

B.VOC. 3D ANIMATION
COURSE SYLLABUS

SEMESTER - I					
S.No	Part	SUBJECT TITLE	T/L/P	CATEGORY	CR
1.	Part - I	Language I	T	RL	3
2.	Part- II	English I	T	GE	3
3.	Part- III	Fundamentals and Principles of Animation	T	MC	6
4.	Part- III	3D Set-Modeling, Texturing, Lighting and Rendering	L	MC	7
5.	Part- III	Basic Drawing Skills, Perspective & Anatomy	L	AL	4
6.	Part - IV	Introduction to Graphic Design & Multimedia	T	FC	4
7.	Part - IV	Personality Development	T	FC	3
Total Credits for Semester - I					30
SEMESTER - II					
8.	Part - I	Language II	T	RL	3
9.	Part- II	English II	T	GE	3
10.	Part - III	Advanced 2D Animation and Cartooning	L	MC	6
11.	Part - III	3D Character Modeling& Rigging	L	MC	7
12.	Part - III	Clay-Modeling & Stop-Motion	L	AL	4
13.	Part - IV	Life Issues and Coping Strategies	T	FC	3
14.	Part - IV	Basics of Photography & Videography	L	FC	4
Total Credits for Semester - II					30
SEMESTER - III					
15.	Part - I	Language III	T	RL	3
16.	Part- II	English III	T	GE	3
17.	Part - III	Advanced 3D Modeling	L	MC	8
18.	Part - III	3D Animation with Voice-Over	L	MC	5
19.	Part - III	Character Design – 2D & 3D	L	AL	5
20.	Part - IV	ICT & Soft Skills Training / Basic Tamil - I	T	FC	3
21.	Part - IV	Social Awareness	T	FC	3
Total Credits for Semester - III					30

SEMESTER - IV					
22.	Part - I	Language IV	T	RL	3
23.	Part- II	English IV	T	GE	3
24.	Part - III	Advanced 3D Dynamics and Compositing	L	MC	8
25.	Part - III	Basics of Gaming & Apps Designing	L	MC	6
26.	Part - III	Film Studies - Appreciation and Structure	T	AL	4
27.	Part - IV	Value Education / Basic Tamil – II	T	FC	3
28.	Part - IV	Environmental Studies	T	FC	3
Total Credits for Semester - IV					30
SEMESTER - V					
29.	Part - III	VFX and Editing Techniques	L	MC	6
30.		Production Concepts and Applicability	T	MC	4
31.		Match Moving	T	MC	4
32.		Documentation & Presentation Skills	T	MC	4
33.	Electives	Group Project – Electives	L	ES	8
		➤ Story-boarding and Character Design			
		➤ Modeling & Texturing			
		➤ Lighting & Compositing			
34.		Industry Visit & Project-II	P	PJ	4
Total Credits for Semester - V					30
SEMESTER - VI					
35.	Part - III	Professional Skills for Animation	T	MC	4
36.		Portfolio	L	MC	4
37.		Shooting for Chromakeying	T	FC	4
38.		Short Film Creation	P	PJ	4
39.	Electives	Final Project - Electives	L	ES	8
		1. 2D Animation			
		2. 3D Animation& Rigging			
		3. Rendering& VFX			
40.		Internship-III	P	TP	6
Total Credits for Semester - VI					30