Programme Structure

Sharda School of Media, Film & Entertainment

Bachelor of Science
(Animation,VFX & Gaming Design)

Programme Code: SMF0119

Batch: 2026-2030

Programme Outcomes

PO1 : Domain Knowledge in Graphics, Animation, VFX & Gaming Apply the knowledge of Storytelling, Script Writing, Storyboarding, Concept Design, Editing & Compositing, Visual effects and other disciplines of Animation, VFX & Gaming Design
.
PO2 : Communication Skills: Exhibit high levels of verbal and non-verbal forms of contemporary communication skills along with Creative skill of creating new narratives.

PO3 : Modern Tool Usage: Demonstrate skilled usage of modern tools and techniques for effectively communicate with the target audience.

PO4 : Problem Solving Skills: Identify, formulate, research, and analyze the problems and reach logical conclusions and solutions to solve real-life problems and challenges.

PO5 : Values, Ethics and Contribution to Society: Understand the importance of Values and Ethics in the field of Animation, VFX & Game Production and the morals of serving the society and community for sustainable development.

PO6 : Leadership, Management and Entrepreneurial Traits: Display Team spirit and Inculcate Leadership Traits to contribute individually as well as in a team or group of Creative professionals.

PO7 : Innovation and Research Related Skills: Identify, formulate, research, and analyse the literature and problems and reach logical and innovative solutions and conclusions.

PO8 : Lifelong Learning: Develop into lifelong learner and consistently updating with current knowledge, skills and technologies.

Programme Specific Outcomes

PSO1 : Expertise in the field of Creative Development, Visualization, Animation, VFX & Gaming.

PSO2 : Applied proficiency in the disciplines related to Media & Entertainment Industry.

List of Courses: Semester Wise

Bachelor of Science (Animation, VFX & Gaming Design)	Credits	Practical/ Theory	Type	Total Credits
Sem- 1				**20**
1. Environmental Management	2	Theory	CORE	
2. 2D Animation	4	Practical	CORE	
3. 3D Fundamentals	4	Practical	CORE	
Image & Video Editing ---------OR---------- 4. Game Programming	3	Practical	Minor/SEC	
5. Fundamental of Art	2	Practical	SEC	
6. Communicative English I	2	Practical	AECC	
7. AI & AVGC	3	Practical	SEC	
Sem- 2				**20**
1. Mulya Parvah	2	Theory	AECC	
2. 3D Animation	4	Practical	CORE	
3. 3D Sculpting & Texture Painting	4	Practical	CORE	
Roto & Tracking 4. --------OR-------- 2D & 3D Game Design	3	Practical	Minor/SEC	
5. Communicative English II	2	Practical	AECC	
6. MOOC/NPTEL	3	Practical	SEC	
7. Art Appreciation	2	Practical	AECC	
Sem- 3				**20**
1. Indian Language	2	Theory	AECC	
2. Advance Lighting & Rendering	5	Practical	CORE	
3. Character Animation	5	Practical	CORE	
4 Compositing ---OR--- AR & VR	3	Practical	Minor/SEC	
5 Anatomy & Figure Drawing	2	Practical	SEC	
6 MOOC/NPTEL	3	Practical	SEC	
7 Research Based Learning – I	0	Practical	AECC	

Bachelor of Science (Animation, VFX & Gaming Design)	Credits	Practical/ Theory	Type	Total Credits
Sem- 4				**20**
1. Concept Art & Comics Design	5	Practical	CORE	
2. Body Mechanics & Performance Animation	5	Practical	CORE	
3. UI UX Design	4	Practical	CORE	
4. Dynamics & Simulation ---OR---- Game Publishing & Testing	3	Practical	Minor/SEC	
5. Community Connect	2	Practical	SEC	
6. Research Based Learning – II	1	Practical	AECC	
Sem- 5				**20**
1. Portfolio Design	4	Practical	CORE	
2. Matte Painting	4	Practical	CORE	
3. Design Visualization	4	Practical	CORE	
4. Motion Design	2	Practical	CORE	
5. Contemporary Technology	4	Practical	CORE	
6 Research Based Learning – III	2	Practical	AECC	
Sem- 6				**20**
1. Apprenticeship ---OR--- Final Masters Project	20	Practical	CORE	
Sem- 7				**20**
1. Communication Research Methods & Techniques.	4	Theory	CORE	
2. Statistics for Research	4	Theory	CORE	
3. Ethical Perspective of Media & Communication Research	4	Theory	CORE	
4. Media & Communication Research - Project	4	Practical	CORE	
5. Project-Post production Techniques ---OR--- Project-Immersive Technology	4	Practical	CORE	
Sem- 8				**20**
1. Apprenticeship ---OR--- Final Masters Project	20	Practical	CORE	

Programme wise Credit Distribution

Course Category	Bachelor of Science (Animation,VFX & Gaming Design)		Bachelor of Science (Honours) (Animation,VFX & Gaming Design)	
	3 Year		4 Year	
	No. of Courses	Total credits	No. of Courses	Total credits
CORE Courses (CC)	14	58	18	74
Multidisciplinary Courses	2	4	3	8
Minor Electives	4	12	4	12
Dissertation/Capstone Project	0	0	0	0
Ability Enhancement Courses (AEC)	4	8	4	8
Skill Enhancement Courses (SEC)/ Vocational Courses	3	9	3	9
Practical/Tutorials/Studios	0	0	0	0
Internship	2	20	3	40
Field Projects/RBL	3	3	3	3
VAC	3	6	3	6
Total	**35**	**120**	**41**	**160**

Type	Courses x Credits	Credits	Total Credits
CORE	(14x4/4x5/2x20/2x2)	120	160
Dse-Discipline Specific Elective	(4x3)	12	
Ge-General Elective			
Aecc-Ability Enhancement Compulsary Courses	(6x2/1x1)	13	
Sec-Skill Enhancement Courses	(3x2/3x3)	15	

Course Modules

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: I**
1	Course Code	VAC103
2	Course Name	Environmental Management
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	VAC
5	Course Objective	Enable students to learn the concepts, principles and importance of environmental science. Provide students an insight of various causes of natural resource depletion and its conservation. Provide detailed knowledge of causes, effects and control of different types of environmental pollution and its effect on climate change, global warming and ozone layer depletion. Provide knowledge of different methods of water conservation. Provide and enrich the students about sustainable practices and environmental management
6	Course Outcomes	CO1-Develop a better understanding of the principles and scope of environmental science CO2-Acquire to learn various pollution causes, effects and control and solid waste management. CO3-Interpret the effect of global warming and ozone layer depletion CO4-Comprehend about various types of natural resources and its conservation CO5-Develop a better understanding about sustainable practices and environmental management CO6-Function effectively on overall understanding of various environmental components, its protection and management.
7	Course Description	Environmental Science emphasizes on various factors as Importance and scope of environmental science, Natural resource conservation, Pollution causes, effects and control methods , Sustainable and Environmental environment

8	Outline syllabus		CO Mapping
	Unit 1	**Natural resource management**	CO1
	A	Air pollution Control and Water Pollution treatment Methods	CO2
	B	Soil and Noise Pollution Management	CO2
	C	Solid waste management	CO2
	Unit 2	**Environmental Pollution Management**	
	A	Air pollution Control and Water Pollution treatment Methods	CO2
	B	Soil and Noise Pollution Management	CO2
	C	Solid waste management	CO2
	Unit 3	**Climate Change Mitigation**	
	A	Concept of Global Warming and greenhouse effect	CO3/CO6
	B	Ozone layer Depletion and its consequences	CO3/CO6
	C	Climate change, its effect on ecosystem and its mitigation. Kyoto protocol and IPCC concerns on changing climate.	CO3/CO6
	Unit 4	**Biodiversity Management**	
	A	Hot spots, Endangered and endemic species of India	CO4/CO6
	B	Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts, biological invasions	CO4/CO6
	C	Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.	CO4/CO6
	Unit 5	**Sustainable practices and environmental management**	
	A	Sustainable development and sustainable consumption	CO5/CO6
	B	Environmental Issues and Management in India	CO5/CO6
	C	Environmental Management System (EMS)	CO5/CO6

	Mode of Examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		25	15	60	
	Text book/s*	1. Textbook of Environmental Studies for Undergraduate Courses by Erach Bharucha, Pub: Orient Blackswan Pvt Ltd			
	Other References	1. Environmental Science by G. Tyler Miller, JR. and Scott E. Spoolman; Broks/Cole			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	1	-	-	-	-	-	-	-	-	-
CO2	-	-	-	-	-	-	-	-	-	-
CO3	1	-	-		-	-	-	1	-	-
CO4	-	-	-		-	-	-	-	-	-
CO5	2	-	-	1	-	-	-	3	-	-
CO6	2	-	-	2	-	-	-	1	-	-

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: I**
1	Course Code	**AGP1001**
2	Course Name	**2D Animation**
3	Credits	**4**
4	Contact Hours (L-T-P)	**0-2-4**
	Course Type	CORE
5	Course Objective	• Understand the basics of creating 2D digital animation. • Creating Key frame and twining animation. • Understand the workflow to create layered 2D digital animation • Creating Background design and animation.
6	Course Outcomes	CO1- Analyze the role & need of 2D animation and industry insights. CO2-Apply the interfaces & tools. CO3-Demonstrate the animations with tweening. CO4-Analyze the Different Rigging techniques. CO5-Create Background Animation. CO6- Create and collaborate to develop character animation
7	Course Description	• The course contributes to the objectives of structured learning & Quality Education in 2D animation by developing competencies. • It enhances learners' readiness for careers in the creative industry through hands-on practice, reverse learning approaches, and creative application. • Its emphasis on digital storytelling, animation workflows, and responsible content creation encourages innovation and aligns with the evolving demands of technology-driven media industries

8	Outline syllabus				CO Mapping
	Unit 1	**Introduction to Animation**			
	A	Topic A-Phi phenomenon & Persistence of vision			CO1
	B	Topic B-12 Principles of Animation			CO1
	C	Topic C-Production Pipeline			CO1
	Unit 2	**2D Computer Animation**			
	A	Topic A-Interface			CO2
	B	Topic B-Tools & Techniques			CO2
	C	Topic C-Key Frame & timeline			CO2
	Unit 3	**Tween Animation**			
	A	Topic A-Motion and Shape Tween			CO3
	B	Topic B-Path animation using Guide Layer.			CO3
	C	Topic C-Masking and Effects using Gradients.			CO3
	Unit 4	**2D Rigging**			
	A	Topic A-Rigging Concept.			CO4
	B	Topic B-Layered Rigging			CO4
	C	Topic C-Bone Rigging			CO4
	Unit 5	**Character Animation**			
	A	Topic A-Parallaxes (BG Animation)			CO5
	B	Topic B-Walk Cycle Blocking			CO6
	C	Topic C-Walk Cycle Tweening			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	1. Adobe Animate CC Classroom in a Book (2018 release), 1e Paperback – 15 June 2018 by Russell Chun (Author)
	Other References	2. Tradigital Animate CC Paperback – 19 October 2016 by Stephen Brooks (Author)

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	3	2	1	-	-	3	3	3
CO2	3	1	3	2	1	-	-	3	3	3
CO3	3	1	3	2	1	-	-	3	3	3
CO4	3	1	3	3	1	1	1	3	3	3
CO5	3	1	3	2	1	1	1	3	3	3
CO6	3	1	3	3	1	1	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: I**
1	Course Code	**AGP1003**
2	Course Name	**3D Fundamentals**
3	Credits	**4**
4	Contact Hours (L-T-P)	**2-0-4**
	Course Type	CORE
5	Course Objective	To describe the role of 3D in movies and games. To develop understanding of the 3D art industry, including workflows, roles, and required skills. To identify the different methods of art in 3D movies and games. To create models, texture, lighting rendering results for 3D movies and games. To understand creating final output to present final work
6	Course Outcomes	CO1 Describe various techniques to create 3d Art. CO2 Compare variety of design in 3d environment. CO3 Relate the fundamentals of 3d Movie and game arts. CO4 Use verity of methods to make 3d output. CO5 Illustrate the various technics of industry that are capable of making 3d movie and game assets. CO6 Create and collaborate to produce 3D products, characters, environments or game assets.
7	Course Description	The course contributes to the objectives of the structured learning in the fundamentals of 3D modelling, texturing, lighting, and rendering, thereby supporting quality education (SDG 4). It enhances learners' readiness for careers as 3D Generalist Artists through hands-on training, flipped learning, and creative application, strengthening employability within the creative industry (SDG 8). Furthermore, its focus on digital content creation and production workflows encourages innovation and aligns with the evolving demands of technology-driven media industries (SDG 9).

8	Outline syllabus				CO Mapping
	Unit 1	**Introduction to 3D**			
	A	What is 3D and virtual environment			CO1
	B	Use of 3D technics in Movies and Games.			CO1
	C	Modeling Tools			CO1
	Unit 2	**Topology Techniques**			
	A	Define topology			CO2
	B	Create a 3d Product			CO2
	C	Create cartoon character			CO2
	Unit 3	**Texturing methods**			
	A	Textures and their use with UV			CO3
	B	UV sheets and Udims			CO3
	C	Make windows with AI tools			CO3
	Unit 4	**Lighting and Shading**			
	A	Lighting tools			CO4
	B	Direct Lighting methods			CO4
	C	Shaders types & Ray tracing options			CO4
	Unit 5	**Rendering**			
	A	Rendering Settings			CO5
	B	Final renders			CO6
	C	Create, collaborate, and evaluate final 3D project			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	1. Digital Lighting & Rendering, Second Edition by Jeremy Birn 2. Lighting and Rendering in Maya: Lights and Shadows by Jeremy Birn 3. The Video Game Explosion: A History from PONG to PlayStation and Beyond - by Mark J. P. Wolf (Editor) - Greenwood (November 30, 2017)- ISBN-10: 031333868X, ISBN-13: 978-0313338687.
	Other References	1. Advanced Lighting and Materials with Shaders by Kelly Dempski and Emmanuel Viale (Oct 31, 2004)

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	3	2	1	-	-	3	3	3
CO2	3	1	3	2	1	-	-	3	3	3
CO3	3	1	3	2	1	-	-	3	3	3
CO4	3	1	3	3	1	1	1	3	3	3
CO5	3	1	3	2	1	1	1	3	3	3
CO6	3	1	3	3	1	1	1	3	3	3

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Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: I**
1	Course Code	**AGP1005**
2	Course Name	**Image & Video Editing** (Minor Degree in Post Production Technique)
3	Credits	**3**
4	Contact Hours (L-T-P)	**0-0-6**
	Course Type	CORE/ Elective
5	Course Objective	To develop understanding of compositing and post-production industry workflows and requirements. To Learn Problem-solving techniques to rectify the errors during Editing. To Create content for broadcast, feature film and web. To foster creative production, collaboration, and innovation in video editing and compositing.
6	Course Outcomes	CO1: Describe Compositing & its throughout Development CO2:-Define Projection, Exposure & Visual Information. CO3: -Summarize Practice Digital Imaging & Manipulation. CO4: Teach Layer & Node System, Keying & Matting. CO5: - Categorize Live & Virtual Camera and 3D Compositing. CO6: - Design Evaluate video art, tools and techniques.
7	Course Description	The course advances structured learning and quality education in compositing and digital imaging by building key skills in image manipulation, video editing, and post-production workflows. It prepares learners for media and visual effects careers via hands-on practice, reverse learning methods, and creative projects, boosting employability in the creative sector.
8	Outline syllabus	CO Mapping

	Unit 1	**Introduction to Image Editing**			
	A	Fundamentals of image editing and applications.			CO1
	B	Digital painting and image manipulation techniques.			CO1
	C	Introduction to layering, masking, and compositing tools.			CO1
	Unit 2	**Advanced Image Editing Techniques**			
	A	Color correction and grading tools.			CO2
	B	Retouching, blending, and image mixing.			CO2
	C	Creating Posters, banners and e-brouchers			CO2
	Unit 3	**Digital creations & mattes**			
	A	Utilizing image layers for Digital Painting.			CO3
	B	Various techniques in matte painting.			CO3
	C	Creating Textures for 3D Software.			CO3
	Unit 4	**Introduction to Video Editing**			
	A	Introduction to Non-Linear Editing (NLE) and timeline-based editing.			CO4
	B	Cutting, trimming, and arranging video clips.			CO4
	C	Transitions, visual effects, and colour correction.			CO4
	Unit 5	**Sound Editing, Synchronization & Rendering**			
	A	Audio editing, mixing, and dialogue synchronization.			CO5
	B	Background scoring and ambient sound integration.			CO6
	C	Exporting and rendering settings for different platforms (broadcast, web, and social media).			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	1. Wright's Compositing Visual Effects: Essentials for the Aspiring Artist
	Other References	1. Compositing Digital Images - T. Porter and T. Duff I Proceedings of SIGGRAPH '84, 18 (1984) I 2. The Art and Science of Digital Compositing - Ron Brinkman

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	3	2	1	-	-	3	3	3
CO2	3	1	3	2	1	-	-	3	3	3
CO3	3	1	3	2	1	-	-	3	3	3
CO4	3	1	3	3	1	1	1	3	3	3
CO5	3	1	3	2	1	1	1	3	3	3
CO6	3	1	3	3	1	1	1	3	3	3

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Department		**Mass Communication**
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Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: I**
1	Course Code	**AGP1007**
2	Course Name	Game Programming (Minor Degree in Immersive Technology)
3	Credits	**3**
4	Contact Hours (L-T-P)	**0-0-6**
	Course Type	CORE/ Elective
5	Course Objective	To introduce learners to programming concepts and their relevance in game and interactive media development. To develop logical thinking and problem-solving skills through structured programming approaches. To build foundational knowledge of programming constructs and object-oriented design. To enable learners to create interactive applications with graphical and user interface elements.
6	Course Outcomes	CO1 Describe the basics of C# programming CO2 Compare various methods of decision making in C# CO3 Use the fundamental concepts of programming in gaming CO4 Illustrate the concepts of arrays & classes CO5 Correlate the concept of windows & graphics development in C#. CO6 Write the game controls scripting implementation in C#.
7	Course Description	This course focuses on developing programming competencies using C# within the context of game development and interactive applications. It enables learners to build a strong foundation in logical problem-solving, object-oriented programming, and application development through structured exercises and practical implementation. By integrating programming concepts with interactive systems and graphical applications,

		the course encourages innovation and aligns with the evolving demands of modern game development and digital media ecosystems.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction C#**	
	A	Introductions, Features, OOPs concept.	CO1
	B	Program structure, comments, data types, Variables and constants, operators.	CO1
	C	Exception Handling, Try-Catch block, Try-catch-finally block. Errors and Debugging, Unit Testing.	CO1
	Unit 2	**Decision Making**	
	A	Control statements, if, if-else, switch-case.	CO2
	B	Looping statements, while, do-while, for, nested loops, Break, Continue.	CO2
	C	Encapsulation and Functions.	CO2
	Unit 3	**Arrays & Classes**	
	A	Introduction, Array definition, Array declaration.	CO3
	B	For each loop, multi-dimensional arrays, Classes and objects.	CO3
	C	Topic C – Class declaration, Object creation, Namespaces, this Operator, Properties, Constructors and Destructors. Structure, Enumerators.	CO3
	Unit 4	**Inheritance, polymorphism & File I/O**	
	A	Inheritance, Types of inheritance.	CO4
	B	Polymorphism, Strings.	CO4
	C	Exception Handling, File I/O, File Reading and Writing.	CO4
	Unit 5	**Delegates & Interfaces**	
	A	Delegates, Multicasting Delegates, Events, Using events in Delegates.	CO5

	B	Dictionary, Interfaces.			CO6
	C	List, Threads, Object Pooling, Singleton Class.			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Beginning C# Game Programming (Game Development) - by Ron Penton (Author) - Premier Press; Pap/Cdr edition (22 October 2004) - ISBN-10: 1592005179, ISBN-13: 978-1592005178. 2. C# Programming in easy steps - by Mike McGrath (Author) - In Easy Steps Limited (11 December 2016) - ASIN: B01MXXGZAJ.			
	Other References	1. Learning 2D Game Development with Unity®: A Hands-On Guide to Game Creation by James A. Henley, Matthew Johnson Publisher: Addison- Wesley Professional Release Date: December2014			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	3	2	1	-	-	3	3	3
CO2	3	1	3	2	1	-	-	3	3	3
CO3	3	1	3	2	1	-	-	3	3	3
CO4	3	1	3	3	1	1	1	3	3	3
CO5	3	1	3	2	1	1	1	3	3	3
CO6	3	1	3	3	1	1	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: I**
1	Course Code	**AGP1009**
2	Course Name	**Fundamental of Art**
3	Credits	**2**
4	Contact Hours (L-T-P)	**0-0-4**
	Course Type	CORE/ SEC
5	Course Objective	To develop awareness of sketching practices and their relevance in the creative industry. To enable students to understand and analyze drawing workflows and visual composition processes. To build strong foundational skills in sketching, proportion, and form. To train students in shading and perspective techniques for realistic representation. To encourage application of drawing skills in creating depth and visual communication. To foster creative expression through still-life composition and collaborative learning.
6	Course Outcomes	CO1. Examine the role of sketching in the creative industry CO2. Demonstrate creative concept of object drawing. CO3. Explore the technique of pencil shading. CO4. Understand the techniques of Perspective Drawing. CO5 Apply sketching and perspective techniques to create depth and visually meaningful compositions CO6. Create a Composition of still life.

7	Course Description	The course promotes structured learning in sketching and visual representation by building competencies in drawing, shading, and perspective techniques, thereby contributing to quality education (SDG 4). It prepares learners for creative careers through practical exercises, reverse learning strategies, and artistic exploration, enhancing employability within the design and media industries (SDG 8). Additionally, its focus on visual communication, observational skills, and creative expression fosters innovation and aligns with the evolving needs of the creative sector (SDG 9).	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction of Sketching**	
	A	History of Drawing & Painting	CO1
	B	Importance of Sketching in Animation	CO1
	C	Introduction of Art Materials	CO1
	Unit 2	**Concept of Object Drawing**	
	A	Sketching through Basic Shapes	CO2
	B	Observational Drawing from real life references	CO2
	C	Creative Composition planning with objects	CO2
	Unit 3	**Art of Pencil Shading**	
	A	Object study with different light	CO3
	B	Shading with different types of pencils	CO3
	C	Shading with Charcoal	CO3
	Unit 4	**Introduction of Perspective**	
	A	Introduction of Perspective techniques	CO4
	B	Creating depth using perspective	CO4
	C	3D Text writing using perspective drawing	CO4
	Unit 5	**Final Composition**	
	A	Composition planning	CO5

	B	Understand the use of layout design			CO6
	C	Final still life composition with shading			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Foundations of Drawing: A Practical Guide to Art History, Tools, Techniques, and Styles by Al Gury , Publisher: Watson-Guptill (13 June 2017), ISBN- 0307987183 978-0307987181			
	Other References	1. LEARN PENCIL DRAWING AND SHADING - Book 2 : Education Based Art Book by NONGDAMBA LEITANTHEM, Publisher: Notion Press; 1st edition (29 April 2019); Notion Press Media Pvt Ltd | No,50, Chettiyar Agaram Main Road, Vanagaram, Chennai – 600095, ISBN-1645468674, 978-1645468677 2. Drawing: Beginning Still Life by Steven Pearce Publisher: Walter Foster Publishing; Illustrated edition (1 March 2016), ISBN: 1633220966, 978-1633220966			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	-	1	1	1	-	1	1	2	2
CO2	3	1	1	1	1	-	1	1	2	2
CO3	3	-	1	1	1	-	1	1	2	2
CO4	3	-	2	2	1	-	1	1	2	2
CO5	3	-	2	2	1	-	1	1	2	2
CO6	3	1	2	2	1	-	1	1	2	2

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: I**
1	Course Code	SKP1010
2	Course Name	Communication Essentials - 1
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
	Course Type	AEC
5	Course Objective	To utilize English in order to reduce the linguistic barriers that arise in various sociolinguistic contexts. Assist pupils with standardizing their current English and understanding various accents. Help the students develop their basic communication skills—speaking, listening, reading, and writing—while also improving their self-esteem, boosting their self-confidence, and cultivating a positive outlook
6	Course Outcomes	CO1: Students will be able to define clear vision and mission statements, set achievable objectives, formulate strategic approaches, and develop structured action plans to solve real-world engineering and technology problems. CO2: Students will understand the concept of values and value systems, recognize their role in personal and professional decision-making, and develop the ability to align actions with ethical and societal norms. CO3: Students will understand the impact of attitude on personal and professional growth and develop skills to manage and cultivate a positive, goal-oriented mindset. CO4: Students will develop clarity, confidence, and effectiveness in verbal communication for academic, professional, and social contexts. CO5: Students will learn to set clear, achievable goals and create structured plans to pursue them with focus and motivation CO6: Students will enhance their listening, speaking, reading, and writing skills to communicate effectively and confidently in academic and professional settings

7	Course Description	The goal of the course is to prepare students, who now have very basic language comprehension skills, to work and communicate effectively in a variety of workplace settings. As a first step toward increased employability, the course starts with fundamental grammar structure and pronunciation patterns before moving on to self-awareness through written and spoken expression	
8	Outline syllabus		CO Mapping
	Unit 1	**Understanding VMOSA**	
	A	University Vision & Mission	CO1
	B	Departmental Vision & Mission	CO1
	C	Individual & self-Vision & Mission	CO1
	Unit 2	**Core Values & value System**	
	A	What are Values and what is a value system	CO2
	B	What are Organizational values	CO2
	C	Understanding Self value System	CO2
	Unit 3	**Art of Attitude and Attitude Management**	
	A	Understanding and defining Attitude	CO3
	B	"Shaping a Winning Attitude": The Mindset Behind Success" Focus: Importance of positive attitude, fixed vs growth mindset, and how attitude influences performance and relationships.	CO3
	C	"Attitude in Action": Managing Emotions, Reactions, and Behavior at Work" Focus: Techniques for attitude control, emotional regulation, dealing with criticism, and maintaining professionalism under pressure.	CO3
	Unit 4	**LSRW - 1**	
	A	Listening Activities, Self-introduction/Greeting/Meeting people – Self branding (Activities & Simulation Exercises) Extempore & Free Speech Activities, 1-minute (JAM) Just a Minute Speaking Exercise, Introduction to Group Discussions (GD) Skills	CO4
	B	Newspaper Reading, Speed Reading Exercises. Comprehension: Skimming and Scanning: Vocabulary Building: Critical thinking: Reading Fluency: Retention and Recall: Interpretation and Inference	CO4

	C	Written Exercises: Clarity of Expression, Grammar and Language Use, Vocabulary Enrichment, Organization and Structure, Creative and Critical Thinking, Purposeful Writing, Editing and Revising, Tone and Style Appropriateness			CO4
	Unit 5	**GOAL Setting to GOAL Getting**			
	A	**"SMART Goals:** Turning Dreams into Achievable Targets" *Focus:* Understanding and applying the SMART (Specific, Measurable, Achievable, Relevant, Time-bound) goal framework			CO5
	B	**"Bridging the Gap: From Planning to Action"** *Focus:* Breaking down goals into actionable steps, creating timelines, and developing consistency through daily habits – *SWOT Analysis*			CO5
	C	**"Staying on Track: Motivation, Focus & Overcoming Setbacks"** *Focus:* Techniques to stay motivated, manage distractions, handle failure, and build resilience while pursuing goals – *JOHARI Window*			CO5
	Unit 6	**Verbal Abilities**			
	A	Subject Verb Agreement, Parts of speech, Tenses, Homonyms/ homophones, Synonyms/Antonyms			CO6
	B	Contextual Vocabulary, Punctuation/ Spellings (Prefixes-suffixes/Jumbled Words & Sentences, Para jumbles, Word Roots			CO6
	C	Idioms & Phrases – Enhancing language fluency with commonly used expressions			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Blum, M. Rosen. How to Build Better Vocabulary. London: Bloomsbury Publication			
	Other References	1. Comfort, Jeremy(et.al). Speaking Effectively. Cambridge University Press			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	2	3	2	1	1	-	1	2	1	1
CO2	1	3	1	2	2	1	1	2	1	1
CO3	1	3	1	2	2	1	2	2	1	1
CO4	1	3	2	2	2	1	2	2	1	1
CO5	1	2	3	2	2	1	2	2	1	1
CO6	1	3	2	2	2	3	2	2	1	1

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: I**
1	Course Code	AGP1011
2	Course Name	AI in AVGC
3	Credits	3
4	Contact Hours (L-T-P)	0-2-2
	Course Type	SEC
5	Course Objective	To introduce learners to the evolving role of AI within animation, VFX, and gaming production. To develop understanding of AI-assisted workflows for asset creation and automation. To encourage creative exploration using prompt-based and no-code AI systems. To promote responsible, collaborative, and performance-oriented use of AI in content production.
6	Course Outcomes	CO1: Explore the integration of AI tools within AVGC production ecosystems. CO2: Assess AI-driven workflows for asset generation and automation. CO3: Recall foundational concepts of AI-assisted content creation. CO4: Interpret AI-based tools and techniques for creative refinement. CO5: Generate original AVGC content through AI-assisted approaches. CO6: Construct and critique AI-enhanced creative outputs within collaborative workflows, considering performance, ethical use, and iterative refinement in professional pipelines.
7	Course Description	This course examines the growing influence of artificial intelligence in the AVGC sector, focusing on how intelligent tools are reshaping content creation, asset generation, and production workflows. It is equipping learners with contemporary skills through hands-on experimentation and exploratory learning practices. By engaging with no-code platforms and prompt-based systems, students gain practical exposure to emerging technologies, strengthening their readiness for evolving roles in the creative economy.

8	Outline syllabus		CO Mapping
	Unit 1	AI in AVGC Industry Context (CO1)	
	A	Explore and identify AI integration in AVGC industries (market demand, roles, skills, KRA)	CO1
	B	Examine AI applications in animation, VFX, and gaming workflows	CO1
	C	Assess impact of AI on creative production pipelines	CO1
	Unit 2	AI Workflow & Asset Generation (CO2)	
	A	Assess AI tools for asset creation (textures, models, animations)	CO2
	B	Analyze procedural generation and automation techniques	CO2
	C	Organize no-code workflows for creative production	CO2
	Unit 3	Fundamentals of AI in Creative Media (CO3)	
	A	Recall AI-based upscaling and enhancement techniques	CO3
	B	Describe automated rendering and content optimization	CO3
	C	Summarize AI-assisted visual processing fundamentals	CO3
	Unit 4	Tools & Techniques in AI-Based Editing (CO4)	
	A	Interpret motion capture cleanup using AI tools	CO4
	B	Apply style transfer and visual transformation techniques	CO4
	C	Analyze timing adjustments and refinement processes	CO4
	Unit 5	Application & AI Content Creation (CO5 & CO6)	
	A	Generate AI-based characters and environments using prompts	CO5
	B	Develop creative projects using AI-assisted workflows	CO6
	C	Example: Visualizing trends in viewer engagement for different media types (e.g., movies, short videos)	CO6
	Mode of Examination	Jury/Practical/Viva	

	Weightage Distribution	CA	CE	ETE	
		75	NA	25	
	Text book/s*	1. Artificial Intelligence for Media: From Data to Decisions", Marina Sazonova, Springer, 2021			
	Other References	1. Media And AI: Navigating the future of communication, Dhruv Sabharwal, Ritu S.Sood,Post Script			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	3	3	3	3	3	3	3
CO2	3	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	3	3	3	3	3	3
CO4	3	2	3	3	3	3	3	3	3	3
CO5	3	2	3	3	3	3	3	3	3	3
CO6	3	2	3	3	3	3	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: II**
1	Course Code	IKT1104
2	Course Name	Mulya Parvah
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	VAC
5	Course Objective	1. To help the student see the need for developing a holistic perspective of life. 2. To sensitize the student about the scope of life, individual, family (inter-personal relationship), society and nature/existence with a corporeal understanding. 3. To strengthen self-reflection about life and human values. 4. To develop more confidence in virtues and commitment to learn and live with them.
6	Course Outcomes	CO1: Understand and articulate India's cultural legacy and human values, recognizing their role in preserving traditions CO2: Apply principles of professional ethics to distinguish ethical actions in diverse societal contexts. CO3: Analyze the relationship between constitutional, universal values, and holistic education to foster integrated citizenship. CO4: Demonstrate how skills and values together support a successful career. CO5: Develop guidelines to promote human values and ethical conduct among stakeholders in organisations. CO6: Embrace a global citizenship mindset, fostering inclusivity and the spirit of Vasudhaiva Kutumbakam.

7	Course Description	Human Values and Ethics are the bedrock for the formation of individuals, organisations, and societies. They orient people, organisations, and societies towards growth and development. These are developed through lifelong reflection, experience, and the environment in which one learns and grows. This curriculum can bring theoretical and experiential learning among the students so that they will really understand human values and their applications in everyday life. Bringing learning to reality through the outdoor experience encourages the evolution of values, such as teamwork, responsibility, and love for nature. These experiences support classroom teaching and help see the practical applicability of those ethical principles taught in class. Pedagogy includes class room and extra class room settings like library, nature walk, Yoga & Meditation Hall, Visit to Community organisation etc. for better delivery of content and optimal impressions of values in our future world citizens.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to Indian Culture and Civilisation**	
	A	What is Bharatvarsha?	CO1
	B	Basics of Vedic Literature	CO1
	C	Role of Itihasa and Purana	CO1
	Unit 2	Human Values and Indian Ethics	
	A	Jainism: Five Mahavratas	CO2
	B	Buddhism: Panchsila	CO2
	C	Values (Sanatan), The Law of Karma & Nishkama Karma	CO2
	Unit 3	Constitutional Values and Global Citizenship	
	A	Values embedded in the Preamble of the Indian Constitution	CO3
	B	Sensibility and responsibility towards the global environment	CO3
	C	Understanding the Universal Human Values Loksangraha and Vasudhaiva Kutumbakam Concepts	CO3
	Unit 4	Values for Youth	
	A	Human Dignity, Rights, Duty & Responsibility	CO4

	B	Ethical Behaviour and Decision Making			CO4
	C	Value-led Virtuous Living			CO4
	Unit 5	Integrated Personality and Well-being			
	A	The four antah-karanas (inner instruments वववववव), and Panch kosha वववववववव (five sheaths			CO5
	B	Stress management: meditated personality and agitated personality (Manasa Vacha Karmana) वव वववव वववववव			CO6
	C	Physical, mental, social, and spiritual well-being			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		25	15	60	
	Text book/s*	Gaur, R. R., Sangal, R., & Bagaria, G. P. (2010). A foundation course in human values and professional ethics. □ Bilimoria, P., Prabhu, J., & Sharma, R. (Eds.). (2007). Indian ethics: Classical traditions and contemporary challenges (Vol. 1). Ashgate. □ Sharma, C. (1996). A critical survey of Indian philosophy (9th ed.). Motilal Banarsidass □ Easwaran, E. (Trans.). (2007). The Bhagavad Gita (2nd ed.). Nilgiri Press. □ Sharma, I. C. (1999). Ethical philosophies of India (2nd d.). HarperCollins Publishers India. □ Keown, D. (2005). Buddhist ethics: A very short introduction. Oxford University Press. □ Sharma, B. K. (2019). Introduction to the Constitution of India (8th ed.). Prentice-Hall of India.			
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	3	1	3	1	1	1	3
CO2	3	3	2	3	3	2	1	1	2	1
CO3	2	3	2	3	2	1	1	2	3	2
CO4	1	2	3	2	3	2	2	1	3	2
CO5	2	3	2	2	2	3	2	2	2	2
CO6	3	1	2	1	2	3	1	3	1	2

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: II**
1	Course Code	**AGP1002**
2	Course Name	**3D Animation**
3	Credits	**4**
4	Contact Hours (L-T-P)	0-2-4
	Course Type	CORE
5	Course Objective	To develop understanding of the 3D animation industry and its production requirements. To enable students to evaluate animation workflows and rigging pipelines. To build strong foundational knowledge of animation principles and motion concepts. To foster collaborative animation production with emphasis on quality and innovation.
6	Course Outcomes	CO1-Examine the role of 3D animation, industry insight. CO2-Demonstrate workflows & production pipelines software interfaces, tools, and techniques CO3-Apply efficient 3D rigging structures. CO4-Analyze character deformation and articulation. CO5-Create CORE motion principles through animation. CO6-Develop and appraise animation outputs through collaborative workflows.
7	Course Description	The course is designed to impart quality education by building foundational and advanced competencies for 3D animation, focusing on principles, rigging, and character performance. It equips learners with practical skills through experiential and reverse learning approaches, preparing them for professional roles in animation and media industries.

8	Outline syllabus				CO Mapping
	Unit 1	**Introduction to 3D Animation**			
	A	Principles of 3D Animation			CO1
	B	Interface, Tools & Techniques			CO1
	C	Distance & Timing			CO1
	Unit 2	**3D Rigging Fundamentals**			
	A	Parenting & Grouping			CO2
	B	Joints & Constraints			CO2
	C	SDK & Connections			CO2
	Unit 3	**Skinning & Topology**			
	A	Skinning Technique			CO3
	B	Weight Paint			CO3
	C	Component Editor			CO3
	Unit 4	**CORE concepts of Animation**			
	A	Ball Bounce			CO4
	B	Pendulum			CO4
	C	Wave			CO4
	Unit 5	**3d Character Animation**			
	A	Poses			CO5
	B	Blocking			CO6
	C	Graph Editor			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	1. Maya Character Animation, 2nd Edition Paper back - 2004 by Jae-Jin Choi, Sybex
	Other References	1. 3D Animation for the Raw Beginner Using Maya Hardcover – 15 August 2014 by Roger King (Author)

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	2	3	1	3	3	3
CO2	3	2	3	2	2	3	1	3	3	3
CO3	3	2	3	2	2	3	1	3	3	3
CO4	3	2	3	2	2	3	1	3	3	3
CO5	3	2	3	2	2	3	1	3	3	3
CO6	3	2	3	2	2	3	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: II**
1	Course Code	AGP1004
2	Course Name	3D Sculpting & Texturing Painting
3	Credits	**3**
4	Contact Hours (L-T-P)	**0-2-4**
	Course Type	CORE
5	Course Objective	To familiarize student with the role of texturing and sculpting in modern digital production environments. To build understanding of UV mapping, unwrapping techniques, and material workflows used in asset creation. To strengthen foundational knowledge of surface detailing, sculpting forms, and material characteristics. To promote collaborative creation of high-quality, photorealistic models and textures.
6	Course Outcomes	CO1 -Describe unwrapping techniques for 3D models. CO2 - Compare PBR textures with general texturing methods. CO3 -Discover the process of creating complex sculpting details. CO4 -Devise techniques for PBR material creation. CO5: Implement sculpting techniques to develop detailed assets addressing real-world visual requirements CO6: Develop and appraise photorealistic textures and sculpted models through collaborative workflows
7	Course Description	This course introduces learners to advanced practices in digital sculpting and texture creation, focusing on the development of high-quality visual assets for contemporary media production. It strengthens conceptual understanding of surface detailing and material behavior while encouraging practical exploration of industry-relevant workflows.

		Through experiential learning and project-based tasks, students build competencies required for roles in asset creation and digital content production.	
8	Outline syllabus		CO Mapping
	Unit 1	**Automatic unwrapping methods**	
	A	unwrapping methods of hard surfaces	CO1
	B	Unwrapping a character.	CO1
	C	Export unwrapped model to substance/Mudbox/Zbrush.	CO1
	Unit 2	**Studying texture with 3D paint tools**	
	A	Introduction to 3D painting tools	CO2
	B	Texture Baking.	CO2
	C	Making smart materials	CO2
	Unit 3	**Sculpting 3D Model**	
	A	Introduction to 3D Sculpting & brushes	CO3
	B	Layers, deformers, Polygroups and Remesh, Dynamesh.	CO3
	C	making textures and exporting, using Ai tools for it	CO3
	Unit 4	**Detailing by sculpting**	
	A	sculpting techniques	CO4
	B	stencils and Projections	CO4
	C	Zsphere / Retopology	CO4
	Unit 5	**Exporting textured model**	
	A	Baking textures in PBR format	CO5
	B	Exporting textures and model	CO6
	C	Connecting textures in Maya	CO6

	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Z-Brush Character Creation: Advanced Digital Sculpting Book by Scott Spencer. 2. Beginning PBR Texturing: Learn Physically Based Rendering with Allegorithmic's Substance Painter Perfect Paperback – 1 January 2022 by Kumar (Author)			
	Other References	1. Advanced Lighting and Materials with Shadersby Kelly Dempski and Emmanuel Viale(Oct 31, 2004)			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	2	3	1	3	3	3
CO2	3	2	3	2	2	3	1	3	3	3
CO3	3	2	3	2	2	3	1	3	3	3
CO4	3	2	3	2	2	3	1	3	3	3
CO5	3	2	3	2	2	3	1	3	3	3
CO6	3	2	3	2	2	3	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: II**
1	Course Code	AGP1006
2	Course Name	Roto & Tracking *(Minor Degree in Post Production Technique)*
3	Credits	3
4	Contact Hours (L-T-P)	0-0-6
	Course Type	CORE/ Elective
5	Course Objective	The purpose of this subject is to provide life like hands-on experience of Roto & Tracking It will help in: To Understanding the workflows involved in professional VFX pipelines. To Gaining expertise in rotoscoping for clean plate generation and matte extraction. To Learning tracking techniques for seamless object integration and match-moving. To Developing precision in handling motion blur, hair details, and complex backgrounds.
6	Course Outcomes	CO1: Examine the significance of rotoscoping and motion tracking in the VFX industry. CO2 - Demonstrate proficiency in creating clean mattes using Rotoscoping techniques. CO3 - Apply efficient tracking workflows for stabilizing and match-moving shots. CO4 - Analyze motion patterns and integrate tracked elements seamlessly. CO5 - Create accurate roto shapes for complex objects, including motion blur and fine details. CO6: Develop and appraise advanced tracking outputs (planar and 3D tracking) through collaborative workflows demonstrating precision, problem-solving, and production readiness.

7	Course Description	This course focuses on the essential techniques of rotoscoping and motion tracking used in visual effects production, enabling learners to understand how digital elements are seamlessly integrated into live-action footage. It develops strong technical and analytical skills through hands-on practice and workflow-driven learning. By engaging students in practical tasks such as matte creation, shot stabilization, and match-moving, the course prepares them for professional roles in post-production studios. Its emphasis on accuracy, visual continuity, and advanced tracking methods encourages innovation and aligns with the growing demands of technology-driven media industries.	
8	Outline syllabus		CO Mapping
	Unit 1	**Fundamentals of Rotoscoping**	
	A	Importance of rotoscoping in VFX	CO1
	B	Understanding alpha mattes and clean plate creation	CO1
	C	Tools and software.	CO1
	Unit 2	**Masking & Matte Extraction**	
	A	Techniques for creating precise roto masks.	CO2
	B	Handling motion blur, soft edges, and hair details.	CO2
	C	Layering and color correction for better compositing.	CO2
	Unit 3	**Motion Tracking Basics**	
	A	Understanding 2D tracking and its applications.	CO3
	B	Types of motion tracking	CO3
	C	Overshoot & Common challenges and trouble shooting.	CO3
	Unit 4	**Complex Roto Shapes & Motion Blur Handling**	
	A	Creating roto for moving objects with intricate details	CO4
	B	Managing occlusion and overlapping motion	CO4
	C	Refining edges for a seamless composite.	CO4
	Unit 5	**Roto Paint & Clean-up**	
	A	Removing unwanted elements from footage	CO5

	B	Using clone and paint tools in compositing software			CO6
	C	Fixing tracking errors with roto techniques			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Wright's Compositing Visual Effects: Essentials for the Aspiring Artist [Paperback]2007) - Paperback (2007) - S.Wright			
	Other References	2. Compositing Visual Effects – Essentials for aspiring artists - Steve Wright			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	3	2	1	3	1	3	3	3
CO2	3	1	3	2	1	3	1	3	3	3
CO3	3	1	3	2	1	3	1	3	3	3
CO4	3	1	3	2	1	3	1	3	3	3
CO5	3	1	3	2	1	3	1	3	3	3
CO6	3	1	3	2	1	3	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: II**
1	Course Code	AGP1008
2	Course Name	2D & 3D Game Design *(Minor Degree in Immersive Technology)*
3	Credits	3
4	Contact Hours (L-T-P)	0-0-6
	Course Type	CORE/ Elective
5	Course Objective	To provide insight into the use of game engines in modern game development practices. To familiarize learners with performance optimization and resource management techniques. To enable creation of visual components for interactive 2D and 3D game environments. To support the development of functional game prototypes through collaborative learning.
6	Course Outcomes	CO1: Examine the role of 2D and 3D game engines in the industry. CO2: Assess game development workflows and asset pipelines. CO3-Relate the game engine and their project set up techniques for game development. CO4-Contrast the optimization techniques using the game engine. CO5: Implement game design techniques to develop visual elements addressing real-world interactive media needs CO6: Develop and appraise functional game prototypes (2D and 3D) through collaborative workflows
7	Course Description	This course introduces learners to the foundational and practical aspects of game development using modern game engines, focusing on both 2D and 3D production workflows. It emphasizes structured learning of engine architecture, asset management, and optimization strategies. Through hands-on activities and iterative development processes, students gain the

		ability to design and implement interactive game elements, preparing them for professional roles in the gaming and interactive media industries.
8	Outline syllabus	CO Mapping
	Unit 1	**Introduction to Game Engines & Industry Context**
	A	Examine and identify game engine ecosystem — CO1
	B	Interpret 2D and 3D game development frameworks — CO1
	C	Evaluate role of game engines in interactive media production — CO1
	Unit 2	**Game Development Workflow & Asset Pipeline**
	A	Assess game asset types — CO2
	B	Analyze asset organization and import pipeline — CO2
	C	Manage asset integration within game projects — CO2
	Unit 3	**Fundamentals of Game Engine Setup**
	A	Identify and describe project setup and scene management — CO3
	B	Explain component-based architecture and object hierarchy — CO3
	C	Recall and apply basic engine functionalities — CO3
	Unit 4	**Tools & Optimization Techniques**
	A	Interpret optimization strategies for performance improvement — CO4
	B	Apply resource management techniques in game environments — CO4
	C	Analyze rendering and performance metrics — CO4
	Unit 5	**Application & Game Prototype Development**
	A	Implement visual design for 2D and 3D game scenes — CO5
	B	Develop interactive elements and gameplay structure — CO6
	C	Create, collaborate, and evaluate final game prototype — CO6
	Mode of Examination	Jury/Practical/Viva

	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Beginning 3D Game Development with Unity 4: All-in-One, Multi- Platform Game Development, Second Edition by- sue-Blackman Publisher. 2. 3D Game Textures: Create Professional Game Art Using Photoshop / 3D Game Environments: Create Professional 3D Game Worlds by Luke Ahearn			
	Other References	1. Unity Game Development in 24 Hours, Sams Teach Yourself by Ben Tristem, Mike Geig 2. Getting Started with Unity By Patrick Felicia			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	2	3	1	3	3	3
CO2	3	2	3	2	2	3	1	3	3	3
CO3	3	2	3	2	2	3	1	3	3	3
CO4	3	2	3	2	2	3	1	3	3	3
CO5	3	2	3	2	2	3	1	3	3	3
CO6	3	2	3	2	2	3	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: II**
1	Course Code	SKP1020
2	Course Name	Communication Essentials -2
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
	Course Type	AEC
5	Course Objective	The objective of this course is to develop learners into confident, effective, and articulate communicators by strengthening their presentation skills, public speaking abilities, group discussion competence, and overall LSRW proficiency. The course aims to enhance pronunciation and clarity of voice, reduce language inaccuracies, and build strong verbal reasoning skills through structured speaking, reading, and writing activities. By the end of the course, learners will demonstrate improved clarity of expression, critical thinking, accuracy in language use, and the ability to communicate with confidence in academic, professional, and real-world settings.
6	Course Outcomes	CO1: Communication Mastery & Presentation Excellence CO2: Public Speaking & Impromptu Communication Confidence CO3: Group Interaction, Debate & Discussion Skills CO4: LSRW Skill Enhancement & Critical Reading Ability CO5: Pronunciation, Voice & Accent Improvement CO6: Verbal Ability & Language AccuracyCompassion, Non-Violence, Truth, Righteousness, Peace, Service and Renunciation (Sacrifice).
7	Course Description	This course builds strong communication skills through focused practice in presentations, public speaking, group discussions, and debates. Learners enhance LSRW abilities, strengthen pronunciation and accent clarity, and improve verbal accuracy through structured activities and language exercises. The course equips students to

		communicate confidently, think critically, and express ideas effectively in academic and professional settings.	
8	Outline syllabus		CO Mapping
	Unit 1	**The Art of Presentation Skills**	
	A	The 3 kings of Presentation - Content, Cosmetics, Presenter. Structuring Your Message for Maximum Clarity. How to organise ideas, build a logical flow, create engaging openings, and craft a memorable conclusion	CO1
	B	Delivering with Confidence and Impact. Mastering voice modulation, body language, eye contact, pacing, and audience engagement techniques.	CO1
	C	Student Group Presentations	CO1
	Unit 2	**Introduction to Communication Readiness - Toastmasters Style**	
	A	Introduction to Toastmaster-Style Speaking | Speech Crafting Essentials (The Icebreaker Style), Voice Modulation & Vocal Variety	CO2
	B	Body Language & Stage Presence - 7 C's of Communication	CO2
	C	Impromptu speaking mastery (table topics), speech development & delivery	CO2
	Unit 3	**Class Debates & Group Discussion Essentials**	
	A	Structuring Arguments & Presenting Your Point Clearly	CO3
	B	Active Listening, Team Interaction & Turn-Taking Skills	CO3
	C	Critical Thinking, Rebuttals & Handling Counterarguments	CO3
	Unit 4	**LSRW (Listening, Speaking, Reading, Writing)**	
	A	Listening Activities, Self-introduction/Greeting/Meeting people – Self branding (Activities & Simulation Exercises) Extempore & Free Speech Activities, 1-minute (JAM) Just a Minute	CO4
	B	Newspaper Reading, Speed Reading Exercises. Comprehension: Skimming and Scanning: Vocabulary Building: Critical thinking: Reading Fluency: Retention and Recall: Interpretation and Inference	CO4

	C	Written Exercises: Clarity of Expression, Grammar and Language Use, Vocabulary Enrichment, Organisation and Structure, Creative and Critical Thinking, Purposeful Writing, Editing and Revising, Tone and Style Appropriateness			CO4
	Unit 5	**Introduction to Voice & Accent Essentials**			
	A	Reduce MTI (Mother Tongue Interference)			CO5
	B	Learn Neutral (Globally Accepted English)			CO6
	C	Develop Clear, Professional-Sounding Pronunciation			CO6
	Unit 6	**Verbal Ability**			
	A	Cloze Tests			
	B	Sentence Completion			
	C	Error Spotting & Correction			
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Blum, M. Rosen. How to Build Better Vocabulary. London: Bloomsbury Publication			
	Other References	1. Comfort, Jeremy(et.al). Speaking Effectively. Cambridge University Press			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	1	3	1	1	3	3		3	2	2
CO2	1	3	1	1	3	3		3	2	2
CO3	1	3	1	1	3	3		3	2	2
CO4	1	3	1	1	3	3		3	2	2
CO5	1	3	1	1	3	3		3	2	2
CO6	1	3	1	1	3	3		3	2	2

School		**Sharda School of Media,Film & Entertainment**	
Department		**Mass Communication**	
Programme Code		**SMF0119**	
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**	
Specialisation/ Minor			
Batch: 2026-2030		**Semester: II**	
1	Course Code	MOOC/NPTEL	
2	Course Name		
3	Credits		
4	Contact Hours (L-T-P)		
	Course Type	SEC	
5	Course Objective		
6	Course Outcomes		
7	Course Description		
8	Outline syllabus		CO Mapping
	Unit 1		

	A				CO1
	B				CO1
	C				CO1
	Unit 2				
	A				CO2
	B				CO2
	C				CO2
	Unit 3				
	A				CO3
	B				CO3
	C				CO3
	Unit 4				
	A				CO4
	B				CO4
	C				CO4
	Unit 5				
	A				CO5
	B				CO6
	C				CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				

	Other References	

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1										
CO2										
CO3										
CO4										
CO5										
CO6										

School		**Sharda School of Media,Film & Entertainment**	
Department		**Mass Communication**	
Programme Code		**SMF0119**	
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**	
Specialisation/ Minor			
Batch: 2026-2030		**Semester: II**	
1	Course Code	AGP1010	
2	Course Name	Art Appreciation	
3	Credits	2	
4	Contact Hours (L-T-P)	0-0-4	
	Course Type	VAC	
5	Course Objective	To develop an understanding of basic Colour Theory and Symbols. To understand the basics of Perspective Drawing for creating environment drawing. To utilize the knowledge of human figure drawing in Animation Industry.	
6	Course Outcomes	CO1-Define the basic concepts of colour theory including primary, secondary, and tertiary colours. CO2-Explain the concept of light and shade and describe their role in creating depth. CO3-Demonstrate different types of Perspective drawing techniques. CO4-Analyse human figure drawing and its importance in Animation. CO5-Evaluate the use of compositional elements and principles in artworks CO6-Create a creative composition using human figures.	
7	Course Description	This course introduces the fundamental concepts of art appreciation, focusing on colour theories, light and shade, perspective, and basic anatomy drawing. It helps students understand how these elements contribute to the creation and visual interpretation of artworks while developing an appreciation for artistic techniques and forms.	
8	Outline syllabus		CO Mapping
	Unit 1	**Concept of Colour Theories**	

	A	Introduction of Colour Theory			CO1
	B	Concept of cool and warm colour			CO1
	C	Use of colours in designing			CO1
	Unit 2	**Concept of Light and Shade**			
	A	Introduction of light and shades			CO2
	B	Creative lighting photography			CO2
	C	Still Life drawing using photographic reference			CO2
	Unit 3	**Introduction of Perspective**			
	A	Introduction of Perspective techniques			CO3
	B	Creating depth using perspective			CO3
	C	3D Text writing using perspective drawing			CO3
	Unit 4	**Study of Human Anatomy**			
	A	Size and proportion of human body			CO4
	B	Basic human pose study			CO4
	C	Face Study			CO4
	Unit 5	**Final Composition**			
	A	Composition planning			CO5
	B	Understand the use of layout design			CO6
	C	3 figures scene composition			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	1. Design Basics - by Stephen Pentak (Author), David A. Lauer (Author) - Wadsworth Publishing; 9 edition (January 1, 2015) - ISBN-10: 9781285858227, ISBN-13: 978-1285858227.
	Other References	1. LEARN PENCIL DRAWING AND SHADING - Book 2 : Education Based Art Book by NONGDAMBA LEITANTHEM, Publisher: Notion Press; 1st edition (29 April 2019); Notion Press Media Pvt Ltd | No,50, Chettiyar Agaram Main Road, Vanagaram, Chennai – 600095, ISBN- 1645468674, 978-1645468677 2. Human anatomy for artist by Gyorgy Feher, Publisher: Ullmann Publishing (3 May 2012) ISBN-10: 3833162562, ISBN-13: 978-3833162565 3. The Complete Guide to Perspective Drawing: From One-Point to six-point Point - by Craig Attebery (Author) - Routledge; 1 edition (May 12, 2018) - ISBN-10: 1138215627, ISBN-13: 978-1138215627

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	2		1		1	3	2	2
CO2	3	1	2		1		1	3	2	2
CO3	3	1	2		1		1	3	2	2
CO4	3	1	2		1		1	3	2	2
CO5	3	1	2		1		1	3	2	2
CO6	3	1	2		1		1	3	2	2

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: II**
1	Course Code	
2	Course Name	Mulya Pravah
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
	Course Type	VAC
5	Course Objective	
6	Course Outcomes	
7	Course Description	
8	Outline syllabus	CO Mapping
	Unit 1	
	A	CO1

	B				CO1
	C				CO1
	Unit 2				
	A				CO2
	B				CO2
	C				CO2
	Unit 3				
	A				CO3
	B				CO3
	C				CO3
	Unit 4				
	A				CO4
	B				CO4
	C				CO4
	Unit 5				
	A				CO5
	B				CO6
	C				CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				

	Other References	

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1										
CO2										
CO3										
CO4										
CO5										
CO6										

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: III**
1	Course Code	AGP2001
2	Course Name	Advanced Lighting & Rendering
3	Credits	**5**
4	Contact Hours (L-T-P)	**0-3-4**
	Course Type	CORE
5	Course Objective	To provide insight into the role of character animation in storytelling and media production. To develop understanding of animation workflows and keyframe-based techniques. To strengthen knowledge of motion principles and performance-based animation. To enable learners to work with animation tools for timing control and refinement. To support critical evaluation and refinement of animation outputs through practice and collaboration.
6	Course Outcomes	CO1-Investigate the significance of character animation in the industry. CO2-Appraise animation workflows and production practices. CO3-Interpret animation tools and techniques CO4-Analyze Timing with Graph. CO5-Create Attitude walk animation. CO6-Construct and critique animation outputs through collaborative workflows
7	Course Description	It engages learners in hands-on exploration of animation workflows, enabling them to translate conceptual ideas into expressive character movements, which enhances their readiness for professional roles in animation and media industries.

		By emphasizing graph-based control, motion analysis, and performance detailing, the course fosters creative problem-solving and aligns with the evolving expectations of contemporary animation production environments.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to Character Animation**	
	A	Golden Poses	CO1
	B	Rig Testing	CO1
	C	MEL buttons	CO1
	Unit 2	**Animation Blocking**	
	A	Reference Study	CO2
	B	Key Poses Blocking	CO2
	C	Timing & Spacing	CO2
	Unit 3	**Animation Blocking Plus**	
	A	Moving Holds	CO3
	B	Anticipation & Breakdown	CO3
	C	Overshoot & settle.	CO3
	Unit 4	**Animation Graph**	
	A	Graph Editor	CO4
	B	Curve Editing	CO4
	C	Dope sheet & Trax Editor	CO4
	Unit 5	**Walk Animation**	
	A	Poses	CO5
	B	Blocking	CO6
	C	Graph Edit	CO6

	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	2	3	1	3	3	3
CO2	3	2	3	2	2	3	1	3	3	3
CO3	3	2	3	2	2	3	1	3	3	3
CO4	3	2	3	2	2	3	1	3	3	3
CO5	3	2	3	2	2	3	1	3	3	3
CO6	3	2	3	2	2	3	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: III**
1	Course Code	**AGP2003**
2	Course Name	**Character Animation**
3	Credits	**5**
4	Contact Hours (L-T-P)	**0-3-4**
	Course Type	CORE
5	Course Objective	To provide insight into the role of character animation in storytelling and media production. To develop understanding of animation workflows and keyframe-based techniques. To strengthen knowledge of motion principles and performance-based animation. To enable learners to work with animation tools for timing control and refinement. To support critical evaluation and refinement of animation outputs through practice and collaboration.
6	Course Outcomes	CO1: Investigate the significance of character animation in the industry . CO2: Appraise animation workflows and production practices. CO3: Recall essential principles of character animation (timing, spacing, weight, and motion dynamics). CO4-Analyze Timing with Graph. CO5-Create Attitude walk animation. CO6-Evaluate Graph Editing workflow techniques
7	Course Description	This course focuses on developing performance-driven character animation skills by integrating keyframe animation, timing control, and motion refinement techniques. It engages learners in hands-on exploration of animation workflows, enabling them to translate conceptual ideas into expressive character movements, which enhances their readiness for professional roles in animation and media industries.

8	Outline syllabus				CO Mapping
	Unit 1	**Introduction to Character Animation**			
	A	Golden Poses			CO1
	B	Rig Testing			CO1
	C	MEL buttons			CO1
	Unit 2	**Animation Blocking**			
	A	Reference Study			CO2
	B	Key Poses Blocking			CO2
	C	Timing & Spacing			CO2
	Unit 3	**Animation Blocking Plus**			
	A	Moving Holds			CO3
	B	Anticipation & Breakdown			CO3
	C	Overshoot & settle.			CO3
	Unit 4	**Animation Graph**			
	A	Graph Editor			CO4
	B	Curve Editing			CO4
	C	Dope sheet & Trax Editor			CO4
	Unit 5	**Walk Animation**			
	A	Poses			CO5
	B	Blocking			CO6
	C	Graph Edit			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	1. Maya Character Animation, 2nd Edition Paper back - 2004 by Jae-Jin Choi, Sybex
	Other References	1. 3D Animation for the Raw Beginner Using Maya Hardcover – 15 August 2014 by Roger King (Author)

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	3	3	3	3	3	3	3
CO2	3	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	3	3	3	3	3	3
CO4	3	2	3	3	3	3	3	3	3	3
CO5	3	2	3	3	3	3	3	3	3	3
CO6	3	2	3	3	3	3	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: III**
1	Course Code	**AGP2005**
2	Course Name	**Compositing** *** (Minor Degree in Post Production Technique)
3	Credits	**3**
4	Contact Hours (L-T-P)	**0-0-6**
	Course Type	CORE/ Elective
5	Course Objective	To introduce learners to compositing practices and their significance in visual effects production. To develop understanding of color correction workflows and image processing techniques. To encourage application of advanced compositing techniques in real-world production scenarios. To support the development of camera projection and spatial compositing skills through collaborative practice.
6	Course Outcomes	CO1: Explore the significance of compositing in the VFX industry. CO2: Contrast the CORE fundamentals of Color Correction. CO3: Solve and Exercise In-depth Compositing. CO4: Connect the Layer & Node System CO5: Take apart Advanced In-Depth Compositing CO6: Construct and critique camera projection setups within collaborative workflows.
7	Course Description	This course engages learners in the study of compositing techniques by focusing on image integration, color manipulation, and advanced visual layering methods used in contemporary VFX production workflow. Through practical exploration of compositing workflows and problem-solving exercises, students gain the ability to construct visually coherent scenes, preparing them for roles in post-production and digital media

		industries. The course aligns with the evolving technical and creative demands of modern media production environments.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to Compositing**	
	A	Fundamentals of Compositing.	CO1
	B	Understanding the role of compositing in VFX and animation	CO1
	C	Layer-based vs. node-based compositing.	CO1
	Unit 2	**Plug-ins & Software**	
	A	Overview of industry-standard software.	CO2
	B	Colour Channels & Alpha Mattes	CO2
	C	Working with RGB, Alpha, and Luma mattes.	CO2
	Unit 3	**Open- Understanding pre multiplied vs. unpremultiplied images correction and grading in compositing**	
	A	Advantages & Limitations.	CO3
	B	Proprietary Software.	CO3
	C	Image & Video Formats in Compositing	CO3
	Unit 4	**Understanding file formats (EXR, PNG, TIFF, and DPX).**	
	A	Working with multi-pass renders.	CO4
	B	Optimization.	CO4
	C	Maintaining color accuracy and bit depth	CO4
	Unit 5	**Key Compositing Techniques.**	
	A	Green Screen & Keying	CO5
	B	Basics of chroma keying and color spill removal.	CO6
	C	Introduction to Compositing	CO6
	Mode of Examination	Jury/Practical/Viva	

	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Compositing Visual Effects – Essentials for aspiring artists - Steve Wright			
	Other References	1. Compositing Digital Images - T. Porter and T. Duff I Proceedings of SIGGRAPH '84, 18 (1984) I 2. The Art and Science of Digital Compositing - Ron Brinkmann 3. Wright's Compositing Visual Effects: Essentials for the Aspiring Artist [Paperback]2007) - Paperback (2007) - S.Wright			

PO → / CO ↓	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PSO1**	**PSO2**
CO1	3	1	3	2	3	2	1	3	3	3
CO2	3	1	3	2	3	2	1	3	3	3
CO3	3	1	3	2	3	2	1	3	3	3
CO4	3	1	3	2	3	2	1	3	3	3
CO5	3	1	3	2	3	2	1	3	3	3
CO6	3	1	3	2	3	2	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: III**
1	Course Code	**AGP2007**
2	Course Name	**AR & VR** **(Minor Degree in Immersive Technology)
3	Credits	**3**
4	Contact Hours (L-T-P)	**0-0-6**
	Course Type	CORE/ Elective
5	Course Objective	To introduce learners to immersive technologies and their relevance in modern game development. To develop understanding of workflows involved in building AR and VR experiences. To support the development and presentation of a complete immersive project through collaborative practice. To Utilize AR Foundation and VR SDKs in Unity. Implement advanced scripting for interactivity and optimize AR and VR applications for performance.
6	Course Outcomes	CO1: Investigate the application of AR and VR technologies in the gaming industry. CO2: Assess development workflows for AR and VR applications. CO3-Apply AR development principles, including marker-based tracking, integration in Unity, and creation of a simple AR application. CO4-Apply VR development techniques, encompassing hardware and device familiarity, interaction implementation, and the creation of a basic VR environment in Unity. CO5-Explore Unity's AR Foundation, various VR SDKs, advanced scripting, user interface implementation, and performance optimization for AR and VR experiences. CO6-Design and develop a capstone AR or VR game project, integrating all learned concepts, and showcase their projects to peers, gaining valuable experience in project presentation and refinement based on feedback.

7	Course Description	This course introduces students to the exciting world of Augmented Reality (AR) and Virtual Reality (VR) with a focus on creating immersive gaming experiences using the Unity Game Engine. Students will gain hands-on experience in developing AR and VR projects, understanding the fundamentals of these technologies, and applying them to game development.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to AR and VR**	
	A	Overview of AR and VR	CO1
	B	Unity Basics	CO1
	C	Fundamentals of AR Development	CO1
	Unit 2	**Basic VR Development in Unity**	
	A	VR Hardware and Devices	CO2
	B	VR Interaction Techniques	CO2
	C	Building a Basic VR Environment	CO2
	Unit 3	**Advanced AR and VR Development**	
	A	Unity's AR Foundation and VR SDKs	CO3
	B	Advanced Scripting for AR and VR	CO3
	C	User Interfaces in AR and VR	CO3
	Unit 4	**Optimization and Performance**	
	A	Capstone Project Overview	CO4
	B	Testing and Profiling AR and VR Applications	CO4
	C	Strategies for Improving Frame Rates	CO4
	Unit 5	**Final Project and Showcase**	
	A	Project Presentation and showcase	CO5
	B	Project Development	CO6
	C	Final Project Showcase	CO6

	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Augmented Reality with Unity AR Foundation: A Practical Guide to cross-platform AR development with Unity 2020 and later versions, Author: Jonathan Linowes, Publisher: Packt Publishing Ltd, 2021, ISBN- 1838982965, 9781838982966 2. Unity 2020 Virtual Reality Projects - Third Edition, Author: Jonathan Linowes, Released July 2020, Publisher(s): Packt Publishing, ISBN: 978183921733			
	Other References	1. Learning Virtual Reality: Developing Immersive Experiences and Applications for Desktop, Web, and Mobile - by Tony Parisi (Author) - O'Reilly Media; 1 edition (November 20, 2015) - ISBN-10:9781491922835, ISBN-13: 978-1491922835, ASIN: 1491922834.			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	3	1	3	2	1	3	3	3
CO2	3	1	3	1	3	2	1	3	3	3
CO3	3	1	3	1	3	2	1	3	3	3
CO4	3	1	3	2	3	2	1	3	3	3
CO5	3	1	3	2	3	2	1	3	3	3
CO6	3	1	3	2	3	2	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: III**
1	Course Code	**AGP2009**
2	Course Name	Anatomy & Figure Drawing
3	Credits	**2**
4	Contact Hours (L-T-P)	**0-0-4**
	Course Type	CORE/SEC
5	Course Objective	To introduce learners to the significance of human anatomy in visual arts and character creation. To develop an understanding of anatomical structure through observation and sketching practices. To strengthen knowledge of proportions, muscle groups, and skeletal systems. To enable learners to interpret body movement and pose construction through drawing techniques. To support the development of detailed anatomical sketches with emphasis on accuracy and proportion.
6	Course Outcomes	CO1: Investigate the relevance of anatomy study in the creative industry. CO2: Assess drawing workflows for anatomical representation. CO3: Sketch and learn hand and leg movements. CO4: Use human anatomy and create different poses. CO5: Illustrate human head in proportion. CO6: Create human facial parts
7	Course Description	This course focuses on building a strong foundation in human anatomy for visual artists by integrating structural understanding with practical sketching techniques. It engages learners in observational drawing and anatomical studies, enabling them to develop accurate and expressive human figures. This subject will provide an overview of Artistic Human Anatomy,

		Deformation of human form during various activity. It helps in 3D modelling in more realistic way and rigging as well.
8	Outline syllabus	CO Mapping
	Unit 1	**Anatomy Study**
	A	Size and proportion of human body. CO1
	B	Bone structure CO1
	C	Stick poses CO1
	Unit 2	**Understanding of Human Muscles**
	A	Types of muscles CO2
	B	Muscles in human torso CO2
	C	Muscles in hand and leg CO2
	Unit 3	**Hand and Leg study**
	A	Proportion of Hand and Leg CO3
	B	Hand movement study CO3
	C	Leg Movement study CO3
	Unit 4	**Study of Human poses**
	A	Basic human pose study CO4
	B	Action pose study CO4
	C	Group Pose study CO4
	Unit 5	**Study of Human Head**
	A	Basic proportion of human head CO5
	B	Different angles of human head CO6
	C	Separate study of human facial parts CO6
	Mode of Examination	ury/Practical/Viva

	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Human anatomy for artist by Gyorgy Feher, Publisher: Ullmann Publishing (3 May 2012) ISBN-10: 3833162562, ISBN-13: 978-3833162565 2. Drawing the head, hands & figure drawing by- AndrewnLoomis, Publisher: TITAN; Reprint edition (10 November 2020), ISBN-10: 1789095344 ISBN-13: 978-1789095340			
	Other References	1. Constructive Anatomy by George B Bridgman, Publisher: MartinoFine Books; Illustrated edition (2 October 2018) ISBN-10: 1684222648 ISBN-13: 978-1684222643			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	1	1	1	1	1	3	3	3
CO2	3	1	1	1	1	1	1	3	3	3
CO3	3	1	1	1	1	1	1	3	3	3
CO4	3	1	1	1	1	1	1	3	3	3
CO5	3	1	1	1	1	1	1	3	3	3
CO6	3	1	1	1	1	1	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**	
Department		**Mass Communication**	
Programme Code		**SMF0119**	
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**	
Specialisation/ Minor			
Batch: 2026-2030		**Semester: III**	
1	Course Code		
2	Course Name	Indian language	
3	Credits		
4	Contact Hours (L-T-P)		
	Course Type	AEC	
5	Course Objective		
6	Course Outcomes		
7	Course Description		
8	Outline syllabus		CO Mapping
	Unit 1		

	A				CO1
	B				CO1
	C				CO1
	Unit 2				
	A				CO2
	B				CO2
	C				CO2
	Unit 3				
	A				CO3
	B				CO3
	C				CO3
	Unit 4				
	A				CO4
	B				CO4
	C				CO4
	Unit 5				
	A				CO5
	B				CO6
	C				CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				

	Other References	

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1										
CO2										
CO3										
CO4										
CO5										
CO6										

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: III**
1	Course Code	
2	Course Name	MOOC/NPTEL
3	Credits	
4	Contact Hours (L-T-P)	
	Course Type	CORE/ AEC/ SEC/ Elective/ VAC/ RBL/ PBL
5	Course Objective	
6	Course Outcomes	
7	Course Description	
8	Outline syllabus	CO Mapping
	Unit 1	
	A	CO1

	B				CO1
	C				CO1
	Unit 2				
	A				CO2
	B				CO2
	C				CO2
	Unit 3				
	A				CO3
	B				CO3
	C				CO3
	Unit 4				
	A				CO4
	B				CO4
	C				CO4
	Unit 5				
	A				CO5
	B				CO6
	C				CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				

	Other References	

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1										
CO2										
CO3										
CO4										
CO5										
CO6										

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester : III**
1	Course Code	**RBL001**
2	Course Name	**Research Based Learning – I**
3	Credits	**Audit**
4	Contact Hours (L-T-P)	**0-0-4**
	Course Type	RBL
5	Course Objective	To Strengthen the academic research ability of

		the students. To Evolve the inquisitive ness of the students towards society and various factors affecting media and society at a large. To Enhance the problem solving skills of the students
6	Course Outcomes	CO1- Selecting the research topics related to media research CO2- Demonstra te understand ing of research and apply it CO3- Enhance their problem solving skills through research on

		the topics related to media and communication which directly impacts the society. CO4- Analyzing and appraising research topic/ project CO5- Evaluating the research topic/ project CO6-Write and present their research topic/ project with proper ethics of research.
7	Course Description	The course is designed to inculcate the research value and skill

		s among the students.	
8	Outline syllabus		CO Mapping
	Unit 1	Start of Project/ Dissertation	CO 1
	Unit 2	List of Project/ Dissertation proposal area shall be floated to the students	CO 1
	Unit 3	Mutual Agreement	CO 1

		signed between Supervisor & Student	
	Unit 4	Submission of proposal form by student to the Dissertation/ Project coordinator of the Department after approval from the Supervisor	CO2, CO3
	Unit 5	First Review of Topic Second Review of	CO4, CO5, C06

		Topic Approval of Topic Mapping of Dissertation/ Projects to PO-PSO	
	Mode of Examination	Jury/Practical/Viva	
	Weightage Distribution	CA 100	CE NA	ETE NA	
	Text book/s*		
	Other References		

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	1	2	3	1	3	2	1	1
CO2	3	1	1	2	3	1	3	2	1	1
CO3	3	1	1	2	3	1	3	2	1	1
CO4	3	1	1	2	3	1	3	2	1	1
CO5	3	1	1	2	3	1	3	2	1	1
CO6	3	1	1	2	3	1	3	2	1	1

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: IV**
1	Course Code	**AGP2002**
2	Course Name	Concept Art & Comic Design
3	Credits	5
4	Contact Hours (L-T-P)	0-3-4
	Course Type	CORE
5	Course Objective	To introduce learners to storytelling principles and their application in visual media. To develop the ability to translate ideas into visual concepts through sketching. To build understanding of character design and its role in narrative development. To familiarize learners with prop and environment design techniques. To encourage the application of design elements in constructing cohesive visual narratives. To support the creation of structured comic storytelling through sequential art and panel composition.
6	Course Outcomes	CO1: Investigate the role of storytelling in the creative industry. CO2: Assess concept development workflows and creative concept art through Sketches. CO3. Explore the technique of Character design. CO4. Understand the techniques of Prop Design. CO5. Understand the process of Background Design. CO6: Develop and critique a multi-panel comic narrative through collaborative workflows
7	Course Description	Concept Art & Comic Design is a dynamic course that explores the fundamentals of visual storytelling, character design, and world-building. Students will learn to create compelling concept art and

		engaging comic narratives using both traditional and digital techniques.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction of Storytelling**	
	A	History of Storytelling	CO1
	B	Indian Art (Ajanta Caves to Contemporary art)	CO1
	C	Storytelling through Illustrations	CO1
	Unit 2	**Concept Art Process**	
	A	Sketching through real life references	CO2
	B	Creative Sketches through Imagination	CO2
	C	Creative Composition planning through sketches	CO2
	Unit 3	**Creative Character Design Process**	
	A	Character Development Process	CO3
	B	Mind Map, Mood Board with Layouts of Character Design	CO3
	C	Complete Character Design Document	CO3
	Unit 4	**Prop & BG Design Process**	
	A	Introduction of Perspective techniques	CO4
	B	Creative Prop Design using real objects	CO4
	C	BG Design using Perspective Techniques	CO4
	Unit 5	**Final Comic Design**	
	A	History of Comics	CO5
	B	Understand panel composition	CO6
	C	Creative Comic Design	CO6
	Mode of Examination	Jury/Practical/Viva	

	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Getting Started in Comic Book Design by Thunder Bay Press , Publisher: Thunder Bay Pr (24 September 2019), ISBN- 1684129737, 978-1684129737 2. Cartooning: The Ultimate Character Design by Christopher Hart, Publisher: Chris Hart Books; 1st edition (6 May 2008), ISBN-1933027428 ISBN-13: 978-1933027425			
	Other References	1. The Big Bad World of Concept Art for Video Games by Eliott Lilly), Publisher: Taxmann Publications Private Limited; Illustrated edition (31 May 2015) ISBN: 1624650201, 978-1624650208			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	1	2	3	1	3	2	3	3
CO2	3	1	1	2	3	1	3	2	3	3
CO3	3	1	1	2	3	1	3	2	3	3
CO4	3	1	1	2	3	1	3	2	3	3
CO5	3	1	1	2	3	1	3	2	3	3
CO6	3	1	1	2	3	1	3	2	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester : IV**
1	Course Code	AGP2004
2	Course Name	Body Mechanics & Performance Animation
3	Credits	5
4	Contact Hours (L-T-P)	0-3-4
	Course Type	CORE
5	Course Objective	To introduce learners to the principle

		s of body mechanics and their role in animation performance. To develop understanding of skeletal behavior and movement dynamics in character animation. To strengthen knowledge of motion principles such as balance, weight, and force. To enable learners to interpret audio and phoneme structures for lip-sync animation.

		To support refinement of animation through graph editing and performance evaluation techniques.
6	Course Outcomes	CO1- Investigate the application of body mechanics in the animation industry. CO2- Demonstrate the Skelton Behaviour. CO3- Apply efficient 3D workflow. CO4- Analyze Audio & Phonemes. CO5- Create Expression animation. CO6- Construct and critique animation outputs

		through collaborative workflows, demonstrating refinement using graph editing, timing control, and performance enhancement.
7	Course Description	This course focuses on advancing animation skills through the quality learning the study of body mechanics, skeletal motion, and

		performance-based expression. It immerses learners in practical exercises that emphasize realistic movement, lip-sync techniques, and emotional expression, preparing them for specialized roles in animation production and perfo

		rman ce-drive n conte nt creat ion studi os.	
8	Outline syllabus		C O M a p pi n g
	Unit 1	**Intro ductio n to Body Mech anics**	
	A	Anato my of Chara cter	C O 1
	B	Weigh t & Balan ce	C O 1
	C	Mass & Gravit y of Poses.	C O 1
	Unit 2	**Body Mech anics - Anim ation**	

		Blocking	
	A	Contact & Passing Poses.	CO2
	B	Breakdown Poses.	CO2
	C	In-between Poses.	CO2
	Unit 3	**Body Mechanics - Animation Blocking Plus**	
	A	Anticipation, Action, and Recoil.	CO3
	B	Arc & Momentum	CO3
	C	Overshoot & settle.	CO3
	Unit 4	**Performance Animation- Lip-Sync**	

	A	Dialogue & Phonemes	CO4
	B	Mouth Shapes	CO4
	C	Syllables.	CO4
	Unit 5	**Performance Animation-Acting**	
	A	Emotions, Personality & Intent	CO5
	B	Facial Expression	CO6
	C	Rhythm & Beats	CO6
	Mode of Examination	Jury/Practical/Viva	
	Weightage Distribution	CA / CE / ETE	
		30 / 30 / 40	
	Text book/s*	1. Acti	

		ngforAnimators:4thEditionPaperback–26Ap

		ril 2017 by Ed Hooks (Author) 2. Stop Starting: Fac

		ialModelingandAnimationDoneRightPaperba

		ck – 12 October 2010 by Jason Osipa (Author)
	Other References	1. Ani

		mating Facial Features and Expressions Paperback – 3 February 1999 by Bill Fleming

		(Author), Darris Dobbs (Author)

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	3	2	1	2	3	3
CO2	3	2	3	2	3	2	1	2	3	3
CO3	3	2	3	2	3	2	1	2	3	3
CO4	3	2	3	2	3	2	1	2	3	3
CO5	3	2	3	2	3	2	1	2	3	3
CO6	3	2	3	2	3	2	1	2	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: IV**
1	Course Code	AGP2006
2	Course Name	UIUX Design
3	Credits	4
4	Contact Hours (L-T-P)	0-2-4
	Course Type	CORE
5	Course Objective	To familiarize learners with the significance of UI/UX design in interactive media and game development. To develop understanding of user-centered design processes and interface structuring principles. To strengthen knowledge of usability, interaction patterns, and visual communication in interfaces. To enable learners to create wireframes and prototypes for interactive applications. To encourage evaluation and improvement of user experience through usability and accessibility considerations.
6	Course Outcomes	CO1-Define fundamental UI/UX principles and identify key elements of user-cantered design in games and animation. CO2-Explain the role of visual hierarchy, Color theory, and typography in creating intuitive game interfaces. CO3-Develop wireframes, prototypes, and interactive UI layouts using industry-standard tools. CO4-Evaluate player interactions and usability issues in gaming interfaces to optimize user experience. CO5-Critique UI/UX design trends and recommend improvements based on accessibility, usability, and engagement principles. CO6-Design a complete UI/UX prototype for a game or animation project, incorporating user feedback and best practices.

7	Course Description	This course introduces learners to the principles and practices of UI/UX design within the context of games and interactive media. It emphasizes user-centered thinking, visual communication, and interface design through hands-on exploration of wireframing, prototyping, and usability evaluation, preparing students for roles in design-driven digital industries.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to UI/UX for Games & Animation**	
	A	Understanding UI & UX	CO1
	B	User-Cantered Design	CO1
	C	Case Studies	CO1
	Unit 2	**Visual Design & Game Interface Principle**	
	A	Typography & Color Theory	CO2
	B	Game HUD & Menus	CO2
	C	Animation in UI	CO2
	Unit 3	**Wireframing, Prototyping & Interaction Design**	
	A	Sketching & Wireframing	CO3
	B	Prototyping for Games	CO3
	C	User Testing & Feedback	CO3
	Unit 4	**UX Mechanics & Player Experience**	
	A	Game Flow & Navigation	CO4
	B	Usability & Accessibility	CO4
	C	Micro interactions & Feedback	CO4
	Unit 5	**Project & Industry Applications**	
	A	Designing a UI/UX prototype for a game or interactive animation.	CO5
	B	Exploring Unity UI system, Unreal UMG, and emerging tech.	CO6
	C	Showcasing UI/UX work for game industry opportunities.	CO6

	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Universal Principles of Design" – William Lidwell, Kritina Holden, Jill Butler			
	Other References	1. User Experience Design: A Practical Playbook to Fuel Business Growth" – Gavin Allan wood & Peter Beare			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	3	2	1	2	3	3
CO2	3	2	3	2	3	2	1	2	3	3
CO3	3	2	3	2	3	2	1	2	3	3
CO4	3	2	3	2	3	2	1	2	3	3
CO5	3	2	3	2	3	2	1	2	3	3
CO6	3	2	3	2	3	2	1	2	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester : IV**
1	Course Code	AGP2008
2	Course Name	**Dynamics & Simulation** ***(Minor Degree in Post Production Technique)
3	Credits	3
4	Contact Hours (L-T-P)	0-0-6
	Course Type	CORE/Elective

5	Course Objective	To introduce learners to the role of dynamics and physics in simulation-based visual effects. To develop understanding of workflows used for creating dynamic simulations in production environments. To build foundational knowledge of simulation setup and scene preparation techniques. To enable learners to work with rigid body systems and collision-based interactions. To encourage applicatio

		n of particle systems for creating dynamic visual effects.
6	Course Outcomes	CO1: Define Maya Dynamics & physics behind it. CO2: Compare the tools and workflow to create 3D effects. CO3: Extract scenes for simulation. CO4: Use the technique of Active & Passive Bodies & Collision. CO5: Relate the Creation & Behaviours of Particle systems. CO6: Modify Fields like Air, Gravity, Drag, Vortex, Turbulence etc.

7	Course Description	This course explores the principles of dynamics and physics as applied to simulation-driven visual effects, enabling learners to understand how realistic motion and interactions are gene

		rated with in digital environments. Through practical experimentation with simulation workflows, rigid body interactions, and particle systems, students develop the ability to create controlle

		d and visually compelling effects, enhancing their readiness for roles in animation and VFX production.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to Dynamics**	
	A	Introduction to Proce	CO 1

		dural Mash/ 3D geometry.	
	B	Making motion graphics by Mash tools	CO1
	C	Combining mash and bullet solver.	CO1
	Unit 2	**Rigid Bodies**	
	A	Introduction to special effects.	CO2
	B	Rigid bodies – Active and passive rigid bodies	CO2
	C	Physics	CO2

		based procedural animation using rigid bodies.	
	Unit 3	**Emitters**	
	A	Particles	CO3
	B	Emitter types and Attributes.	CO3
	C	Deflectors and its attributes.	CO3
	Unit 4	**Fields**	
	A	Simulating particle effects	CO4
	B	Goals.	CO4
	C	Soft Bodies.	CO4
	Unit 5	**Constraints**	

<table>
<tr><td rowspan="3"></td><td>A</td><td>Animating soft bodies.</td><td>CO5</td></tr>
<tr><td>B</td><td>Fields and its attributes</td><td>CO6</td></tr>
<tr><td>C</td><td>Simulation of fields.</td><td>CO6</td></tr>
<tr><td></td><td>Mode of Examination</td><td colspan="3">Jury/Practical/Viva</td></tr>
<tr><td></td><td>Weightage Distribution</td><td colspan="3"><table><tr><td>CA</td><td>CE</td><td>ETE</td></tr><tr><td>30</td><td>30</td><td>40</td></tr></table></td></tr>
<tr><td></td><td>Text book/s*</td><td colspan="3">1. Maya Studio Projects Dynamics by Todd Palam</td></tr>
</table>

		ar (Publisher(s): Sybex ISBN: 9780470487761)
	Other References	1. Learning Maya: Dynamics by John Patton, 2002

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	3	2	1	2	3	3

CO2	3	2	3	2	3	2	1	2	3	3
CO3	3	2	3	2	3	2	1	2	3	3
CO4	3	2	3	2	3	2	1	2	3	3
CO5	3	2	3	2	3	2	1	2	3	3
CO6	3	2	3	2	3	2	1	2	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: IV**
1	Course Code	AGP2010
2	Course Name	**Game Publishing & Testing** ***(Minor Degree in Immersive Technology)
3	Credits	3
4	Contact Hours (L-T-P)	0-0-6
	Course Type	CORE/Elective
5	Course Objective	To introduce learners to the significance of sound design and testing in AV and game production. To develop understanding of quality assurance workflows and testing procedures. To build foundational knowledge of different testing methodologies and validation techniques. To enable learners to understand platform-specific requirements for publishing and distribution. To encourage the creation of structured test cases for real-world production scenarios. To support the deployment of projects across platforms with emphasis on quality and performance.
6	Course Outcomes	CO1-Describe importance of sound design in AV production CO2-Summarize fundamentals and procedures for testing CO3-Teach different testing techniques for games which include white box, black box and other compatibility issues CO4-Categorize various publishing platforms CO5-Develop test cases CO6-Publishing techniques for various platforms

7	Course Description	This course explores the integration of sound design, testing, and publishing processes within audio-visual and game production environments. It provides learners with practical exposure to quality assurance techniques, testing strategies, and deployment workflows, enabling them to ensure functional reliability and performance across platforms.	
8	Outline syllabus		CO Mapping
	Unit 1	Overview of testing	
	A	Introduction	CO1
	B	Two rules of game testing.	CO1
	C	Being a game tester. Types of game testing. Why testing is important. Testing strategy. Testing vs. debugging, and Testing coverage.	CO1
	Unit 2	Testing Fundamentals	
	A	Software quality.	CO2
	B	Test phases.	CO2
	C	Test process. Testing by numbers. Test plan.	CO2
	Unit 3	Testing Techniques	
	A	Combinatorial testing.	CO3
	B	Test Flow Diagrams.	CO3
	C	Clean room testing. Test trees. Play testing and ADHOC Testing. Defect Triggers. Game test Automation. Capture / playback testing. Software testing processes.	CO3
	Unit 4	Game Testing Procedures	
	A	Game Components and breakdown structure.	CO4
	B	Game Testing Techniques.	CO4
	C	Special considerations for game testing. Android Game testing, Bug spotting.	CO4
	Unit 5	Unity Game Publishing	
	A	Introduction	CO5

	B	Type of game publishing platforms. Fundamentals.			CO6
	C	How to build for various platforms like pc, mobile, web platforms using the variety of tools. Build features. Packing up assets. Game Aspects.			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Game Development Essentials: Game QA & Testing - by Levy (Author), Jeannie Novak (Author) - Delmar 1788479837.			
	Other References	1. Mobile Game Design Essentials - Dr. Claudio Scolastici (Author), David Nolte (Author) - Packt Publishing (November 21, 2013) - ISBN-10: 184969298X, ISBN-13: 978-1849692984.			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	3	2	1	2	3	3
CO2	3	2	3	2	3	2	1	2	3	3
CO3	3	2	3	2	3	2	1	2	3	3
CO4	3	2	3	2	3	2	1	2	3	3
CO5	3	2	3	2	3	2	1	2	3	3
CO6	3	2	3	2	3	2	1	2	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: IV**
1	Course Code	CCP4001
2	Course Name	Community Connect
3	Credits	2
4	Contact Hours (L-T-P)	0-2-0
	Course Type	AEC
5	Course Objective	To let the student engage and connect directly with the community/society. In this survey-based course students will get hand-on experience of the real-world situation by directly accessing and analyzing the information collected from the people in the community under study. The course aims to sensitize the student towards society and social issues. This course will also give a proper field exposure to the student, where student will not only interact with the community but will analyze the data and try to find solutions to the larger issues affecting the community and the country at large.
6	Course Outcomes	CO1-Apply the knowledge and skills acquired during classroom teaching CO2-Contribute to the society by bringing out the issues and the necessary solutions CO3-Identify the issues in the community/society CO4-Develop sense of belonging, sympathy and responsibility towards society CO5-Evaluate the importance of community engagement in higher education CO6-Create research plans for the betterment of the society
7	Course Description	This course is design especially for the students to connect with the community and understand the problems of the people in the community and get a sense of belonging to the community.
8	Outline syllabus	CO Mapping

9	**Theme**	Major Sub-themes for research: Major developmental issue (Socio-Economic, gender, environmental etc.) Media habits/ Media usage/Audience profiling Media perceptions	
10	**Guidelines for Faculty Members**	It will be a group assignment (4 to 5 students), the student will work together as a team, they have to survey at least 250 respondent (per team), and the faculty guide will guide the students and approve the project title and help the student in preparing the questionnaire and final report (the faculty member will collect all the questionnaires of survey and final report and submit to CCC coordinator within stipulated time). The questionnaire should be well design and it should carry at least 20 questions (Including demographic questions). The topic of the research should be related to social, economic or environmental issues concerning the common man. The report should contain 2,500 to 3,000 words and relevant charts, tables and photographs. The student should submit the report to CCC-Coordinator signed by the faculty guide in the assigned time frame. The students have to send the hard copy of the Report and PPT to CCC coordinator and then only they will be allowed for External Exam.	
11	**Role of CCC-Coordinator**	The CCC Coordinator will supervise the whole process and assign students to faculty members.	
12	**Layout of the Report**	Abstract(250 words) Front Page (sample design will be provided by Community Connect Coordinator/Mentor) Certificate of originality duly signed by the faculty supervisor Acknowledgement Content Page Abstract Introduction Objective of the report Methodology Results, finding, conclusion Recommendation/plan of action References Appendices Note: Research report should base on primary data.	
13	**Guideline for Report Writing**	Title Page: The following elements must be included: Title of the article; Name(s) and initial(s) of author(s), preferably with first names spelled out; Affiliation(s) of author(s); Name of the faculty guide and Co-guide Abstract: Each article is to be preceded by a succinct abstract, of up to 250 words, that highlights the objectives, methods, results, and conclusions of the paper. Text: Manuscripts should be submitted in Word.	

		14Use a normal, plain font (e.g., 12-point Times Roman) for text. Use italics for emphasis. Use the automatic page numbering function to number the pages. Save your file in docx format (Word 2007 or higher) or doc format (older Word versions) Reference list: The list of references should only include works that are cited in the text and that have been published or accepted for publication. The entries in the list should be in alphabetical order. Journal article Hamburger, C.: Quasimonotonicity, regularity and duality for nonlinear systems of partial differential equations. Ann. Mat. Pura Appl. 169, 321–354 (1995) Article by DOI Sajti, C.L., Georgio, S., Khodorkovsky, V., Marine, W.: New nanohybrid materials for biophotonics. Appl. Phys. A (2007). doi:10.1007/s00339-007-4137-z Book Geddes, K.O., Czapor, S.R., Labahn, G.: Algorithms for Computer Algebra. Kluwer, Boston (1992) Book chapter Broy, M.: Software engineering — from auxiliary to key technologies. In: Broy, M., Denert, E. (eds.) Software Pioneers, pp. 10–13. Springer, Heidelberg (2002) Online document Cartwright, J.: Big stars have weather too. IOP Publishing PhysicsWeb. http://physicsweb.org/articles/news/11/6/16/1 (2007). Accessed 26 June 2007 Always use the standard abbreviation of a journal's name according to the ISSN List of Title Word Abbreviations, see www.issn.org/2-22661-LTWA-online.php For authors using End Note, Springer provides an output style that supports the formatting of in-text citations and reference list. End Note style (zip, 2 kB)	
14	**Format:**	The report should be Spiral/ hardbound The Design of the Cover page to report will be given by the Coordinator- CCC Cover page Acknowledgement Content Project report Appendices Font Times New Roman, Headings 16, subhead 14, body text 12. Justified text. Line spacing 1.5. Margins should be 3 cm at binding side, 2 cm top, bottom and Remaining side.	
15	**Important Dates:**	Students needs to submit the hard copy of the report, duly signed and approved by the faculty supervisor by 20th April, 2020.	

		A trip to village will be organized by the University for the students in the 1st week of May. It will be mandatory for all the students. The final jury examinations will be held as per the date sheet, announced by the Dy. COE of the school.			
16					
	Mode of Examination	Interpretative evaluation by Internal / external expert(s) AUDIT COURSE Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1		2	1	3	3	3	3	3		
CO2		2	1	3	3	3	3	3		
CO3		2	1	3	3	3	3	3		
CO4		2	1	3	3	3	3	3		
CO5		2	1	3	3	3	3	3		
CO6		2	1	3	3	3	3	3		

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: IV**
1	Course Code	RBL002
2	Course Name	Research Based Learning – II
3	Credits	1
4	Contact Hours (L-T-P)	0-0-2
	Course Type	RBL
5	Course Objective	To strengthen the academic research ability of the students. To evolve the inquisitiveness of the students towards society and various factors affecting media and society at a large. To enhance the problem solving skills of the students.
6	Course Outcomes	CO1-Selecting the research topics related to media research CO2-Demonstrate understanding of research and apply it CO3-Enhance their problem solving skills through research on the topics related to media and communication which directly impacts the society. CO4-Analyzing and appraising research topic/ project CO5-Evaluating the research topic/ project CO6-Write and present their research topic/ project with proper ethics of research.
7	Course Description	This course focuses on developing research competencies in media and communication by guiding learners through the process of identifying, analyzing, and addressing contemporary issues through systematic inquiry. It enables students to engage with real-world challenges, apply analytical thinking, and generate meaningful insights that strengthen their readiness for academic, professional, and industry-oriented research roles. By emphasizing ethical practices, critical evaluation, and evidence-based problem-solving, the course fosters innovation and aligns with the growing importance of research-driven decision-making in media and communication sectors.

8	Outline syllabus				CO Mapping
	Unit 1	Dissertation/ Project Monitoring Stage			
	Unit 2	Progress of Project/ Dissertation after topic approval			
	Unit 3	Evaluation of progress of Project/ Dissertation after topic approval			
	Unit 4	First Review of the project by internal committee (R1)			
	Unit 5	Second Review of the project by internal committee (R2)			
	Mode of Examination	Only an Audit course			
	Weightage Distribution	CA	CE	ETE	
		100	NA	NA	
	Text book/s*				
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	1	2	3	1	3	2	1	1
CO2	3	1	1	2	3	1	3	2	1	1
CO3	3	1	1	2	3	1	3	2	1	1
CO4	3	1	1	2	3	1	3	2	1	1
CO5	3	1	1	2	3	1	3	2	1	1
CO6	3	1	1	2	3	1	3	2	1	1

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: V**
1	Course Code	**Portfolio Design**
2	Course Name	**4**
3	Credits	**0-2-4**
4	Contact Hours (L-T-P)	**Portfolio Design**
	Course Type	CORE
5	Course Objective	To equip the students with the skills to present/ project their Final Show reel/Portfolio. ToiIntroduce the CORE Elements of Show reel/Portfolio and Digital Presentation. To ready students in creative and design thinking and help them incorporate creativity in their works. To aim at making the portfolio in tune with the market/ client Requirement.
6	Course Outcomes	CO1: Investigate the significance of portfolios and showreels in the industry. CO2: Assess portfolio development workflows and presentation strategies. CO3: Sketch blue print of Specialisation Show reel. CO4: Use contemporary topics for show reel. CO5: Create Creative Portfolio as per Industry Need. CO6: Develop and critique a professional digital profile and portfolio through collaborative workflows, demonstrating presentation skills, personal branding, and industry readiness.
7	Course Description	This course focuses on preparing learners for industry entry by guiding them in the creation of professional portfolios and showreels that effectively showcase their skills and creative abilities. It emphasizes strategic presentation, content curation, and personal branding through hands-on development and iterative refinement, enabling students to position themselves competitively within the creative job market and enhancing employability.

		By integrating contemporary trends, digital platforms, and professional practices, the course fosters innovation and aligns with the evolving expectations of the media and entertainment industry.	
8			CO Mapping
	Unit 1	**Generalist Portfolio**	
	A	Understand Generalist profile.	CO1
	B	Understand Specialist profile.	CO1
	C	Managing Different Skill sets.	CO1
	Unit 2	**Portfolio Presentation**	
	A	Format & Timeline.	CO2
	B	Platform & Website	CO2
	C	Linked-in.	CO2
	Unit 3	**Specialisation Show reel.**	
	A	Identify Domain.	CO3
	B	Industry Need.	CO3
	C	Show reel	CO3
	Unit 4	**Contemporary Topics**	
	A	Social Topics.	CO4
	B	Environment Topics	CO4
	C	Cultural Topics	CO4
	Unit 5	**Portfolio & Presentation**	
	A	Finalisation of Portfolio.	CO5
	B	Final Profile Development.	CO6
	C	Digital Present.	CO6

	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Animation (Portfolio) Paperback – 14 May 2013 by Andrew Selby (Author)			
	Other References	1. 500 Social Media Marketing Tips: Essential Advice, Hints And Strategy For Business: Facebook, Twitter, Instagram, Pinterest, Linkedin, Youtube, Snapchat, And More by Andrew Macarthy			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	3	2	1	3	3	3
CO2	3	2	3	2	3	2	1	3	3	3
CO3	3	2	3	2	3	2	1	3	3	3
CO4	3	2	3	2	3	2	1	3	3	3
CO5	3	2	3	2	3	2	1	3	3	3
CO6	3	2	3	2	3	2	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: V**
1	Course Code	AGP3003
2	Course Name	Matte Painting
3	Credits	4
4	Contact Hours (L-T-P)	0-2-4
	Course Type	CORE
5	Course Objective	To Understand the fundamentals of matte painting, including its history and application in film, games, and digital media. To Learn to apply geometric techniques to accurately construct and represent objects and environments. To Gain the ability to render realistic indoor and outdoor environments by employing perspective drawing techniques to Explore creative compositional strategies using perspective drawing. To Develop skills in photo manipulation, digital painting, and texture integration.
6	Course Outcomes	CO1. Understand the fundamentals of matte painting. CO2. Demonstrate creative sketches through geometric techniques. CO3. Explore the technique of landscape design using perspective techniques. CO4. Understand the techniques of creating 3D text Drawing using perspective. CO5. Understand the basics of Photo manipulation & Digital painting. CO6. Utilizing Matte Painting in final projects.
7	Course Description	This course offers a comprehensive exploration of Matte Painting, focusing on the techniques and principles that create the illusion of depth and dimension in the Imaginative background creation.
8	Outline syllabus	CO Mapping

	Unit 1	**Introduction of Matte Painting**			
	A	History of Matte Painting			CO1
	B	One & Two Point Perspective Technique.			CO1
	C	Three point Perspective Technique.			CO1
	Unit 2	**Creative Perspective Sketches**			
	A	Creating sketches using different eye levels			CO2
	B	Creative Two Point Perspective Exterior			CO2
	C	Creative Two Point Perspective Interior			CO2
	Unit 3	**Landscaping Design**			
	A	Landscape using one Point Perspective			CO3
	B	Landscape Using Two Point Perspective with below Eye Level			CO3
	C	Village scene with Inking using Perspective Drawing			CO3
	Unit 4	**Text and Logo Design**			
	A	Introduction of 3D Text Writing with Perspective Technique			CO4
	B	Text Writing with One, Two & Three Point Perspective			CO4
	C	Creative Logo Design using 3D Text			CO4
	Unit 5	**Final Projects**			
	A	Creative Product ad Designing using photo manipulation			CO5
	B	Creative Digital Painting.			CO6
	C	Creative Matte Painting Design for gaming			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	1. The Digital Matte Painting Handbook by David B. Mattingly, Publisher: Sybex Inc (12 April 2011), ISBN- 0470922427. 2. The Perspective Drawing Guide by Spencer Nugent, Publisher: Rocky Nook; Reprint edition (6 January 2023), ISBN-10: 1681989034 ISBN-13: 978-1681989037
	Other References	1. Drawing Perspective (English, Paperback, Fisher Tim), Publisher: Search Press Ltd, ISBN: 9781782219361

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	1	1	2	1	3	3	3
CO2	3	2	3	1	1	2	1	3	3	3
CO3	3	2	3	1	1	2	1	3	3	3
CO4	3	2	3	1	1	2	1	3	3	3
CO5	3	2	3	1	1	2	1	3	3	3
CO6	3	2	3	1	1	2	1	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: V**
1	Course Code	AGP3005
2	Course Name	Design Visualization
3	Credits	4
4	Contact Hours (L-T-P)	0-2-4
	Course Type	CORE
5	Course Objective	To describe role of Design visualization in Architectural & Game Level world. To define fundamental 3D techniques Design visualization. To identify the different methods of art in Design visualization. To create models, texture, lighting rendering results for Design visualization. To understand creating final output to present final work.
6	Course Outcomes	CO1 – Describe various techniques for creating 3D Environment. CO2 – Compare different design approaches in a 3D environment. CO3 – Relate the fundamentals of 3D movie and game art. CO4 – Utilize various methods to produce 3D outputs. CO5 – Illustrate industry-standard techniques for creating 3D movie and game assets. CO6 – Develop final outputs for products, environments, or game assets.
7	Course Description	This course focuses on the convergence of level design and architectural visualization, enabling learners to construct interactive environments that combine spatial planning with visual storytelling. It emphasizes the creation of user-centric spaces through structured workflows involving modeling, lighting, and rendering, while integrating navigation and interaction principles relevant to both gaming and architectural walkthroughs, enhancing employability across multiple digital domains.
8	Outline syllabus		CO Mapping

	Unit 1	**Fundamentals of Design Visualization**			
	A	Introduction to Design Visualization for digital environment.			CO1
	B	Principles of Visual Composition			CO1
	C	Understanding Perspective & Depth.			CO1
	Unit 2	**3D Modeling for Design Visualization**			
	A	Introduction to Digital Environment Building.			CO2
	B	Hard Surface & Organic Modeling.			CO2
	C	Asset Optimization & UV Mapping.			CO2
	Unit 3	**Lighting & Texturing in Design Visualization**			
	A	Principles of Lighting in Visualization.			CO3
	B	PBR Texturing & Material Creation			CO3
	C	HDRI & Environment Setup.			CO3
	Unit 4	**Rendering & Post-Processing**			
	A	Photorealistic Rendering Techniques			CO4
	B	Render Settings & Optimization.			CO4
	C	Post-Processing in Photoshop & After Effects			CO4
	Unit 5	**Architectural & Environment Visualization**			
	A	Animation for Visualization			CO5
	B	Fundamentals of Design Visualization			CO6
	C	Introduction to Design Visualization for digital environment.			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	1. Realistic Architectural Rendering with 3ds Max and V-Ray, Author: Jamie Cardoso, Roger Cusson, Edition: 2, Publisher: CRC Press, e-ISBN: 9781136141652,ISBN: 9780240812298 2. Level Design for Games: Creating Compelling Game Experiences Paperback – 8 February 2006 by Phil Co (Author)
	Other References	1. An Architectural Approach to Level Design Paperback – 12 June 2014 by Christopher W. Totten (Author)

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	3	2	3	3	3	3
CO2	3	2	3	2	3	2	3	3	3	3
CO3	3	2	3	2	3	2	3	3	3	3
CO4	3	2	3	2	3	2	3	3	3	3
CO5	3	2	3	2	3	2	3	3	3	3
CO6	3	2	3	2	3	2	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: V**
1	Course Code	AGP3007
2	Course Name	Motion Design
3	Credits	2
4	Contact Hours (L-T-P)	0-0-4
	Course Type	CORE
5	Course Objective	To introduce learners to compositing practices and their development in media production. To develop understanding of image processing concepts such as projection, exposure, and visual data. To build foundational knowledge of digital imaging and manipulation techniques. To enable learners to work with compositing systems including layers, nodes, keying, and matting. To encourage application of compositing in integrating live and virtual elements. To support the creation and evaluation of visually effective video compositions.
6	Course Outcomes	CO1: Describe Compositing & its throughout Development CO2:-Define Projection, Exposure & Visual Information. CO3:-Summarize Practice Digital Imaging & Manipulation. CO4: Teach Layer & Node System, Keying & Matting. CO5:- Categorize Live & Virtual Camera and 3D Compositing. CO6:- Design Evaluate video art, tools and techniques.

7	Course Description	This course focuses on the principles and practices of compositing by guiding learners through the integration of multiple visual elements into cohesive imagery. It develops competencies in digital imaging, keying, matting, and 3D compositing workflows through hands-on exploration and structured learning, preparing students for roles in post-production and visual effects. By emphasizing both technical precision and creative decision-making in image construction, the course fosters innovation and aligns with the evolving demands of contemporary media and VFX production environments.	
8			CO Mapping
	Unit 1	**Introduction to Motion Design**	
	A	History of Compositing	CO1
	B	Terminologies	CO1
	C	Background Projection, Matting	CO1
	Unit 2	**Digital Image**	
	A	Digital Image Generation, Pixels	CO2
	B	Tools & Techniques	CO2
	C	Key Frame & timeline	CO2
	Unit 3	**Layers**	
	A	Motion and Shape Tween	CO3
	B	Motion Path Animation using Layer.	CO3
	C	Masking and Effects using Gradients.	CO3
	Unit 4	**Composition**	
	A	Animation, 2D and 3D transformation	CO4
	B	Speed graph, optimizing key frames	CO4
	C	Time Remapping	CO4
	Unit 5	**Colour Manipulation**	
	A	Levels, Variations, Multiply, Add	CO5

	B	Gamma Correction			CO6
	C	Exposure Correction			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	1. Compositing Digital Images - T. Porter and T. Duff I Proceedings of SIGGRAPH '84, 18 (1984) I 2. The Art and Science of Digital Compositing - Ron Brinkman			
	Other References	1. Wright's Compositing Visual Effects: Essentials for the Aspiring Artist [Paperback] 2007) - Paperback (2007) – Wright 2. Compositing Visual Effects – Essentials for aspiring artists - Steve Wright			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	2	3	2	3	3	3	3
CO2	3	2	3	2	3	2	3	3	3	3
CO3	3	2	3	2	3	2	3	3	3	3
CO4	3	2	3	2	3	2	3	3	3	3
CO5	3	2	3	2	3	2	3	3	3	3
CO6	3	2	3	2	3	2	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: V**
1	Course Code	AGP3009
2	Course Name	Contemporary Technology
3	Credits	4
4	Contact Hours (L-T-P)	0-2-4
	Course Type	CORE
5	Course Objective	To introduce learners to emerging tools, plug-ins, and technologies used in AVGC production. To develop understanding of workflow integration using modern software and toolchains. To build awareness of differences between open-source and commercial production tools. To enable learners to enhance production efficiency through automation, AI, and scripting. To encourage exploration of independent creator workflows and adaptive production strategies. To support the creation of projects using contemporary tools aligned with industry practices.
6	Course Outcomes	CO1-Identify contemporary animation technologies, plug-ins, and open-source tools. CO2-Use important plug-ins for AVGC Production. CO3-Compare open-source and paid software. CO4-Improve animation workflows using automation, AI, and scripting. CO5-Learn Indie AVGC Artists workflow & production pipeline. CO6-Create Project using modern tools and techniques.

7	Course Description	This course explores the evolving landscape of tools and technologies in the AVGC sector, focusing on how modern plug-ins, open-source solutions, and automation techniques are reshaping production workflows. It equips learners with the ability to adapt to dynamic tool ecosystems, optimize workflows, and adopt efficient production strategies inspired by both industry and independent creators, enhancing employability in rapidly changing creative industries. By emphasizing innovation through AI-assisted processes, scripting, and contemporary tool integration, the course aligns with the growing demand for flexible, technology-driven content creation in modern media environments.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to Contemporary Technology/Tool**	
	A	Current Trends in Animation Technology.	CO1
	B	Automation in AVGC	CO1
	C	Study Open Sources.	CO1
	Unit 2	**Plug-ins & Application**	
	A	Role of Plug-ins.	CO2
	B	Essential Plug-ins	CO2
	C	Third-Party Plug-ins.	CO2
	Unit 3	**Open-Source Tools**	
	A	Understanding Open Source	CO3
	B	Advantages & Limitations.	CO3
	C	Proprietary Software.	CO3
	Unit 4	**Workflow Optimization & Automation**	
	A	AI-Assisted Learning.	CO4
	B	Automation.	CO4
	C	Optimization.	CO4
	Unit 5	**Indie Artists & Independent AVGC Artist**	

	A	Understand Indie workflow.			CO5
	B	Social Media			CO6
	C	Public Relation.			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*	Beginning Blender: Open Source 3D Modeling, Animation, and Game Design Paperback – Import, 30 December 2010 by Lance Flavell (Author)			
	Other References	Maya Plug-in Power Paperback – Import, 1 February 2008 by Mark J.T. Smith (Author)			

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	3	3	3	3	3	3	3
CO2	3	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	3	3	3	3	3	3
CO4	3	2	3	3	3	3	3	3	3	3
CO5	3	2	3	3	3	3	3	3	3	3
CO6	3	2	3	3	3	3	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**	
Department		**Mass Communication**	
Programme Code		**SMF0119**	
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**	
Specialisation/ Minor			
Batch: 2026-2030		**Semester: V**	
1	Course Code	RBL	
2	Course Name	Research Based Learning-3	
3	Credits	2	
4	Contact Hours (L-T-P)	0-0-4	
	Course Type	RBL	
5	Course Objective	The objective of this course is to Strengthen the academic research ability of the students. Evolve the inquisitiveness of the students towards society and various factors affecting media and society at a large. Enhance the problem solving skills of the students	
6	Course Outcomes	CO1-Selecting the research topics related to media research CO2-Demonstrate understanding of research and apply it CO3-Enhance their problem solving skills through research on the topics related to media and communication which directly impacts the society CO4-Analyzing and appraising research work CO5-Evaluating the research project CO6-Write and present their research work with proper ethics of research	
7	Course Description	The course is designed to inculcate the research value and skills among thestudents.	
8	Outline syllabus		CO Mapping
	Unit 1	Dissertation/ Project Implementation Stage	CO1, CO2
	Unit 2	First Review (R1)	CO3, CO4, CO5, CO6

	Unit 3	Second Review (R2)			CO3, CO4, CO5, CO6
	Unit 4	Review (R3) by internal committee			CO3, CO4, CO5, CO6
	Unit 5				CO1, CO2
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		70	30	NA	
	Text book/s*				
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	1	1	2	3	1	3	2	1	1
CO2	3	1	1	2	3	1	3	2	1	1
CO3	3	1	1	2	3	1	3	2	1	1
CO4	3	1	1	2	3	1	3	2	1	1
CO5	3	1	1	2	3	1	3	2	1	1
CO6	3	1	1	2	3	1	3	2	1	1

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: VI**
1	Course Code	AGP3002
2	Course Name	Apprenticeship
3	Credits	20
4	Contact Hours (L-T-P)	0-0-40
	Course Type	CORE/ AEC/ SEC/ Elective/ VAC/ RBL/ PBL
5	Course Objective	To immerse learners in real industry environments aligned with their specialization. To enable active participation in production workflows and professional tasks. To bridge the gap between academic learning and industry requirements. To develop problem-solving abilities in real-time work scenarios. To encourage self-evaluation and performance reflection in a professional context. To support documentation and presentation of industry experience through structured reporting.
6	Course Outcomes	CO1: Investigate industry expectations within the chosen specialization. CO2: Assess workplace workflows and production pipelines by engaging in assigned tasks during On-Job Training within an industry setting. CO3: Recall and align academic knowledge with practical execution. CO4: Interpret job responsibilities and performance outcomes by reflecting on task execution, efficiency, and adaptability in the workplace. CO5: Execute professional tasks and solve real-world problems within the industry environment by applying domain-specific skills and technical knowledge. CO6: Develop and defend a structured OJT report and portfolio through reflective practice, demonstrating professional growth, ethical conduct, and contribution to organizational objectives.

7	Course Description	This course is structured as an apprenticeship-based learning experience where students engage directly with industry through internships or job-based roles aligned with their specialization It emphasizes active participation in real production environments, enabling learners to apply their skills, adapt to professional workflows, and contribute to organizational objectives, significantly enhancing their employability and industry readiness. By integrating experiential learning with reflective practice and performance evaluation, the course fosters professional competence, responsibility, and continuous improvement, aligning with the evolving demands of skill-driven and industry-integrated education systems.			
8					CO Mapping
	Unit 1	Bi-Weekly Report/Work in progress report			CO1
	Unit 2	Bi-Weekly Report/Work in progress report			CO2
	Unit 3	Bi-Weekly Report/Work in progress report			CO3
	Unit 4	Bi-Weekly Report/Work in progress report			CO4
	Unit 5	Bi-Weekly Report/Work in progress report			CO5 CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	3	3	3	3	3	3	3
CO2	3	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	3	3	3	3	3	3
CO4	3	2	3	3	3	3	3	3	3	3
CO5	3	2	3	3	3	3	3	3	3	3
CO6	3	2	3	3	3	3	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: VI**
1	Course Code	AGP3006
2	Course Name	Final Project
3	Credits	20
4	Contact Hours (L-T-P)	0-0-40
	Course Type	CORE/ AEC/ SEC/ Elective/ VAC/ RBL/ PBL
5	Course Objective	To enable learners to undertake a self-directed project aligned with their area of specialization. To develop the ability to plan, manage, and execute a complete production workflow independently. To strengthen application of domain-specific knowledge and technical skills. To encourage creative problem-solving and innovation in project development. To prepare learners for industry expectations through portfolio or showreel creation. To support professional presentation, documentation, and evaluation of final work.
6	Course Outcomes	CO1: Investigate industry expectations for final Project/Showreel. CO2: Assess & apply production workflows and project pipelines for final Project/Showreel. CO3: Recall CORE domain fundamentals relevant to the chosen specialization. CO4: Interpret tools and techniques required for project execution. CO5: Execute a specialization-driven project or showreel addressing real-world industry expectations. CO6: Develop and defend a final project or showreel through collaborative and reflective practice, demonstrating innovation, professional presentation, and readiness for industry engagement.

7	Course Description	This course provides learners with the opportunity to undertake a self-directed final project or develop a professional showreel aligned with their specialization. It emphasizes independent learning, creative exploration, and structured production workflows, enabling students to apply their accumulated knowledge and skills in producing industry-relevant outputs that enhance employability and career readiness. By focusing on originality, technical execution, and professional presentation, the course fosters innovation and aligns with the expectations of contemporary creative industries where portfolio-driven evaluation plays a critical role.			
8					CO Mapping
	Unit 1	Bi-Weekly Report/Work in progress report			CO1
	Unit 2	Bi-Weekly Report/Work in progress report			CO2
	Unit 3	Bi-Weekly Report/Work in progress report			CO3
	Unit 4	Bi-Weekly Report/Work in progress report			CO4
	Unit 5	Bi-Weekly Report/Work in progress report			CO5 CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	2	3	3	3	3	3	3	3	3
CO2	3	2	3	3	3	3	3	3	3	3
CO3	3	2	3	3	3	3	3	3	3	3
CO4	3	2	3	3	3	3	3	3	3	3
CO5	3	2	3	3	3	3	3	3	3	3
CO6	3	2	3	3	3	3	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**	
Department		**Mass Communication**	
Programme Code		**SMF0119**	
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**	
Specialisation/ Minor			
Batch: 2026-2030		**Semester: VII**	
1	Course Code	JMT4101	
2	Course Name	Communication Research Methods & Tools	
3	Credits	4	
4	Contact Hours (L-T-P)	4-0-0	
	Course Type	CORE	
5	Course Objective	To impart in-depth knowledge of nature of research methods used in communication research. To provide theoretical knowledge of Communication Research Methods and Tools. To develop critical and analytical thinking on of Communication Research Methods and Tools.	
6	Course Outcomes	CO1: Describe various research methods employed in communication research. CO2: Outline opportunities and challenges in descriptive research methods. CO3: Illustrate and construct various descriptive research tools CO4: Apply the measurement scales CO5: Analyze various sampling techniques CO6: Evaluate the sampling problems, bias and errors	
7	Course Description	The course is designed primarily for the students to get an in-depth knowledge of communication research methods and tools.	
8	Outline syllabus		CO Mapping
	Unit 1	**Introduction to Research Methods**	
	A	Research Method: Nature and Concept	CO1

	B	Communication Research Approaches			CO1
	C	Research Tools: Nature and Concept			CO1
	Unit 2	**Descriptive Research Methods**			
	A	Longitudinal, Cross Sectional			CO2
	B	Census and Survey			CO2
	C	Panel Studies, Trend Studies, Time series Studies			CO2
	Unit 3	**Descriptive Research Tools**			
	A	Schedule, Questionnaire			CO3
	B	Interview and Observation			CO3
	C	Pre-testing of Questionnaire, Pilot Study			CO3
	Unit 4	**Measurement Scales and Distributions**			
	A	Levels of Measurement NOIR			CO4
	B	Likert Scale: Nature and Background			CO4
	C	Attitude Scales, Thurston Scales, Guttmann Scale, Ranking Scales			CO4
	Unit 5	**Sampling Techniques**			
	A	Population, Sample, Sampling Frame			CO5
	B	Types of Sampling, Sampling Matrix			CO6
	C	Sampling Problems, Bias and Errors			CO6
	Mode of Examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		25	15	60	
	Text book/s*	1. Mass Media Research: An Introduction by Roger D. Wimmer			

	Other References	1. Media and communication research methods by Arthur Berger 2. Mass Communication Research Methods by Anders Hansen

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	3	1	2	3	2	2	3	1	3
CO2	2	2	2	3	2	2	3	2	2	2
CO3	3	2	2	2	3	1	1	2	2	2
CO4	1	1	3	3	2	2	3	1	3	1
CO5	3	2	2	2	3	3	3	2	2	2
CO6	3	2	2	3	2	3	3	2	2	2

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: VII**
1	Course Code	JMT4103
2	Course Name	Statistics for Research
3	Credits	4
4	Contact Hours (L-T-P)	4-0-0
	Course Type	CORE
5	Course Objective	To impart basic knowledge of statistics for social science research. To develop critical and analytical thinking on statistics required for social sciences research.
6	Course Outcomes	CO1: Develop an understanding of the concept of Statistics. CO2: Define descriptive statistics. CO3: Acquaint with SPSS. CO4: Apply the basic data analysis through SPSS. CO5: Analyze various descriptive stats through SPSS. CO6: Explain the ethical consideration in using statistics in media & communication research.
7	Course Description	The course is designed primarily for the students to develop an understanding of the concept of statistics in media and communication research.
8	Outline syllabus	CO Mapping
	Unit 1	**Introduction**
	A	An Overview of Statistics: Meaning, Definition and Characteristics — CO1

	B	Types of Variables (Continuous and Discrete) and Levels of Measurement (NOIR)			CO1
	C	Importance of Statistics in Media Research (With reference to Content analysis, Code Book Preparation and Coding)			CO1
	Unit 2	**Descriptive Statistics**			
	A	Statistical Series: Importance and Limitations			CO2
	B	Measures of Central Tendency: Arithmetic Mean, Median, Mode			CO2
	C	Measures of Variability			CO2
	Unit 3	**Introduction to SPSS**			
	A	An Overview and Major features of SPSS			CO3
	B	Basic Features of SPSS: Menu and Options			CO3
	C	Data Entry, Data Editing and Data Deletion in SPSS			CO3
	Unit 4	**Descriptive Statistics through SPSS**			
	A	Calculation of Frequency analysis			CO4
	B	Graphical Representation of Data			CO4
	C	Calculation of Mean, Median and Mode			CO4
	Unit 5	**Quantitative Analysis**			
	A	Reliability and Consistency Analysis: Uses and Interpretation			CO5
	B	Normality Analysis: Uses and Interpretation, T-Test: Uses and Interpretation			CO6
	C	Ethical consideration for using statistics in media and communication research			CO6
	Mode of Examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		25	15	60	

	Text book/s*	
	Other References	

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	-	-	3	3	2	-	3	1	-	-
CO2	-	-	3	3	2	-	3	1	-	-
CO3	-	-	3	3	2	-	3	1	-	-
CO4	-	-	3	3	2	-	3	1	-	-
CO5	-	-	3	3	2	-	3	1	-	-
CO6	-	-	3	3	2	-	3	1	-	-

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: VII**
1	Course Code	JMT4105
2	Course Name	Ethical Perspective of Media & Communication Research
3	Credits	4
4	Contact Hours (L-T-P)	4-0-0
	Course Type	CORE
5	Course Objective	To Guide and mentor students in developing, completing, writing, and presenting a valid and ethical research report. To Provide students with the fundamental knowledge of basics of philosophy of science and ethics, research integrity, publication ethics. To Hands-on sessions are designed to identify research misconduct and predatory publications.
6	Course Outcomes	CO1: Define various philosophies related to research ethics. CO2: Demonstrate scientific ethical conduct CO3: Build of the publication ethics CO4: Examine the open access publication CO5: Apply the publication ethics CO6: Evaluate the publication misconduct
7	Course Description	The course is designed to inculcate the ethical perspective of media and communication research among students.
8		CO Mapping
	Unit 1	Philosophy and Research
	A	Introduction to philosophy — CO1

	B	Ethics: definition, moral philosophy			CO1
	C	Nature of moral judgement and reaction			CO1
	Unit 2	Scientific Conduct			
	A	Ethics with respect to science and research			CO2
	B	Misconduct: Falsification, Fabrication & Plagiarism (FFP)			CO2
	C	Selective reporting and misrepresentation of data			CO2
	Unit 3	Publication Ethics			
	A	Introduction, definition and importance of publication ethics			CO3
	B	Conflicts of interest			CO3
	C	Predatory Journals			CO3
	Unit 4	Open Access Publication			
	A	Open access publication & initiatives			CO4
	B	Software tools to identify predatory journals			CO4
	C	Online resources to check publisher copyright & Self-archiving policies			CO4
	Unit 5	Publication Misconducts			
	A	Subject specific ethical issues			CO5
	B	Case studies			CO6
	C	Complaints and appeals			CO6
	Mode of Examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		25	15	60	
	Text book/s*				

	Other References	

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	3	2	2	2	3	3	1	3	3
CO2	3	2	1	3	3	3	3	3	3	3
CO3	3	3	3	3	3	2	3	3	2	3
CO4	2	3	2	2	2	3	3	2	3	2
CO5	2	2	3	3	3	2	3	1	3	2
CO6	2	3	3	3	3	3	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**	
Department		**Mass Communication**	
Programme Code		**SMF0119**	
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**	
Specialisation/ Minor			
Batch: 2026-2030		**Semester: VII**	
1	Course Code	JMP4101	
2	Course Name	Media & Communication Research- Project	
3	Credits	4	
4	Contact Hours (L-T-P)	0-3-2	
	Course Type	CORE	
5	Course Objective	To strengthen the academic research ability of the students. To evolve the inquisitiveness of the students towards society and various factors affecting media and society at a large. To enhance the problem solving skills of the students.	
6	Course Outcomes	CO1: Relate the theoretical knowledge of research. CO2: Demonstrate their problem-solving skills through research on the topics related to media and communication which directly impacts the society. CO3: Identify research problem and specific research objectives CO4: Outline the research process. CO5: Develop report on the research problem and the proposed solution CO6: Present their research work with proper ethics of research.	
7	Course Description	The course is designed to inculcate the research value and skills among the students.	
8			CO Mapping
	Unit 1-Unit 5	Complete the master's thesis/dissertation under the supervision of the assigned faculty in given time	CO1-CO6

	Guidelines for the students	• Each student is required to write a dissertation on any topic related to communication and will have to seek approval of the faculty supervisor for her/his dissertation. • The final dissertation report duly signed by the supervisor and head of the centre has to be submitted to the centre before the summative examination of the last semester. Students will apply similarity checker before submitting final copy of dissertation and submit self-declaration that similarity in dissertation content, excluding review of literature, is not more than 15 percent.			
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	3	3	3	3	3	3	3	2	3
CO2	2	3	2	2	3	3	3	3	1	2
CO3	3	2	3	3	2	3	2	2	3	3
CO4	3	3	3	2	3	3	3	3	2	2
CO5	3	2	2	2	2	2	3	2	3	3
CO6	3	2	3	3	3	3	3	2	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: VII**
1	Course Code	AGP4001
2	Course Name	Project (Post Production Technique)
3	Credits	4
4	Contact Hours (L-T-P)	0-0-8
	Course Type	CORE
5	Course Objective	The purpose of this subject is to provide practical industry based hands-on experience of being able to create high quality **VFX** Understanding the workflows involved in actual productions pipeline in industry. Knowledge of planning and organizing projects by observation and practical. Learning artistic techniques to create high quality Industry ready product/films.
6	Course Outcomes	CO1-Recall inputs received in preceding seven semesters CO2-Relate to problems encountered during OJT by interpreting theoretical knowledge practically CO3-Solve problems encountered at OJT. Practical Knowledge- learning by doing in industry environment CO4-Correlate efficacy of your performance on OJT CO5-Appraise your performance on OJT CO6-Submit OJT Report
7	Course Description	Students will undergo On Job Training (OJT) in lieu of in-house Production. The students will submit a detailed report on their OJT and final report for a period 90 hrs in Animation/VFX/Gaming/Motion Graphics/Graphics along with the Power point Presentation containing the actual learning experience

8					CO Mapping
	Unit 1	**Bi-Weekly Report**			
	A	Work in progress report			CO1
	B	Work in progress report			CO1
	C	Work in progress report			CO1
	Unit 2	**Bi-Weekly Report**			
	A	Work in progress report			CO2
	B	Work in progress report			CO2
	C	Work in progress report			CO2
	Unit 3	**Bi-Weekly Report**			
	A	Work in progress report			CO3
	B	Work in progress report			CO3
	C	Work in progress report			CO3
	Unit 4	**Bi-Weekly Report**			
	A	Work in progress report			CO4
	B	Work in progress report			CO4
	C	Work in progress report			CO4
	Unit 5	**Bi-Weekly Report**			
	A	Work in progress report			CO5
	B	Work in progress report			CO6
	C	Work in progress report			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	
	Other References	

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	3	2	2	2	3	3	1	3	3
CO2	3	2	1	3	3	3	3	3	3	3
CO3	3	3	3	3	3	2	3	3	2	3
CO4	2	3	2	2	2	3	3	2	3	2
CO5	2	2	3	3	3	2	3	1	3	2
CO6	2	3	3	3	3	3	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: VII**
1	Course Code	AGP4003
2	Course Name	Project (Immersive Technique)
3	Credits	4
4	Contact Hours (L-T-P)	0-0-8
	Course Type	CORE
5	Course Objective	• The purpose of this subject is to provide practical industry based hands-on experience of being able to create high quality **Gaming Project** • Understanding the workflows involved in actual productions pipeline in industry. • Knowledge of planning and organizing projects by observation and practical. Learning artistic techniques to create high quality Industry ready product/films.
6	Course Outcomes	CO1-Recall inputs received in preceding seven semesters CO2-Relate to problems encountered during OJT by interpreting theoretical knowledge practically CO3-Solve problems encountered at OJT. Practical Knowledge- learning by doing in industry environment CO4-Correlate efficacy of your performance on OJT CO5-Appraise your performance on OJT CO6-Submit OJT Report
7	Course Description	Students will undergo On Job Training (OJT) in lieu of in-house Production. The students will submit a detailed report on their OJT and final report for a period 90 hrs in Animation/VFX/Gaming/Motion Graphics/Graphics along with the Power point Presentation containing the actual learning experience
8		CO Mapping

	Unit 1	**Bi-Weekly Report**			
	A	Work in progress report			CO1
	B	Work in progress report			CO1
	C	Work in progress report			CO1
	Unit 2	**Bi-Weekly Report**			
	A	Work in progress report			CO2
	B	Work in progress report			CO2
	C	Work in progress report			CO2
	Unit 3	**Bi-Weekly Report**			
	A	Work in progress report			CO3
	B	Work in progress report			CO3
	C	Work in progress report			CO3
	Unit 4	**Bi-Weekly Report**			
	A	Work in progress report			CO4
	B	Work in progress report			CO4
	C	Work in progress report			CO4
	Unit 5	**Bi-Weekly Report**			
	A	Work in progress report			CO5
	B	Work in progress report			CO6
	C	Work in progress report			CO6
	Mode of Examination	Jury/Practical/Viva			
	Weightage Distribution	CA	CE	ETE	
		30	30	40	

	Text book/s*	
	Other References	

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	3	2	2	2	3	3	1	3	3
CO2	3	2	1	3	3	3	3	3	3	3
CO3	3	3	3	3	3	2	3	3	2	3
CO4	2	3	2	2	2	3	3	2	3	2
CO5	2	2	3	3	3	2	3	1	3	2
CO6	2	3	3	3	3	3	3	3	3	3

School		**Sharda School of Media,Film & Entertainment**
Department		**Mass Communication**
Programme Code		**SMF0119**
Programme Name		**Bachelor of Science (Animation,VFX & Gaming Design)**
Specialisation/ Minor		
Batch: 2026-2030		**Semester: VII**
1	Course Code	AGP4002
2	Course Name	Apprenticeship
3	Credits	20
4	Contact Hours (L-T-P)	0-0-40
	Course Type	CORE
5	Course Objective	• The purpose of this subject is to provide practical industry based hands-on experience of being able to create high quality 3D Modelling & 3D Animation projects. • Understanding the workflows involved in actual productions pipeline in industry. • Knowledge of planning and organizing projects by observation and practical. • Learning artistic techniques to create high quality Industry ready product/films.
6	Course Outcomes	CO1-Recall inputs received in preceding seven semesters CO2-Relate to problems encountered during OJT by interpreting theoretical knowledge practically CO3-Solve problems encountered at OJT. Practical Knowledge- learning by doing in industry environment CO4-Correlate efficacy of your performance on OJT CO5-Appraise your performance on OJT CO6-Submit OJT Report
7	Course Description	Students will undergo On Job Training (OJT) in lieu of in-house Production. The students will submit a detailed report on their OJT and final report for a period 90 hrs in

		Animation/VFX/Gaming/Motion Graphics/Graphics along with the Power point Presentation containing the actual learning experience	
8			CO Mapping
	Unit 1	**Bi-Weekly Report**	
	A	Work in progress report	CO1
	B	Work in progress report	CO1
	C	Work in progress report	CO1
	Unit 2	**Bi-Weekly Report**	
	A	Work in progress report	CO2
	B	Work in progress report	CO2
	C	Work in progress report	CO2
	Unit 3	**Bi-Weekly Report**	
	A	Work in progress report	CO3
	B	Work in progress report	CO3
	C	Work in progress report	CO3
	Unit 4	**Bi-Weekly Report**	
	A	Work in progress report	CO4
	B	Work in progress report	CO4
	C	Work in progress report	CO4
	Unit 5	**Bi-Weekly Report**	
	A	Work in progress report	CO5
	B	Work in progress report	CO6
	C	Work in progress report	CO6
	Mode of Examination	Jury/Practical/Viva	

	Weightage Distribution	CA	CE	ETE	
		30	30	40	
	Text book/s*				
	Other References				

PO → / CO ↓	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2
CO1	3	3	2	2	2	3	3	1	3	3
CO2	3	2	1	3	3	3	3	3	3	3
CO3	3	3	3	3	3	2	3	3	2	3
CO4	2	3	2	2	2	3	3	2	3	2
CO5	2	2	3	3	3	2	3	1	3	2
CO6	2	3	3	3	3	3	3	3	3	3