

West Bengal State Council of Technical &
Vocational Education and Skill
Development
(Technical Education Division)



Curriculum Structure
of

Diploma in 3D Animation and Graphics
[3DAG]

Part-I (1st & 2nd Semester), Part-II (3rd & 4th
Semester) and Part-III (5th & 6th Semester)

2023



WEST BENGAL STATE COUNCIL OF TECHNICAL & VOCATIONAL EDUCATION AND
SKILL DEVELOPMENT

(A Statutory Body under Government of West Bengal Act XXVI of 2013)

Department of Technical Education, Training & Skill Development, Government of West Bengal

Karigari Bhawan, 4th & 5th Floor, Plot No. B/7, Action Area-III

Newtown, Rajarhat, Kolkata - 700160

WBSCTVESD Curriculum for Diploma Course in 3D Animation and Graphics

Semester - I

Sl. No.	Category of Course	Course Title	Hours per week			Total contact hrs/ week	Credits	Marks
			L	T	P			
Theory Subjects								
1.	Basic Science	Mathematics-I	2	1	0	3	3	100
2.	Basic Science	Applied Physics-I	2	1	0	3	3	100
3.	Basic Science	Applied Chemistry	2	1	0	3	3	100
4.	Humanities & Social Science	Communication Skills in English	2	0	0	2	2	100
Practical Subjects								
5.	Engineering Science	Engineering Graphics	0	0	3	3	1.5	100
6.	Engineering Science	Basics Sketching	0	0	3	3	1.5	100
7.	Basic Science	Applied Physics-I Lab	0	0	2	2	1	100
8.	Basic Science	Applied Chemistry Lab	0	0	2	2	1	100
9.	Humanities & Social Science	Sports and Yoga	0	0	2	2	1	100
10.	Humanities & Social Science	Communication Skills in English Lab	0	0	2	2	1	100
Total			8	3	14	25	18	1000

Semester - II

Sl. No.	Category of Course	Course Title	Hours per week			Total contact hrs/ week	Credits	Marks
			L	T	P			
Theory Subjects								
1.	Basic Science	Mathematics-II	3	1	0	4	4	100
2.	Basic Science	Applied Physics-II	2	1	0	3	3	100
3.	Engineering Science	Introduction to IT Systems	2	0	0	2	2	100
4.	Engineering Science	Introduction to Multimedia Application	2	1	0	3	3	100
5.	Engineering Science	Introduction to Graphics Design	2	1	0	3	3	100
Practical Subjects								
6.	Basic Science	Applied Physics-II Lab	0	0	2	2	1	100
7.	Engineering Science	Introduction to IT Systems Lab	0	0	4	4	2	100
8.	Engineering Science	Introduction to Multimedia Application Lab	0	0	2	2	1	100
9.	Engineering Science	Introduction to Graphics Design Lab	0	0	2	2	1	100
AUDIT COURSES-Mandatory non-credit								
10.	Audit	Indian Constitution	2	0	0	2	0	100
Total			13	4	10	27	20	1000

Semester-wise Detailed Curriculum
Semester III (Second year)
Branch/Course: 3D Animation & Graphics

Sl. No	Course Title	L	T	P	Contact Hours	Credit	Marks
1.	Fundamentals of Graphic Design - II	3	0	0	3	3	100
2.	Video and Audio Editing	3	0	0	3	3	100
3.	2D Animation	3	0	0	3	3	100
4.	Web Designing	3	0	0	3	3	100
5.	Graphic Design Lab – II	0	0	3	3	1.5	100
6.	Photography Lab	0	0	3	3	1.5	100
7.	Video and Audio Editing Lab	0	0	3	3	1.5	100
8.	2D Animation Lab	0	0	3	3	1.5	100
9.	Web Designing Lab	0	0	3	2	1	100
10.	Internship -1 (After II Sem)	0	0	0	0	1	100
Total Credit and Marks and Contact Hours					25	20	1000

Semester-wise Detailed Curriculum
Semester IV (Second year)
Branch/Course: 3D Animation & Graphics

Sl. No	Course Title	L	T	P	Contact Hours	Credit	Marks
1.	Fundamentals of Open Source Software	3	0	0	3	3	100
2.	Digital Film Making	3	0	0	3	3	100
3.	UI/ UX Design	3	0	0	3	3	100
4.	3D Modeling & Animation	3	0	0	3	3	100
5.	Programme Elective – I: History of Animation or, Character Design	3	0	0	3	3	100
6.	Open Source Software Lab	0	0	3	3	1.5	100
7.	Digital Film Making Lab	0	0	3	3	1.5	100
8.	UI/ UX Design Lab	0	0	3	3	1.5	100
9.	3D Modeling & Animation Lab	0	0	3	3	1.5	100
10.	Minor Project	0	0	2	2	1	100
Total Credit and Marks and Contact Hours					29	22	1000

Semester-wise Detailed Curriculum
Semester V (Third year)
Branch/Course: 3D Animation & Graphics

Sl. No	Course Title	L	T	P	Contact Hours	Credit	Marks
1.	Advanced 3D Modeling & Animation-I	3	0	0	3	3	100
2.	Compositing & VFX	3	0	0	3	3	100
3.	Programme Elective – II: 2D Character Animation or, 3D Character Animation	3	0	0	3	3	100
4.	Programme Elective – III: Dynamics and Simulations or, Math Movie and Camera Tracking	3	0	0	3	3	100
5.	Advanced 3D Modeling & Animation-I Lab	0	0	3	3	1.5	100
6.	Compositing & VFX Lab	0	0	3	3	1.5	100
7.	Experimental Animation Lab	0	0	3	3	1.5	100
8.	Film Appreciation Lab	0	0	3	3	1.5	100
9.	Internship -2 (After IV Sem)	0	0	0	0	1	100
10	Major Project	0	0	2	2	1	100
Total Credit and Marks and Contact Hours					26	20	1000

Semester-wise Detailed Curriculum
Semester VI (Third year)
Branch/Course: 3D Animation & Graphics

Sl. No	Course Title	L	T	P	Contact Hours	Credit	Marks
1.	Advanced 3D Modeling & Animation-II	3	0	0	3	3	100
2.	Entrepreneurship and Start-ups	3	0	0	3	3	100
3.	Programme Elective IV: AI tools for Design or, Art History and Visual Culture	3	0	0	3	3	100
4.	Open Elective I: Engineering Economics & Project Management	3	0	0	3	3	100
5.	Open Elective II: Environmental Science & Engineering or, Renewable Energy	3	0	0	3	3	100
6.	Advanced 3D Modeling & Animation-II Lab	0	0	4	4	2	100
7.	Major Project	0	0	4	4	2	100
8.	Seminar	0	0	2	2	1	100
Total Credit and Marks and Contact Hours					25	20	800