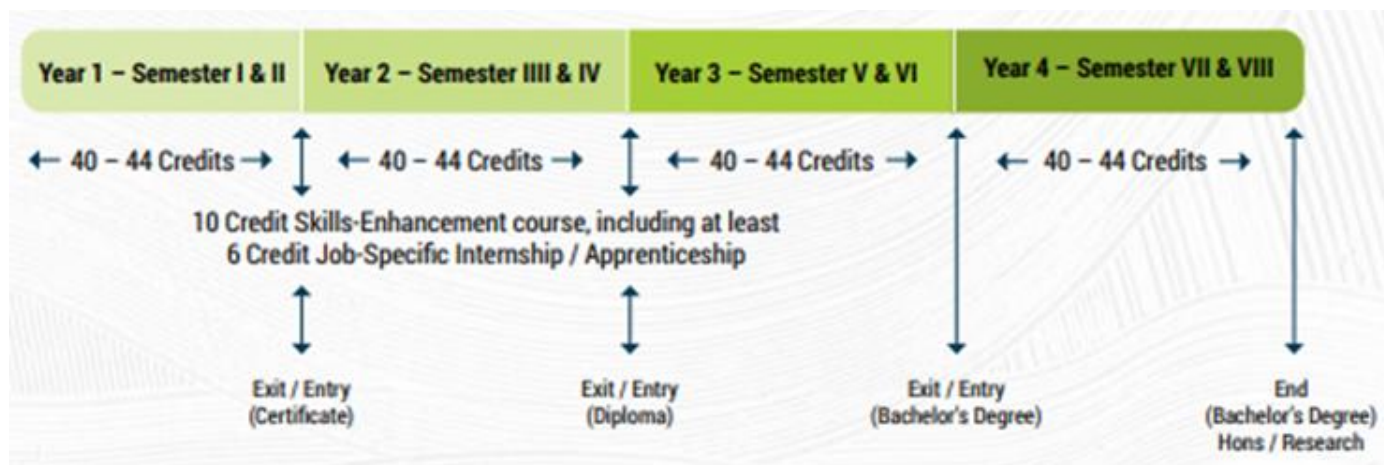**B.A.Animation and Multimedia**

(4 Years Undergraduate Degree Programme as per NEP 2020)

Tentative Semester-wise Course List

Year I: Semester I

- Fundamentals of Design
- Principle of Animation
- Introduction to Animation
- Basics Photography Techniques
- Drawing and Sketching
- 2D & 3D Materials Exploration
- Character with Clay
- Creative Thinking Process (case study)

Year I : Semester II

- Clay Modeling Animation
- 2D Classical Animation
- Story Telling for Visual Media
- Understanding Arts & Crafts
- Character and Props Design
- Environmental Studies
- Storyboard Designing

Year II : Semester III

- 3D Modeling Rigging & Texturing
- 2D Digital Animation
- Animation Process Techniques
- Multimedia Techniques
- Web Design
- Caricature Techniques
- VU Level-Constitutional Values, Gender, Diversity and Inclusion
- Field project social immersion 1

Year II : Semester IV

- 3D Animation
- Digital Matt Painting
- Fundamentals of Camera and Sound
- Portrait Photography
- Fundamentals of UIUX
- Constitution of India
- Printing Technology
- Field project ecological emersion 2

Year III – Semester V

- Group Project - Stop Motion
- 3D- shading-Lighting- Rendering
- 3D - Modeling
- Research Methodology
- E-Portfolio Development
- Ethics & Values
- Study Tour

Year III – Semester VI

- Compositing and VFX
- Short Film Photography
- Modeling Photography
- Animation Minor project
- Academic Writing
- Soft Skills
- Animation Film Project 1

Year IV – Semester VII

- Info Graphics Design
- 2D Game Asset Design
- 3D Game Asset Design
- Showreel portfolio
- Animation Film Project 2

Year IV – Semester VIII
- Digital Comic Book Creation
- Pre to Post Production for Animation
- Sound Video Editing
- Design and Business
- Graduation Project / Internship (Animation Thesis)

Note: Research components include Symposium, Research Project / Dissertation and Research Internship.