effects

Time: 3 Hrs.
Total Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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

Flash Editor, Panels, Timeline, Tools, Saving & Uploading Files
More Tools, Utilities, Grouping, Arranging
Graphic Symbols, Alignment, Libraries, Layers

Unit II

Keyframes, Frame by Frame Animation, Onion Skins, Frame Rate
Motion Tweening, Stop Action, Rotate & Spin, Info Panel, Movie Explorer, Shape Tweening
Button Symbols, Action, Adding Sound to Buttons, Publishing and Exporting

Unit III

Introduction to Adobe After Effects
Compositions
Masking and Transparency

Unit IV

Animating Layers
Video and Audio Effects
Managing Layer
Rendering and getting output

Sound editing

Time: 3 Hrs.
Total Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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

Nature of digital sound
Meaning of Mono, Stereo and surround sound
Various formats of digital sound

Unit II

Editing tools: Cut, cross fade, mix
Process of equalization
Applying effects to sound

Unit III

Introduction to audio console
Audio Mixing
Getting output

Unit IV

Introduction to sound aesthetics
Introduction to **Sound Forge**
Introduction to **Nuendo**

Composition

Time: 5 Hrs.
Total Marks: 80

There will be a practical examination in this paper. External examiner will evaluate the proficiency of the students in the composition. Examiner will give on-the-spot assignments/tasks to the students.

Size of Paper: Half sheet
Medium: Pencil and color

Unit I
(Total assignment-5)

The meaning and types of composition
Importance of composition in design
Basic rules of composition
Role of colours in composition

Unit II
(Total assignment-5)

Introduction to human figure
Ideal proportion in parts of human body
Composition of animals and birds

Unit III
(Total assignment-5)

Composition of landscapes
Rural and urban habitation
Poor and rich habitation
Farms, roads, mountains, rivers, seas etc.

Unit IV
(Total assignment-5)

Drawing compositions of various objects for animation
Making compositions of various landscapes for animation

Paper-17 (Fourth Semester)
Gaming technology

Time: 3 Hrs.
Total Marks: 80

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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 growth of gaming industry
Gaming: meaning and defining
Gaming as modern entertainment

Unit II

Classification of gaming
Game production cycle
Pre production – concept and idea
Production requirements and planning

Unit III

Production – plan implementation,
Tracking progress and plan testing
Post production – archive and plan for future games

Unit IV

Structure and functioning of gaming company:
Production, art, engineering, designing,
Quality assurance testing
Game production team members and responsibilities

Script writing

Time: 3 Hrs.
Total Marks: 50

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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
Process of writing script

Unit II

Writing script for still photo feature
Hindi and English for children and adult

Unit III

Writing script for video programmes
Hindi and English for children and adult

Unit IV

Writing script for animated children programmes
Hindi and English for dubbing of cartoon programmes

3D Animation: 3-D Max

Time: 3 Hrs.
Total Marks: 80

Question paper for each theory paper will have two questions from each of the four units. Student 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 be required 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

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

Paper-20 (Fourth Semester)
Gaming (Practical)

Time: 3 Hrs.
Total Marks: 80

There will be a practical examination in this paper. External examiner will evaluate the proficiency of the students in the gaming software. Examiner will give on-the-spot assignments/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Unit I

Generating innovative ideas for gaming
Preparing proposal for the new game
Creating new game characters
Designing various levels of game

Unit II

Working on a gaming project
Drawing the work flow chart
Designing and choosing background
Working on the gaming software

Unit III

Voice over: planning, choosing studio, casting actors,
Recording voice over
Music selection for background
Working with a music composer

Unit IV

Case study of five popular video games
Watching, playing, comparing and analyzing video games

Paper-21 (Fifth Semester)
2D Animation Production

Time: 3 Hrs.
Total Marks: 80

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the proficiency of the students in the animation software. Examiner will give on-the-spot assignments/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Unit-I

2D workspace
Character development
Model sheet creation

Unit-II

Cartoon animation
How to draw expressions
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 presentation
Producing 2D animated portfolio

3D Animation Production-MAYA

Time: 3 Hrs.
Total Marks: 80

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the proficiency of the students in the animation software. Examiner will give on-the-spot assignments/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Unit-I

The MAYA user interface
Working in 3D space
Polygonal modeling
Key frames and motion paths

Unit-II

Creating Forward Kinematics (FK)
Creating Inverse Kinematics (IK)
Surface deformations
Applying camera and lights

Unit-III

Shedders and texture
Rendering techniques
Particles and dynamics
Inorganic 3D modeling

Unit-IV

Working with brush
Visual effects: fire, smoke, lightening, shattering, fireworks
Fluid effects: 3D & 2D container,
MAYA Cloth and Fur

Gaming Production

Time: 3 Hrs.
Total Marks: 80

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the proficiency of the students in the gaming software. Examiner will give on-the-spot assignments/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Unit-I

Motion capture
Planning and working with motion capture studio
Testing of game
Test schedule, plan and cycle

Unit-II

Determining code release
Conducting a postmortem of game
Purpose and use of postmortem
Managing developer-publisher relationship

Unit-III

Hiring and retaining talent
Marketing of gaming
Packaging and demos

Unit-IV

Legal aspects of game production
Laws relating to game production
Provisions regarding obscenity and

Sound and Visual Effects

Time: 3 Hrs.
Total Marks: 50

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the proficiency of the students in the audio software. Examiner will give on-the-spot assignments/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Unit-I

Fundamentals of graphic communication
Basic principles of design
History of digital graphics

Unit-II

Types of special effects: particle system, masking, keying, colour range, text effects, CG effects
Usage of sound and visual effects
Principles and techniques of VFX
Sound synchronization
Camera tracking

Unit-III

Portfolio generation
Producing special effects using Adobe After Effects
Producing special effects using Combustion

Unit-IV

Case study of popular sound and visual effects
Appreciating sound and visual effects used in various films

Graphics Production (Practical)

Time: 3 Hrs.
Total Marks: 80

There will be a practical examination in this paper along with semester examination. External examiner will evaluate the proficiency of the students in the graphics software. Examiner will give on-the-spot assignments/tasks to the students. Besides this a viva voce (oral examination) of each student one by one will also be taken by the examiner for testing the knowledge of the students.

Unit-I
Translating ideas into meaningful messages
Transforming messages into design, product, identity and image
Conceptual thinking and problem solving in design development

Unit-II

Developing visualization skills for graphics designers
Photography for graphic design: subject, concept development, contrast, composition, meaning, cropping, lighting, emotional impact and message

Unit-III
Development of identities
Making logos and trademarks as desired image
Using the craft of typography for various graphic designs

Unit-IV

Making digital graphics using various computer software
Preparing digital portfolio for industry
Using graphics for packaging design

Paper-26 (Sixth Semester)
Production: 2D Animation

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 last 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

Evaluation

In the end of the year 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.

Production: 3D Animation

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 last 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 formats:

‰ Story based short film in 3D Max

Evaluation

In the end of the year 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 expert 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.

Production: 2D+3D Special Effects and Game

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 last 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 formats:

‰ Development of 2D game (Flash based)

Evaluation

In the end of the year 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 expert 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.

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Paper-29 (Sixth Semester)
Internship

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<div align="right">

Total Marks: 100
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Rationale

The main idea behind internship/training/apprenticeship is to provide an opportunity to the students to have hands-on-experience being a team member of a graphics/animation/gaming project in a real life industry environment so that s/he could achieve a minimum level of confidence in production skills required in the beginning of a career

Introduction

Each student shall be supposed to complete an internship/training /apprenticeship during the last semester of the course. This will be arranged by the institute or student in consultation with the teacher concerned.

Process

Each student will complete his/her three months internship/training/ apprenticeship in a national or international company/ institution/ any other organization which is actively engaged in the production of graphics, animation and gaming. The final approval regarding the selected companies/institute/ organization will be given by the Director of the Institute of Mass Communication and Media Technology.

Evaluation

During the internship/training/apprenticeship students will work under a supervisor to be decided by the production house. In the end of the training supervisor will evaluate the student on the basis of followings:

- Punctuality in completing assignments
- Participation in project work
- General behavior during training
- Ability to work as a team member
- Learning abilities and work performance

In the end of training, supervisor will provide a certificate to the student indicating the marks obtained by the student. And a copy of the certificate will be sent to the Director of the institute also.

Paper-30 (Sixth Semester)
Internship Report

Total Marks: 100

Rationale

The main idea behind internship/training/apprenticeship report is to document the experiences of students being a team member of a graphics/animation/gaming project in a real life industry environment so that s/he could learn to recognize all minor intricacies of production work. Moreover s/he can produce and refer back to the report as and when it is needed. Nonetheless it would be helpful to authenticate the internship/training/apprenticeship s/he has completed.

Introduction

Each student shall be supposed to prepare an internship/training /apprenticeship report during the last semester of the course. This report will be prepared in accordance with the format provided by the institute. Report should be printed both side with hard bound. Report should contain minimum 50 pages of text, graphics, visuals etc.

Process

Each student will write his/her report according to the following format:

- Idea/concept of the project
- Treatment of the project
- Technical equipment used
- Workflow of the project
- Contribution of the student
- Main observations during the training
- Key points of learning

Evaluation

During the internship/training/apprenticeship students will work under a supervisor to be decided by the production house. In the end of the training, supervisor will sign the report. As soon the training ends student will submit two copies of the report in the institute. The evaluation of the report will be done by the external expert to be decided by the Director of the institute. Apart from evaluation of report, external examiner will conduct a viva-voce for judging the knowledge of student.