

Programme Details



DIPLOMA IN 3D ANIMATION (CODE - 329)

Introduction

The Diploma in 3D Animation provides fundamental knowledge and practical skills in 3D modelling, animation, and visual effects. The course covers concepts such as character design, texturing, lighting, and rendering using industry-standard software. It aims to develop creative and technical abilities, preparing students for careers in animation, gaming, film, and multimedia industries.

Objectives

- To provide the students with the knowledge of 3D animation methods intertwined with special Effects and Editing Techniques.
- To specialize in any of the streams of 3D animation.
- Tie ups with studios for providing industrial training and placements to students.

Unique Features

- Training in 3D modeling, texturing, lighting, and rendering.
- Hands-on experience with industry-standard animation software.
- Practical projects and portfolio development.
- Focus on character animation and visual effects (VFX).
- Development of creative and technical skills.
- Exposure to real-world animation and multimedia applications.

Opportunities

- Career opportunities as 3D animator, modeler, or VFX artist.
- Work in animation studios, film, television, gaming, and advertising industries.
- Opportunities in visual effects (VFX), multimedia, and digital content creation.
- Freelancing in animation, 3D design, and creative media projects.
- 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	Laboratory / Practical	Total
First Year	40,000	1,000	2,000	500	500	27,000	71,000
Second Year	40,500	1,000	2,000	-	500	27,000	71,000

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.	32926101	Fundamentals of Sketching (Pr)	Core	-	4	-	-	40	60	100
2.	32926102	Graphics - 1 (Pr)	Core	-	4	-	-	40	60	100
3.	32926103	Character Construction (Pr)	Core	-	4	-	-	40	60	100
4.	32926104	3D Modeling (Pr)	Core	-	4	-	-	40	60	100
5.	32926105	Introduction to Digital Arts (Pr)	Core	-	4	-	-	40	60	100
Total Courses = 05			Total	-	20	-	-	200	300	500

Programme Details



Semester - II

Sr. No	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	32926201	Texturing (Pr)	Core	-	4	-	-	40	60	100
2.	32926202	Lighting & Rendering (Pr)	Core	-	4	-	-	40	60	100
3.	32926203	Maya Theory - 1 (Th)	Core	4	-	40	60	-	-	100
4.	32926204	Graphics - 2 (Pr)	Core	-	4	-	-	40	60	100
Total Courses = 04			Total	4	12	40	60	120	180	400

Semester - III

Sr. No	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	32926301	Animation (Pr)	Core	-	4	-	-	40	60	100
2.	32926302	Dynamics (Pr)	Core	-	4	-	-	40	60	100
3.	32926303	Maya Theory - II (Th)	Core	4	-	40	60	-	-	100
4.	32926304	Editing (Pr)	Core	-	4	-	-	40	60	100
5.	32926305	VFX-Pr	Core	-	4	-	-	40	60	100
Total Courses = 05			Total	4	16	40	60	160	240	500

Semester - IV

Sr. No	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	32926401	3D Based Project and Viva (Pr)	Core	-	4	-	-	40	60	100
Total Courses = 01			Total	-	4	-	-	40	60	100