

Bachelor of Science in Animation & Gaming is a 3-year undergraduate Animation and Multimedia program. The program offers detailed learning in animation, innovative filmmaking, and a professional gaming interface, structurally designed to meet industry requirements.

**Enquire
Now**

Full Name

Email*

Phone*

SUBMIT

B.Sc. Animation & Gaming is a 3-year undergraduate degree program that has a universal appeal as it caters to both theoretical and practical aspects by enhancing creative and innovative skills as well as critical thinking. The students are trained as per contemporary advancement through a very robust curriculum that is inspired by global art and design highlights with Drawing, Painting, Graphic design, 2D and 3D Animation, Gaming, Filmmaking, VFX, Camera, and Photography.

The Bachelor of Science course in Animation & Gaming focuses on the creation of 2D games designed for various platforms such as PC, online, and PSP. Students will acquire knowledge in game development principles and

mechanics, with the objective of developing their technical and artistic abilities to produce exceptional animations and video games.


The duration of the program is typically three years and is divided into six semesters. During this time, students learn about various aspects of animation and gaming, including design, graphics, animation, character development, storytelling, game programming, and more.



Launch your
career in
Design with
our B.Sc. in
Animation and
Gaming
program.
Experienced
faculty, hands-
on learning,

and industry
connections.

Apply 

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Brochure 

Course Information

Admission Procedure

Merit
prepared on
basis of the
qualifying
exam

Provisional Admission

Seats to be
allocated
based on
projected
scores(12th)
, calculated
basis the
candidate's
10th
percentage

Eligibility

All
interested
candidates
should have
passed
Class XII
from a
recognized
board of
examination
in any

Important Links

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- Fee Structure
- Scheme
- Curriculum

Career Prospects

Career opportunities for graduates of B.Sc. Animation and Gaming are diverse and exciting. This course drives and streamlines your passion for computer games by training students in required technical skills and strengthening the academic base essential in the development of the theory.

There are various roles that graduates of B.Sc. Animation and Gaming can pursue. Some of the common job roles in the animation and gaming industry are:

- **Animator:** Animators create and design 2D and 3D animated characters, objects, and backgrounds for films, television shows, and video games.
- **Game designer:** Game designers are responsible for creating the rules, mechanics, and gameplay of video games. They work closely with developers, artists, and other professionals to ensure that the game is engaging and enjoyable for players.
- **Concept artist:** Concept artists create sketches and illustrations that help to visualize the ideas and concepts for video games, films, and TV shows. They work closely with game designers and art directors to create the look and feel of the game or animation.
- **Character artist:** Character artists create 3D models of characters for video games and animations. They are responsible for creating the look, feel, and movement of characters.
- **Game developer:** Game developers write code and develop software to create video games. They are responsible for programming game mechanics, physics, and artificial intelligence.
- **Game tester:** Game testers play games before their release to identify and report any bugs, glitches, or other issues that need to be fixed.
- **3D modeler:** 3D modelers create 3D models of objects, characters, and environments for video games and animations.
- **Storyboard artist:** Storyboard artists create visual representations of the story and characters in video games, TV shows, and films. They help to plan the narrative and visual elements of the project.
- **Motion graphics designer:** Motion graphics designers create animations, visual effects, and other elements for films, TV shows, and video games.

These are just a few examples of the many roles available in the animation and gaming industry. Graduates of B.Sc. Animation and Gaming can pursue careers in various fields

such as film, television, advertising, and gaming. B.Sc. Animation and Gaming is an excellent program for students who are passionate about creating visual content and are interested in pursuing a career in the animation and gaming industry. The program provides students with a solid foundation in the technical and artistic skills required for success in these fields, along with transferable skills that are valuable in any profession.

Key Highlights

- The first year of the B.Sc. Animation & Gaming is usually dedicated to building a strong foundation in fundamental concepts, such as 2D and 3D animation, design principles, and programming languages.
- In the second year, students study advanced topics, such as 3D modelling and animation, game engine development, and game design.
- The final year of the program is focused on practical projects and internships, where students work on developing their portfolios and gain hands-on practical experience in the industry.

Throughout the program, students also develop a range of transferable skills, such as teamwork, problem-solving, communication, and time management. These skills are essential for success in the animation and gaming industry, which requires collaboration and efficient project management.

Frequently Asked Questions

What kind of software and tools are used in B.Sc. Animation and Gaming?

Is B.Sc. Animation and Gaming a theoretical or practical course?

Can I specialize in a specific area of animation or gaming in B.Sc. Animation and Gaming?