

**SCHOOL OF INFORMATION TECHNOLOGY
&
ENGINEERING**

**BACHELOR OF SCIENCE [B.Sc]
MULTIMEDIA & ANIMATION**

Curriculum & Syllabi

[REGULATIONS – 2010]



VIT

UNIVERSITY

(Estd. u/s 3 of UGC Act 1956)

Vellore - 632 014, Tamil Nadu, India

A place to learn; A chance to grow

**BACHELOR OF SCIENCE
[MULTIMEDIA & ANIMATION]**

**Curriculum
(2012 Batch)**

University Core

Sl. No.	Course	Code	Course Title	L	T	P	C
1	ENG	110	Creative English	2	0	2	3
2	ENG	111	English for Communication	2	0	2	3
3	CHY	104	Environmental Studies	2	1	0	3
4	MAT	111	Mathematics for Multimedia and Animation	3	1	0	4
5	MMA	399	Project Work	-	-	-	10

Total credits

23

University Elective

Sl. No.	Course	Code	Course Title	L	T	P	C
6			University Elective I	3	0	0	3

Programme Core

SL. C No.	Course	Code	Course Title	L	T	P	Pre-requisites (OR) Co-requisites
7	MMA	101	Introduction to Multimedia	3	0	0	3
8	MMA	102	Design Fundamentals	3	0	0	3
9	MMA	103	Introduction to Computers	3	0	0	3
10	PHY	106	Physics of Light and Sound	2	0	2	3
11	MMA	106	Image Editing Techniques	3	0	4	5
12	MMA	107	Graphic Design Techniques	3	0	4	5
13	MEE	106	Fundamentals of Engineering Graphics	0	0	4	2
14	MMA	108	Web Design Techniques	3	0	4	5
15	MMA	109	Fundamentals of Art	3	0	4	5
16	MMA	110	Concepts of Storyboarding	3	0	0	3
17	MMA	111	Principles of Animation	3	0	0	3
18	MMA	201	Interactive Animation Techniques	3	0	4	5 MMA 102
19	MMA	202	Programming Fundamentals	3	0	0	3
20	MMA	203	2D Animation	3	0	4	5 MMA 109
21	MMA	204	Art for Animation	3	0	0	3 MMA 109
22	MMA	205	Digital Media Fundamentals	3	0	0	3
23	MMA	206	Modeling & Texturing	3	0	4	5 MMA 204
24	MMA	207	Game Design	3	0	0	3 MMA 102
25	MMA	208	Digital Cinematography	3	0	0	3
26	MMA	209	Audio Editing Techniques	3	0	0	3
27	MMA	210	Video Editing Techniques	3	0	4	5 MMA 208
28	MMA	301	Lighting & Rendering	3	0	0	3
29	MMA	302	Rigging	3	0	4	5 MMA 204
30	MMA	303	3D Animation	3	0	4	5 MMA 204
31	MMA	304	Visual Effects	3	0	0	3
32	MMA	215	Mini Project I	0	0	3	2
33	MMA	307	Mini Project II	0	0	3	2 MMA 215

Total

credits

98

Programme Elective

Sl.	Course	Code	Course Title	L	T	P	Pre-requisites
34	MMA	308	Board Game Design	3	0	0	3 MMA 106
35	MMA	309	Level Design	3	0	0	3 MMA 207
36	MMA	310	Matte Painting	3	0	0	3 MMA 106
37	MMA	311	Advanced Compositing & Dynamics	3	0	0	3 MMA 304
38	MMA	312	Architectural Visualization	3	0	0	3 MMA 102
39	MMA	313	Advanced Rendering Techniques	3	0	0	3 MMA 312
40	MMA	314	Advanced Modeling	3	0	0	3 MMA 206
41	MMA	315	Advanced Texturing & Lighting	3	0	0	3 MMA 301
42	MMA	316	Advanced Rigging	3	0	0	3 MMA 302
43	MMA	317	Advanced 3D Animation	3	0	0	3 MMA 303
44	MMA	318	Modeling for Games	3	0	0	3 MMA 206
45	MMA	319	2D Game Programming	3	0	0	3 MMA 202
46	MMA	320	Digital Image Processing	3	0	0	3
47	MMA	321	Multimedia Systems	3	0	0	3

Total credits to be taken (3 courses)

9

Credit Summary	
Minimum Qualifying Credits	133
Total Credits Offered (UC+UE+PC+PE)	133
UC	23
UE	03
PC	98
PE	9

UC – University Core

UE – University Elective

PC – Programme Core

PE – Programme Elective