



UTTARAKHAND BOARD OF TECHNICAL EDUCATION
INSTITUTE OF RESEARCH DEVELOPMENT & TRAINING
(STUDY AND EVALUATION SCHEME FOR DIPLOMA PROGRAMME)



BRANCH NAME: GAMING AND ANIMATION

SEMESTER – III

BRANCH CODE: 50

Course Code	Course Title	TH	T	P	T O T	EVALUATION SCHEME						Total Marks	Total Credit
						Internal Assessment		External					
						Theory	Practical	Theory		Practical			
						Max Marks	Max Marks	Max Marks	Duration in Hrs.	Max Marks	Duration in Hrs.		
Periods Per Week						Max Marks	Max Marks	Max Marks	Duration in Hrs.	Max Marks	Duration in Hrs.	Total Marks	Total Credit
503001	Fundamental of Animation	4	0	0	4	30	0	70	2.5	0	-	100	4
503002	History of Animation	4	0	0	4	30	0	70	2.5	0	-	100	4
503003	2D Animation	4	0	8	12	30	20	75	2.5	75	3.0	200	8
503004	Design Development Advancement	4	0	0	4	30	0	70	2.5	0	-	100	4
503005	Preproduction of Animation and Gaming	4	0	0	4	30	0	70	2.5	0	-	100	4
493001	Data Communication and Networking	4	0	0	4	30	0	70	2.5	0	-	100	4
503007	Photoshop-Fundamentals of Video Editing	4	0	8	12	30	20	75	2.5	75	3.0	200	8
013054	General Proficiency	0	0	4	4	0	25	0	-	0	-	25	0
503052	Industrial Exposure	-	-	-	0	0	25	0	-	0	-	25	0
AS301	Summer Internship (3-4 Week duration After II sem)	-	-	-	0	0	25	0	-	25	3.0	50	2
	Total	28	0	20	48	210	115	500	-	175	-	1000	38

General Proficiency : will comprise of various co-curricular activities like games, hobby clubs, seminars, declamation contests, extension lectures, NCC, NSS, cultural activities and discipline etc.

Industrial Exposure : compulsory at minimum 2 Industries or Departments.

Major Project: It is divided in to two parts (Major Project-I & Major Project-II). Major Project will be initiated in V Semester and will get complete in VI Semester.

Note :-

1. Each period will be of 50 minutes.
2. Each session will be of 16 weeks.
3. Effective teaching will be at least 12.5 weeks.