KURUKSHETRA UNIVERSITY KURUKSHETRA
(Established by the State Legislature Act XII of 1956)
("A+" Grade NAAC Accredited)

Revised Date-Sheet for the B.Sc. Graphics Animation & Gaming (GAG) I, III & V Semester Examinations commencing w.e.f. 05-03-2021.

(THEORY EXAMINATION)
Time of Examination : 9.30 A.M. (MORNING SESSION)

DATE	SUBJECT & PAPER
	B.Sc. Graphics Animation & Gaming Ist Semester (MORNING SESSION)
10-Mar-2021	AECC-100: Communative English (wef 2020-21 CBCS)
10-Mar-2021	BGA-101: Communicative Skill Hindi (Non CBCS)
16-Mar-2021	B-GAG-101: Visual Communication (wef 2020-21 CBCS)
16-Mar-2021	BGA-102: Aesthetics of Art and Visualization (Non CBCS)
18-Mar-2021	B-GAG-102: Animation History and Production Process (wef 2020-21 CBCS)
19-Mar-2021	BGA-103: Animation-History and Production Process (Non CBCS)
22-Mar-2021	B-GAG-103: Digital Art Sketching (Theory) (wef 2020-21 CBCS)
24-Mar-2021	BGA-105: Fundamentals of Computer (Non CBCS)
25-Mar-2021	B-GAG-105: Fundamental of Computers (Theory) (wef 2020-21 CBCS)
	B.Sc. Graphics Animation & Gaming 3rd Semester (MORNING SESSION)
5-Mar-2021	BGA-301 Audio Video Editing and compositing (Non CBCS)
9-Mar-2021	BGA-303 2D Animation-Lightbox and Flash (Non CBCS)
15-Mar-2021	BGA-304 3D Animation -1 (Non CBCS)
18-Mar-2021	BGA-305 Vector and Raster Graphics (Non CBCS)
	B.Sc. Graphics Animation & Gaming 5th Semester (MORNING SESSION)
8-Mar-2021	BGA-501 Sound Production (Non CBCS)
12-Mar-2021	BAG-502 3D Animation-IV (Non CBCS)
17-Mar-2021	BAG-503 Television Graphics (Non CBCS)
22-Mar-2021	BAG-504 Web Desining (Non CBCS)

NOTE : **Before attempting the paper, the candidate will ensure that he/she has received the correct question-paper. No complaint for attempting wrong question-paper by the candidate will be entertained later on.**

KURUKSHETRA   **CONTROLLER OF EXAMINATIONS**
17-Feb-2021