

ಸಂತ ಅಲೋಷಿಯಸ್ ಕಾಲೇಜು (ಸ್ವಾಯತ್ತ)
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ST ALOYSIUS COLLEGE(AUTONOMOUS)
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Re-accredited by NAAC with 'A' Grade with CGPA 3.62/4
Recognised by UGC as "College with Potential for Excellence"
Conferred "College with "STAR STATUS" by DBT, Government of India.
Centre for Research Capacity Building under UGC-STRIDE

Date: 17-08-2022

NOTIFICATION

Sub: Syllabus of **B.Sc. MATHEMATICS** under NEP Regulations, 2021.
(As per Mangalore University guidelines)

- Ref: 1. Decision of the Academic Council meeting held on 18-12-2021 vide
Agenda No: 6.21(2021-22)
2. Decision of the Academic Council meeting held on 09-07-2022 vide
Agenda No:14
3. Office Notification dated 21-02-2022.
4. Office Notification dated 17-08-2022

Pursuant to the above, the Syllabus of **B.Sc. MATHEMATICS** under NEP Regulations, 2021 which was approved by the Academic Council at its meeting held on 18-12-2021 & 09-07-2022 is hereby notified for implementation with effect from the academic year 2021-22.

S. S. S. S.
PRINCIPAL



M. S. S.
REGISTRAR

To:

1. The Chairman/Dean/HOD.
2. The Registrar Office
3. Library

Board of Studies meeting held on 20th November 2021 chaired by Ms Priya Monteiro, Head of the Department.

Members present:

1. Dr Adelaide Saldanha, HOD, Department of Mathematics, St Agnes College (Autonomous), Mangaluru.
2. Mr Udaya K, HOD of Mathematics, St Philomena College, Puttur.
3. Dr John Edward Dsilva
4. Ms Melvita Leema Baretto
5. Ms Rollin Preetha Vaz
6. Ms Shaila Priya Rodrigues

Programme Outcomes (PO):

By the end of the program it is expected that the students will be benefited by the following:

PO 1	Disciplinary Knowledge: Bachelor degree in Mathematics is the culmination of in-depth knowledge of Algebra, Calculus, Geometry, differential equations and several other branches of pure and applied mathematics. This also leads to study the related areas such as computer science and other allied subjects
PO 2	Communication Skills: Ability to communicate various mathematical concepts effectively using examples and their geometrical visualization. The skills and knowledge gained in this program will lead to the proficiency in analytical reasoning which can be used for modeling and solving of real life problems.
PO 3	Critical thinking and analytical reasoning: The students undergoing the programme acquire ability of critical thinking and logical reasoning and capability of recognizing and distinguishing the various aspects of real life problems.
PO 4	Problem Solving: The Mathematical knowledge gained by the students through the programme develop an ability to analyze the problems, identify and define appropriate computing requirements for its solutions. This

Assessment

Weightage for the Assessments (in percentage)

Type of Course	Formative Assessment/ I.A.	Summative Assessment (S.A.)
Theory	40%	60 %
Practical	50%	50 %
Projects	40%	60 %
Experiential Learning (Internship etc.)	--	--

Structure under NEP

Course Code	Title of course	Category of course	Teaching hours per week	SEE	CIE	Total Marks	Credits
SEMESTER I							
G 503 DC1.1	Number Theory - I, Algebra - I and Calculus - I	DSC	4	60	40	100	4
G 503 DC2.1P	Theory based practicals on Number Theory – I, Algebra - I and Calculus - I	DSC	4	25	25	50	2
G 503 OE1.1	Mathematics - I	OEC	3	60	40	100	3
Total credit							9
SEMESTER II							
G 503 DC1.2	Number Theory - II, Algebra - II and Calculus - II	DSC	4	60	40	100	4
G 503 DC2.2P	Theory based practicals on Number Theory – II, Algebra - II and Calculus - II	DSC	4	25	25	50	2
G 503 OE1.2	Mathematics - II	OEC	3	60	40	100	3
Total credit							9



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Date:

NOTIFICATION

Sub: Syllabus of **B.A./B.Sc. COMPUTER ANIMATION** under NEP Regulations, 2021. (As per Mangalore University guidelines)

- Ref: 1. Decision of the Academic Council meeting held on 18-12-2021 vide Agenda No: 6.12 (2021-22)
2. Decision of the Academic Council meeting held on 09-07-2022 vide Agenda No: 14
3. Office Notification dated 21-02-2022
2. Office Notification dated 17-08-2022

Pursuant to the above, the Syllabus of **B.A./B.Sc. COMPUTER ANIMATION** under NEP Regulations, 2021 which was approved by the Academic Council at its meeting held on 18-12-2021 & 09-07-2022 is hereby notified for implementation with effect from the academic year **2021-22**.

PRINCIPAL



REGISTRAR

To:

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2. The Registrar Office
3. Library

Program: BSC / BA (Basic and Honors)

Subject: Computer Animation

Sem	Discipline Specific Core Courses (DSC)	Hour of Teaching/ Week		Discipline Specific Elective Courses (DSC)	Hour of Teaching/ Week
		Theory	Lab		
1	DSC -1: Graphic Design for Animation DSC -1 Lab: Graphic Design Lab	4	4		
2	DSC -2: Pre Production and 2D Animation DSC -2 Lab: 2D Animation Lab	4	4		
3	DSC -3: Visual Effects DSC -3 Lab: Visual Effects Lab	4	4		
4	DSC -4: 3D Modelling DSC -4 Lab : 3D Modelling Lab	4	4		
5	DSC -5: 3D Texturing, Camera & Lighting DSC -6: Web Designing & Development DSC -5 Lab : 3D Texturing Lab DSC -6 Lab : Web Designing Lab	3 3	4 4	VC-1: Story Board & Script Writing	
6	DSC -7: 3D Rigging & Animation DSC -8: 3D Dynamics & Effects DSC-7 Lab: 3D Rigging & Animation Lab DSC -8 Lab : 3D Dynamics & Effects Lab	3 3	4 4	VC-2: Traditional Animation	
7	DSC- 9: Game Environment Design DSC- 10: Digital Designing & Advertisement DSC- 11: Film Making	3 3 3	4 4	DSE -1: Stop Motion and Cut-out Animation Group – 1 DSE -2: History of Animation DSE -3:	3 3

	DSC- 9 Lab: Game Environment Design Lab DSC- 10 Lab: Digital Designing & Advertisement Lab			Layout Designing Group - 2 Research Methodology:	3
8	DSC -12: 3D Character Modelling & Animation	3	4	DSE -1: Comic Art & Design	3
	DSC -13: Environment Sketching	3		DSE -2: Sculpture design	3
	DSC -14: Production Techniques	3		DSE -3: Ad Film Making Group - 3	3
	DSC -12 Lab: 3D Character Modelling & Animation Lab			Research Project:	6

BA/BSC Animation-Program Structure

Proposed Scheme of Teaching & Evaluation for BA/BSc Animation (Basic/Hons)
having practical core courses

Sl. No	Course Code	Title of the Course	Category of Courses	Teaching Hours per Week (L+ T + P)		SEE	CIE	Total Marks	Credits
				Theory	Lab				
				1	G 110 DC 1.1/ G 512 DC 1.1				
2	G 110 DC 1.1P/ G 512 DC 1.1P	Graphic Design Lab	DSC		4	25	25	50	2
3	G 110 OE 1.1	Environment & Character Sketching	OE	3		60	40	100	3
4	G 110 DC 1.2/ G 512 DC 1.2	Pre-Production and 2D Animation	DSC	4		60	40	100	3
5	G 110 DC 1.2P/ G 512 DC 1.2P	2D Animation Lab	DSC		4	25	25	50	2
6	G 110 OE 1.2	Digital Designing	OE	3		60	40	100	3
7	G 110 DC1.3	Visual Effects	DSC	4		60	40	100	3

8	G 110 DC2.3P	Visual Effects Lab	DSC		4	25	25	50	2
9	G 110 OE 1.3	History of animation	OE	3		60	40	100	3
10	G 110 DC1.4	3D Modelling	DSC	4		60	40	100	3
11	G 110 DC2.4P	3D Modelling Lab	DSC		4	25	25	50	2
12	G 110 OE 1.4	Video editing	OE	3		60	40	100	3