



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					
		Periods Per Week				Theory	Practical	Theory		Practical			
						Max Marks	Max Marks	Max Marks	Duration in Hrs.	Max Marks	Duration in Hrs.		
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



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BRANCH NAME: GAMING AND ANIMATION

SEMESTER – IV

BRANCH CODE: 50

Course Code	Course Title	TH	T	P	T O T	EVALUATION SCHEME						Total Marks	Total Credit
		Periods Per Week				Internal Assessment		External					
						Theory	Practical	Theory		Practical			
						Max Marks	Max Marks	Max Marks	Duration in Hrs.	Max Marks	Duration in Hrs.		
504001	Fundamentals of Game Production	4	0	0	4	30	0	70	2.5	0	-	100	4
504002	Film Appreciation	4	0	0	4	30	0	70	2.5	0	-	100	4
504003	Human-Computer Interaction	4	0	0	4	30	0	70	2.5	0	-	100	4
504004	Product and Packaging Design	4	0	0	4	30	0	70	2.5	0	-	100	4
504005	UI and UX for Game Development	6	0	0	6	30	0	70	2.5	0	-	100	6
504006	VFX Lab (Basic)	0	0	4	4	0	20	0	-	80	3.0	100	2
504007	3D Environment Design for Gaming and Animation Lab	0	0	4	4	0	20	0	-	80	3.0	100	2
504008	Basic 3D Modeling Lab	0	0	4	4	0	20	0	-	30	3.0	50	2
434004	Elective : Artificial Intelligence or, Fundamental of Art & Design	4	0	0	4	30	0	70	2.5	0	-	100	4
504009													
AS401	Essense of Indian Traditional Knowledge (Audit Course)	2	0	0	2	0	0	50	2.5	0	-	50	0
AS402	Minor Project	0	0	4	4	0	20	0	-	30	3.0	50	2
014054	General Proficiency	0	0	4	4	0	25	0	-	0	-	25	0
504052	Industrial Exposure	0	0	0	0	0	25	0	-	0	-	25	0
	Total	28	0	20	48	180	130	470	-	220	-	1000	34



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BRANCH NAME: GAMING AND ANIMATION

SEMESTER – V

BRANCH CODE: 50

Course Code	Course Title	TH	T	P	T O T	EVALUATION SCHEME						Total Marks	Total Credit
						Internal Assessment		External					
		Periods Per Week				Theory	Practical	Theory		Practical			
						Max Marks	Max Marks	Max Marks	Duration in Hrs.	Max Marks	Duration in Hrs.		
505001	Level Design	6	0	0	6	30	0	70	2.5	0	-	100	6
505002	Art of Audio Editing	6	0	0	6	30	0	70	2.5	0	-	100	6
505003	VFX Lab (Advanced)	0	0	8	8	0	30	0	-	70	3.0	100	4
505004	Game Development Lab (Buildbox)	0	0	8	8	0	30	0	-	70	3.0	100	4
505005	3D Texturing and Lighting (Maya, Blender, 3DS Max)	5	0	0	5	30	0	70	2.5	0	-	100	5
505006	Elective : Drawing Technique & Sketching or,	5	0	0	5	30	0	70	2.5	0	-	100	5
505007	Life Drawing & Character Design												
435002	Open Elective : Internet of Things or,	4	0	0	4	50	0	50	2.5	0	-	100	4
435006	Multimedia Technologies												
AS501	Summer Internship-II (4-6 week duration after IV Sem)	-	-	-	0	0	50	0	-	50	3.0	100	3
AS502	Major Project-I	0	0	2	2	0	50	0	-	100	3.0	150	1
015054	General Proficiency	0	0	4	4	0	25	0	-	0	-	25	0
505052	Industrial Exposure	0	0	0	0	0	25	0	-	0	-	25	0
	Total	26	0	22	48	170	210	330	-	290	-	1000	38



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BRANCH NAME: GAMING AND ANIMATION

SEMESTER – VI

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			
		Periods Per Week				Max Marks	Max Marks	Max Marks	Duration in Hrs.	Max Marks	Duration in Hrs.		
506001	Virtual Reality	6	0	4	10	30	20	50	2.5	50	3.0	150	8
506002	3D Sculpturing (Z Brush, Mud Box)	4	0	0	4	30	0	50	2.5	0	-	80	4
506003	Advanced Game Development (Unity 3D)	0	0	4	4	0	20	0	-	50	3.0	70	2
436006	Open Elective-1 Information Security or,	4	0	0	4	30	0	50	2.5	0	-	80	4
476002	Network Security												
506005	Open Elective-2 C# and JAVA or,	4	0	0	4	30	0	50	2.5	0	-	80	4
436002	Operation Research												
	Program Elective-1												
506006	Digital Audio & Video Production or,	4	0	0	4	30	0	50	2.5	0	-	80	4
506007	Advanced Web Technologies												
AS601	Indian Constitution (Audit Course)	2	0	0	2	0	0	50	2.5	0	-	50	0
AS602	Entrepreneurship and Starts-Ups	4	0	0	4	50	0	100	2.5	0	-	150	4
AS603	Major Project-II	0	0	6	6	0	50	0	-	110	3.0	160	3
AS604	Seminar	2	0	0	2	0	50	0	-	0	-	50	1
016054	General Proficiency	0	0	4	4	0	25	0	-	0	-	25	0
506052	Industrial Exposure	0	0	0	0	0	25	0	-	0	-	25	0
	Total	30	0	18	48	200	190	400	-	210	-	1000	34

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.