

**Vishwakarma University (VU), Pune**

**Bachelor of Art in Animation & Multimedia (BAAM)**

4 Years – 8 Semesters Full Time Programme

Effective from AY 2024 – 2025

Programme Structure (NEP)

Choice Based Credit System (CBCS) and Grading System Outcome-Based Education

**Semester I**

Fundamentals of Animation
Introduction to Animation
Fundamentals of Photography
Human Anatomy
Colour Harmony
VU Level - English
2D & 3D Materials Exploration

**Semester II**

Character Design Concepts
Storyboard Designing
Techniques of Animation
Understanding traditional arts & crafts
Clay Modeling
History of Indian Animation
VU Level – Environmental Studies
Painting with Pixels

**Semester III**

2D Digital Animation
3D Modeling Lighting & Texturing
Story Telling for Animation
Multimedia techniques
illustration techniques
Computing in Design -I
Social Engagement for Design Study

## Semester IV

Digital Mat painting
3D Animation-Fx and Simulation
Doodling Art
Lighting in Photography
VU Level - Modern Indian Language
Computing in Design -II
Live Project & Studio Visit

## Semester V

Motion Graphics
Acting for Animators
Research Methodology
Introduction to Game Art / Introduction to VFX
Film Appreciation
Design Business

## Semester VI

Digital Comic Design
3D Shading & Rendering
Sound Video Editing
2D Game Asset Design / Compositing & VFX
Minor Track Project
Social Awareness & Animation

## Semester VII

<b>Honours Track</b>	<b>Research Track</b>
e-Portfolio development	IPR and Innovation Management
Web Design	Web Design
3D Game Asset Design / Integration & VFX	3D Game Asset Design / Integration & VFX
3D virtual environment design / 3D Mat painting	3D virtual environment design / 3D Mat painting
2D Animation Major Project-I	Research Project-1

## Semester VIII

<b>Honours Track</b>	<b>Research Track</b>
3D Portfolio Design / 3D Show reel	3D Show Reel
Game Art Bible / VFX Concept Art Idea	Game Art Bible / VFX Concept Art Idea
3D Animation Major Project-II	Research Internship
Internship	Research Project – 2