

B.Des CURRICULUM*

FIRST YEAR

SEM I

- History of World & Indian Art and Design
- Fundamentals of AI
- Principles of Animation
- Fundamentals of Drawing & Sketching
- Fundamentals of Creative Visualization
- Digital Illustrations & AI
- Fundamentals of UI/UX
- Open Elective

SEM II

- Digital Photography
- Image Editing & Manipulation
- Videography, Podcasting and Stop Motion
- Script writing Concept
- Human Values & Environment Studies
- Open Elective
- Clay Animation Project

SECOND YEAR

SEM III

- Character Design Principles
- Storyboarding Fundamentals
- Video Editing
- Art of Voice Over and Audio Editing
- 2D Digital Animation
- Open Elective
- 2D Digital Animation Project

SEM IV

- Research Methods & Tools
- Acting for Animation
- Introduction to 3D
- Low Poly Modeling
- Texturing, Lighting & CG Lighting Passes
- Stress Management & Yoga
- Open Elective

THIRD YEAR

SEM V

- World Animation Styles
- Advance 3D Modeling & CG Sculpting
- 3D Rigging & Animation
- FX Dynamics & Simulation
- Community Connect
- Open Elective
- 3D Portfolio Project

SEM VI

- VFX & Post-production Fundamentals
- Compositing Fundamentals
- Motion Graphics GFX
- Advance Compositing
- Roto & Paint Techniques
- Open Elective
- VFX Portfolio Project

FOURTH YEAR

SEM VII

- Game Design Fundamentals
- Game Art & Game Play Design
- Game Asset Modeling
- Game Engine Integration(Unreal)
- Interview & Job Skills
- Open Elective
- Game Design Project

SEM VIII

- Corporate skills for managers and entrepreneurs
- Degree Project
- Industry Internship

*Curriculum is a subject of change as per the university directions & Industry trends.

M.Des CURRICULUM*

FIRST YEAR

SEM I

- Visualisation Technique
- Advanced AI for the Creative Industry
- Storyboarding, Storytelling & Script Writing
- Advance Photography
- Image Editing & AI
- Environment Science
- Open Elective

SEM II

- Principles of Animation
- Elective Course I – (Group A/B/C/D) LB
- Elective Course II – (Group A/B/C/D) (PR)
- Elective Course III-(Group A/B/C/D) (PR)
- Elective Course IV-(Group A/B/C/D) (PR)
- Community Connect
- Open Elective

ELECTIVE SUBJECTS FOR SEM II

GROUP A (3D)	GROUP B (VFX)	GROUP C (UI/UX)	GROUP D (GAMING)
• Figure Drawing • Advance Concept Modeling for 3D • Advance Lighting & Texturing 3D • Rigging & Advance • Animation	• Roto & Paint Techniques • VFX & Postproduction Fundamentals • Advance Compositing • 3D FX & Lighting passes	• Adv. Interaction Design & Microinteractions • AI-Powered Design Systems • Ethical Design & Inclusive UX • Extended Reality (AR/VR/MR) UX Design	• Figure Drawing • Game Design Fundamentals • Advance Game Asset Modeling • Advance Character Modeling for Games

SECOND YEAR

SEM III

- Research Methodology – I
- Research Methodology – II
- Elective Course I – (Group A/B/C/D) – LB
- Elective Course II – (Group A/B/C/D) – (PR)
- Elective Course III – (Group A/B/C/D) I (PR)
- Entrepreneurship Fundamentals
- Open Elective

SEM VI

- Degree End Project
- Internship
- Job & Interview Skills

ELECTIVE SUBJECTS FOR SEM III

GROUP A (3D)	GROUP B (VFX)	GROUP C (UI/UX)	GROUP D (GAMING)
• Advance 3D Sculpting • 3D FX & Simulation • 3D Compositing • Human Values & Environment Science	• CG Compositing • Advance Tracking & Match • Deep Compositing • Human Values & Environment Science	• Data-Driven & Behavioral Design • Design for AI Interfaces (Chatbots, Voice, Agents) • Creative Coding for Designers • Human Values & Environment Science	• Advance Texturing for Games • Advance Environment Modeling for Games • Game Engine Integration • Human Values & Environment Science

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