

Programme Details



DIPLOMA IN 2D ANIMATION (CODE - 326)

Introduction

The Diploma in 2D Animation provides fundamental knowledge and skills in animation design and visual storytelling. The course covers drawing, character design, storyboarding, and animation techniques using modern software tools. It aims to develop creative and technical abilities, preparing students for careers in animation, media, and entertainment industries.

Objectives

- To provide students with the knowledge of computer based 2D animation concepts interlaced with traditional concepts.
- To widen the scope of performance in different sectors.
- Tie ups with studios for providing industrial training and placements to students.

Unique Features

- Focus on fundamentals of drawing, character design, and storytelling.
- Training in industry-relevant 2D animation software and tools.
- Hands-on practice through projects and animation assignments.
- Development of creative and visual communication skills.
- Exposure to storyboarding and frame-by-frame animation techniques.
- Suitable for beginners and aspiring animators.

Opportunities

- Career opportunities as 2D animator, storyboard artist, or illustrator.
- Work in animation studios, media, advertising, and gaming industries.
- Opportunities in film, television, and digital content creation.
- Freelancing in animation, graphic design, and content development.
- Scope for higher studies and specialization in animation and multimedia.

Programme Details



Duration : 2 Years (Full Time)

Eligibility : S.S.C passed

Student Intake : 15

Fee Structure :

Year	Tuition	Admission	Exam	Eligibility	Library	Liberatory / Practical	Total
First Year	34,000	1,000	2,000	500	500	17,000	55,000
Second Year	34,500	1,000	2,000	-	500	17,000	55,000

Evaluation : Semester Pattern, Internal Assessment 60%, External Assessment 40%, Passing 50%.

COURSE STRUCTURE

MINIMUM PASSING MARKS : 50% FOR EACH SUBJECT

Semester- I

Sr. No.	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	32626101	Fundamentals of Sketching (Pr)	Core	-	4	-	-	40	60	100
2.	32626102	Graphics (Pr)	Core	-	4	-	-	40	60	100
3.	32626103	Colour (Pr)	Core	-	4	-	-	40	60	100
4.	32626104	Introduction of Digital Art (Pr)	Core	-	4	-	-	40	60	100
5.	32626105	History Of Animation (Th)	Core	4	-	40	60	-	-	100
Total Courses = 05			Total	4	16	40	60	160	240	500

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Semester- II

Sr. No	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	32626201	Animation Principle (Pr)	Core	-	4	-	-	40	60	100
2.	32626202	Animate- I (Pr)	Core	-	4	-	-	40	60	100
3.	32626203	Digital Painting - I (Pr)	Core	-	4	-	-	40	60	100
4.	32626204	Anatomy (Pr)	Core	-	4	-	-	40	60	100
Total Courses = 04			Total	-	16	-	-	160	240	400

Semester- III

Sr. No	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	32626301	Animate - II (Pr)	Core	-	4	-	-	40	60	100
2.	32626302	Character Construction (Pr.)	Core	-	4	-	-	40	60	100
3.	32626303	Digital Painting - II (Pr)	Core	-	4	-	-	40	60	100
4.	32626304	Composition (Pr)	Core	-	4	-	-	40	60	100
Total Courses = 04			Total	-	16	-	-	160	240	400

Semester- IV

Sr. No	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	32626401	2D Based Project and Viva (Pr)	Core	-	4	-	-	40	60	100
Total Courses = 01			Total	-	4	-	-	40	60	100