



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: 21-02-2022

NOTIFICATION

Sub: Syllabus of **B.A. JOURNALISM** 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 (2021-22)
2. Office Notification dated 21-02-2022

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

PRINCIPAL

REGISTRAR

To:

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



Journalism – Course Matrix
(NEP based model Curriculum)

SEM	Title of the paper	Course Code	Teaching hours	Credits	Max marks	
					T	IA
I	Introduction to Journalism	G 105 DC1.1	4	4	60	40
	Practical- Journalistic writing skills	G 105 DC2.1P	2	2	25	25
	Writing for Media	G 105 OE1.1	3	3	60	40
II	Computer Application for Media	G 105 DC1.2	4	4	60	40
	Practical –Multimedia skills	G 105 DC2.2P	2	2	25	25
	Photo Journalism	G 105 OE1.2	3	3	60	40



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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**.

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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