iiNURTURE Tomorrow's here

Karnataka State Open University
B.Sc (Animation) Course Matrix
(2014 and onwards)

Semester	Subject code	Nature of Exam	Subject Name	Credits T	Credits P	Exam Hours	Marks Int.	Marks Extn.	Total Marks
I	BSCA01	Theory	English I	2		2 Hours	20	80	100
	BSCA02	Theory	Indian Constitution & Ethics	2		2 Hours	20	80	100
	BSCA03	Theory	Foundation Art I	4		4 Hours	20	80	100
	BSCA04	Practical	Classical Animation I		5	4 Hours	20	80	100
	BSCA05	Practical	Digital Art I		4	4 Hours	20	80	100
	BSCA06	Practical	3D Animation I		3	4 Hours	20	80	100
			Total	**20**					**600**
II	BSCA07	Theory	Communicative English II	2		2 Hours	20	80	100
	BSCA08	Theory	Environmental Studies	2		2 Hours	20	80	100
	BSCA09	Theory	Film Appreciation and Analysis Part - 1	2		2 Hours	20	80	100
	BSCA010	Theory	Storytelling (Writing)	2		2 Hours	20	80	100
	BSCA011	Practical	Foundation Art II		3	4 Hours	20	80	100
	BSCA012	Practical	Digital Art II		3	4 Hours	20	80	100
	BSCA013	Practical	Classical Animation II		4	4 Hours	20	80	100
	BSCA014	Practical	3D Animation II		2	4 Hours	20	80	100
			Total	**20**					**800**
III	BSCA015	Theory	Film Appreciation and Analysis Part - II	2		4 Hours	20	80	100
	BSCA016	Practical	3D Lab I		4	7 Hours	20	80	100
	BSCA017	Practical	Storytelling (Visualization)	1	1	2 Hours	20	80	100
	BSCA018	Practical	Pre Production I		4	7 Hours	20	80	100
	BSCA019	Practical	Post Production I		2	4 Hours	20	80	100
	BSCA020	Practical	Elective I [Cut out Animation / Pixilation Animation]		2	4 Hours	20	80	100
			Total	**16**					**600**
IV	BSCA021	Practical	3D Lab II		5	7 Hours	20	80	100
	BSCA022	Practical	Pre production II		2	7 Hours	20	80	100
	BSCA023	Practical	Lighting & Camera		2	4 Hours	20	80	100
	BSCA024	Practical	Post Production II		2	4 Hours	20	80	100
	BSCA025	Practical	Elective II[Clay Modeling/Rotoscopy/ photography]		2	4 Hours	20	80	100
	BSCA026	Practical	Project (Animated Spot)		3	No exam	100		100
			Total	**16**					**600**
V	BSCA027	Practical	3D Elective/Specialization (Modeling & Texturing/Animation/Lighting & Rendering/Rigging)		8	7 Hours	20	80	100
	BSCA028	Practical	Elective III [Sound Design / Motion Graphics]		2	4 Hours	20	80	100
	BSCA029	Theory +Practical	Project (Part I)		6	To be continued in semester VI	200	-	200
			Total	**16**					**400**
VI	BSCA030	Practical	Project (Continued from Semester V) (Part II)	10		-	60	240	300
		Viva	Viva	2			-	100	100
			Project Report	4			20	80	100
			Total	**16**			**-**	**-**	**500**
			Grand Total	**104**		**-**	**-**	**-**	**3500**

Theory - 1 Unit = 15 Hours = 1 Credit │ Practical - 1 Unit = 30 Hours = 1 Credit
SEMESTER I and II – 20 Credits, SEMESTER III – VI – 16 Credits