

**iNurture –Toonskool Academy**  
**Diploma in Animation Course Matrix**  
**(Batch 2014 and Onwards)**

| Semester | Subject code | Nature of Exam    | Subject Name   | Credits   |   | Exam Hours                     | Max Marks |       | Total Marks |
|----------|--------------|-------------------|--|-----------|---|--------------------------------|-----------|-------|-------------|
|          |              |                   |  | T         | P |                                | Int.      | Extn. |             |
| I        | DIPA03       | Theory            | Foundation Art I   | 4         |   | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA04       | Practical         | Classical Animation I  |           | 5 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA05       | Practical         | Digital Art I  |           | 4 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA06       | Practical         | 3D Animation I   |           | 3 | 4 Hours                        | 20        | 80    | 100         |
|          |              |                   | <b>Total</b>   | <b>16</b> |   |                                |           |       | <b>400</b>  |
| II       | DIPA09       | Theory            | Film Appreciation and Analysis Part - 1  | 2         |   | 2 Hours                        | 20        | 80    | 100         |
|          | DIPA010      | Theory            | Storytelling (Writing)   | 2         |   | 2 Hours                        | 20        | 80    | 100         |
|          | DIPA011      | Practical         | Foundation Art II  |           | 3 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA012      | Practical         | Digital Art II   |           | 3 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA013      | Practical         | Classical Animation II   |           | 4 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA014      | Practical         | 3D Animation II  |           | 2 | 4 Hours                        | 20        | 80    | 100         |
|          |              |                   | <b>Total</b>   | <b>16</b> |   |                                |           |       | <b>600</b>  |
| III      | DIPA015      | Theory            | Film Appreciation and Analysis Part - II   | 2         |   | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA016      | Practical         | 3D Lab I   |           | 4 | 7 Hours                        | 20        | 80    | 100         |
|          | DIPA017      | Practical         | Storytelling (Visualization)   | 1         | 1 | 2 Hours                        | 20        | 80    | 100         |
|          | DIPA018      | Practical         | Pre Production I   |           | 4 | 7 Hours                        | 20        | 80    | 100         |
|          | DIPA019      | Practical         | Post Production I  |           | 2 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA020      | Practical         | Elective I<br>[Cut out Animation / Pixilation Animation]                                   |           | 2 | 4 Hours                        | 20        | 80    | 100         |
|          |              |                   | <b>Total</b>   | <b>16</b> |   |                                |           |       | <b>600</b>  |
| IV       | DIPA021      | Practical         | 3D Lab II  |           | 5 | 7 Hours                        | 20        | 80    | 100         |
|          | DIPA022      | Practical         | Pre production II  |           | 2 | 7 Hours                        | 20        | 80    | 100         |
|          | DIPA023      | Practical         | Lighting & Camera  |           | 2 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA024      | Practical         | Post Production II   |           | 2 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA025      | Practical         | Elective II[ Clay Modeling/Rotoscopy/ photography]   |           | 2 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA026      | Practical         | Project (Animated Spot)  |           | 3 | No exam                        | 100       |       | 100         |
|          |              |                   | <b>Total</b>   | <b>16</b> |   |                                |           |       | <b>600</b>  |
| V        | DIPA027      | Practical         | 3D Elective/Specialization ( Modeling & Texturing/ Animation/Lighting & Rendering/Rigging) |           | 8 | 7 Hours                        | 20        | 80    | 100         |
|          | DIPA028      | Practical         | Elective III [ Sound Design / Motion Graphics ]  |           | 2 | 4 Hours                        | 20        | 80    | 100         |
|          | DIPA029      | Theory +Practical | Project (Part I)   |           | 6 | To be continued in semester VI | 200       | -     | 200         |
|          |              |                   | <b>Total</b>   | <b>16</b> |   |                                |           |       | <b>400</b>  |
| VI       | DIPA030      | Practical         | Project (Continued from Semester V) (Part II)  | 10        |   | -                              | 60        | 240   | 300         |
|          |              | Viva              | Viva   | 2         |   |                                | -         | 100   | 100         |
|          |              |                   | Project Report   | 4         |   |                                | 20        | 80    | 100         |
|          |              |                   | <b>Total</b>   | <b>16</b> |   |                                | -         | -     | <b>500</b>  |
|          |              |                   | <b>Grand Total</b>   | <b>96</b> |   | -                              | -         | -     | <b>3100</b> |

**Theory - 1 Unit = 15 Hours = 1 Credit | Practical - 1 Unit = 30 Hours = 1 Credit**

**SEMESTER I and II – 16 Credits, SEMESTER III – VI – 16 Credits**