

# Advance Diploma in 3D Animation – 2 Years

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## Semester – I

S. No.	Paper Numerical	Unique Code	Paper Name / Subject
1	118101	1AD3DA1	Fundamentals of Animation & Design
2	118102	1AD3DA2	Basics of Drawing & Visual Storytelling
3	118103	1AD3DA3	Introduction to 3D & Animation Pipeline
4	118104	1AD3DA4	Software Basics (Maya / Blender)

### Course Details (Semester – I):

- Animation principles & design fundamentals
  - Drawing for animation & visual storytelling
  - 3D workflow, pipeline & industry overview
  - Interface, tools & basic 3D operations
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## Semester – II

S. No.	Paper Numerical	Unique Code	Paper Name / Subject
5	118201	2AD3DA1	3D Modeling (Props & Characters)
6	118202	2AD3DA2	Texturing & UV Mapping
7	118203	2AD3DA3	Lighting & Rendering
8	118204	2AD3DA4	Basic Animation Practice

### Course Details (Semester – II):

- Polygon modeling & character basics
  - UV mapping, texturing & materials
  - Lighting techniques & rendering engines
  - Object & basic character animation
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## Semester – III

<b>S. No.</b>	<b>Paper Numerical</b>	<b>Unique Code</b>	<b>Paper Name / Subject</b>
9	118301	3AD3DA1	Character Rigging
10	118302	3AD3DA2	Advanced Character Animation
11	118303	3AD3DA3	Dynamics & Simulation
12	118304	3AD3DA4	Portfolio Development – I

### **Course Details (Semester – III):**

- Rigging concepts & skeletal setup
  - Walk cycle, acting & lip-sync basics
  - Cloth, particles & dynamics
  - Portfolio shots & demo reel planning
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## **Semester – IV**

<b>S. No.</b>	<b>Paper Numerical</b>	<b>Unique Code</b>	<b>Paper Name / Subject</b>
13	118401	4AD3DA1	Advanced Rendering & Look Development
14	118402	4AD3DA2	Industry Production Workflow
15	118403	4AD3DA3	Major Project
16	118404	4AD3DA4	Portfolio, Viva & Internship

### **Course Details (Semester – IV):**

- Photoreal rendering & look development
- Studio pipeline & team workflow
- Major animation project
- Portfolio presentation, viva & internship