



JSPM UNIVERSITY PUNE

Recognized by UGC u/s 2 (f) of UGC Act 1956 and enacted by the
State Government of Maharashtra - JSPM University Act, 2022 (Mah.IV of 2023)

JSPM University Pune
Faculty of Science and Technology
School of Basic and Applied Sciences



NEP aligned Curriculum Structure

for

B.Sc (Animation & VFX))

(Effective from AY: 2023-24)



JSPM University Pune		COURSE STRUCTURE (NEP 2020 Aligned)	
FACULTY OF SCIENCE & TECHNOLOGY		W. E. F	2023-2024
SCHOOL OF BASIC AND APPLIED SCIENCE		RELEASE DATE	01/07/2023
FIRST YEAR BACHELOR OF SCIENCE (ANIMATION AND VFX)		REVISION NO.	0.0 (NEP)

SEMESTER I (LEVEL 4.5)																	
TYPE	CODE	COURSE NAME	TEACHING SCHEME				EXAMINATION SCHEME AND MARKS									TOTAL	CREDITS
			Hours / Week				THEORY (Equal Weightage for CIE and ESE)			PRACTICAL (Equal Weightage for CIE and ESE)		ORAL (Equal Weightage for CIE and ESE)					
			L	T	P	EL	CONTINUOUS INSEMESTER EVALUATION (100 Marks)			END SEMESTER EXAMINATION (100 / 50 Marks)	CONTINUOUS INSEMESTER EVALUATION (50 Marks)	END SEMESTER EXAMINATION (50 Marks)	CONTINUOUS INSEMESTER EVALUATION (50 Marks)	END SEMESTER EXAMINATION (50 Marks)			
							T1 (30 Marks)	T2 (30 Marks)	Assignments (40 Marks)								
PCC	230GANB01_01	Concepts of Color Theory	3	-	-	-	30	30	40	100	-	-	-	-	100	3	
	230GANB02_01	Pre-production Concepts for Animation	3	-	-	-	30	30	40	100	-	-	-	-	100	3	
	230GANB03_01	2D Graphics Art and Design Photoshop	3	-	-	-	30	30	40	100	-	-	-	-	100	3	
SEC	230GANB04_01	Adobe Illustrator	2	-	2	-	-	-	-	-	-	-	-	-	100	3	
VSC	230IDCB01_01	Design Thinking and Creativity	1	-	-	2	-	-	-	-	50	50	50	50	100	3	
AEC (HSMC)	230UENB01_01	Effective Communication Skills	1	-	2	-	30	30	40	50	-	-	-	-	50	1.5	
VEC	230USYB01_01	Behavioral Science & Ethics	2	-	-	-	30	30	40	50	-	-	-	-	50	2	
IKS (HSMC)	230UHIB02_01	Wisdom Through Ancient Indian History	2	-	-	-	30	30	40	50	-	-	-	-	50	2	
LC	230GANB05_01	2D Graphics Art and Design Photoshop Lab	-	-	2	-	-	-	-	-	50	50	50	50	100	1	
LLC	230GANB06_01	Clay Modelling / Strokes and Sketching / Craft Making	-	-	2	2	-	-	-	-	-	-	50	50	50	1.5	
TOTAL			17	0	08	04									750	22	

L-Lecture
Rev. Date:01/07/2023

T-Tutorial P-Practical Session (Laboratory) EL-Experiential Learning
Page 1 of 2

Format No.: JSPMUni/ACAD/001

Rev. No.:0.0

[Signature]
Mr. Sourabh Londhe
Programme Coordinator, B.Sc. Animation and VFX

[Signature]
Dr. Anuracha S. Deshpande
Associate Dean (Academics)



[Signature]
Dr. R. S. Deshpande
Dean, Faculty of Science and Technology

[Signature]
Prof. B.B. Ahuja
Vice Chancellor, JSPM University Pune



JSPM University Pune

COURSE STRUCTURE (NEP
2020 Aligned) (11)

FACULTY OF SCIENCE & TECHNOLOGY

W. E. F

2023-2024

SCHOOL OF BASIC AND APPLIED SCIENCE

RELEASE DATE

01/07/2023

FIRST YEAR BACHELOR OF SCIENCE (ANIMATION AND VFX)

REVISION NO.

0.0 (NEP)

SEMESTER II (LEVEL 4.5)

COURSE

TEACHING
SCHEME

EXAMINATION SCHEME AND MARKS

TYPE	CODE	COURSE NAME	Hours / Week				THEORY (Equal Weightage for CIE and ESE)			PRACTICAL (Equal Weightage for CIE and ESE)		ORAL (Equal Weightage for CIE and ESE)		TOTAL	CREDITS	
			L	T	P	EL	CONTINUOUS INSEMESTER EVALUATION (100 Marks)			END SEMESTER EXAMINATION (100 / 50 Marks)	CONTINUOUS INSEMESTER EVALUATION (50 Marks)	END SEMESTER EXAMINATION (50 Marks)	CONTINUOUS INSEMESTER EVALUATION (50 Marks)			END SEMESTER EXAMINATION (50 Marks)
							T1 (30 Marks)	T2 (30 Marks)	Assignments (40 Marks)							
PCC	230GANB07_02	Audio and Video Composing and Editing Tools, Techniques	2	-	-	2	30	30	40	100	-	-	-	-	100	2.5
	230GANB08_02	Web Designing and Scripting Languages	3	-	-	-	30	30	40	50	-	-	-	-	50	3
	230GANB09_02	Digital Film Making and stop Motion Animation	2	-	-	-	30	30	40	50	-	-	-	-	50	2
SEC	230GCAB02_02	C programming	2	-	2	-	-	-	-	-	50	50	50	50	100	3
IOC	230VBBB55_02	Fundamentals of Marketing	2	-	-	-	30	30	40	100	-	-	-	-	100	2
MMC	230VBBB42_02	Essentials of Human Resource Management	2	-	-	-	30	30	40	100	-	-	-	-	100	2
AEC (HSMC)	230UENB02_02	Communicative Proficiency Skills	1	-	2	-	30	30	40	50	-	-	-	-	100	2
LC	230GANB10_02	Web Designing and Scripting Languages	-	-	2	-	-	-	-	-	50	50	-	-	50	1
	230GANB11_02	Digital Film Making and Stop Motion Animation	-	-	2	-	-	-	-	-	50	50	-	-	50	1
	230UPYB02_02	Mindfulness and Wellbeing	1	-	-	2	-	-	-	-	-	-	50	50	50	1.5
LLC	230GANB12_02	Internship / Field Project / Community Engagement Project	4 to 6 weeks				-	-	-	-	-	-	50	50	50	2
TOTAL			15	0	08	04								750	22	

Mr. Sourabh Londhe
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Associate Dean (Academics)

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Prof. B.B. Ahuja
Vice Chancellor, JSPM University Pune



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FACULTY OF SCIENCE & TECHNOLOGY
SCHOOL OF BASIC AND APPLIED
SCIENCE

COURSE STRUCTURE (NEP 2020 Aligned)

W. E. F

2024-2025

RELEASE DATE

01/07/2024

SECOND YEAR BACHELOR OF SCIENCE
(ANIMATION AND VFX)

REVISION NO.

0.0 (NEP)

SEMESTER III LEVEL 5

COURSE			TEACHING SCHEME				EXAMINATION SCHEME AND MARKS								TOTAL	CREDITS	
TYPE	CODE	COURSE NAME	Hours / Week				THEORY (Equal Weightage for CIE and ESE)			PRACTICAL (Equal Weightage for CIE and ESE)		ORAL (Equal Weightage for CIE and ESE)					
			L	T	P	EL	CONTINUOUS INSEMESTER EVALUATION (100 Marks)			END SEMESTER EXAMINATION (100 / 50 marks)	CONTINUOUS INSEMESTER EVALUATION (50marks)	END SEMESTER EXAMINATION (50 marks)	CONTINUOUS INSEMESTER EVALUATION (50marks)	END SEMESTER EXAMINATION (50 marks)			
							T1 (30 Marks)	T2 (30 Marks)	Assignments (40 Marks)								
PCC	230GANB13_03	Fundamentals of Blender 3D Modelling	3	-	-	2	30	30	40	100	-	-	-	-	100	3.5	
	230GANB14_03	Fundamental of Blender Texturing	3	-	-	2	30	30	40	100	-	-	-	-	100	3.5	
	230GANB015_03	2D Animation Adobe Animate	2	-	-	-	30	30	40	50	-	-	-	-	100	3.5	
MDM	-	Multi-Disciplinary Minor	2	-	-	-	30	30	40	50	-	-	-	-	50	2	
VSC	230IINB02_03	Innovation	1	-	-	2	-	-	-	-	-	-	-	50	50	50	1.5
IOC	230VBBB06_03	Introduction to Digital Marketing	2	-	-	-	30	30	40	100	-	-	-	-	100	2	
AEC (HSMC)	230UENB03_03	Soft Skill Development	1	-	2	-	30	30	40	50	-	-	-	-	100	2	
LC	230GANB16_03	2D Animation Adobe Animate Lab	-	-	2	-	-	-	-	-	50	50	-	-	50	1	
	230GANB17_03	Adobe InDesign Lab	-	-	2	-	-	-	-	-	-	-	50	50	50	1	
	-	Multi-Disciplinary Minor Lab	-	-	2	-	-	-	-	-	-	-	50	50	50	1	
LLC	240VBBB02_03	Theatre and Performing Arts	-	-	2	2	-	-	-	-	50	50	-	-	50	2	
TOTAL			14	0	10	8								50	1.5		
															700	22	


L-Lecture

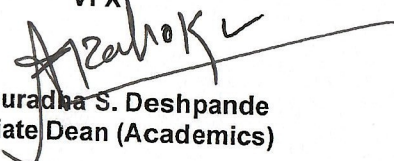
T-Tutorial

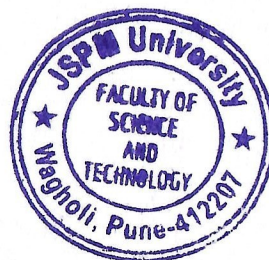
P-Practical Session / Lab / etc.

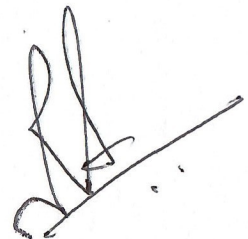
Sem.	Multi-Disciplinary Minor (MDM)			
	Specialization	Software Development		
II	Course Code	240GCSB204_02		
	Course Name	C- Programming		
III	Course Code	240GCSB205_03		
	Course Name	Object Oriented Programming Using C++		
	Course Code	240GCSB206_03		
	Course Name	Object Oriented Programming Using C++ Lab		
IV	Course Code	240GCSB207_04		
	Course Name	Core Java Programming		
	Course Code	240GCSB208_04		
	Course Name	Core Java Programming Lab		
V	Course Code	240GCSB209_05		
	Course Name	Basics Of Python Programming Language		
	Course Code	240GCSB210_05		
	Course Name	Basics Of Python Programming Language Lab		
VI	Course Code	240GCSB211_06		
	Course Name	Introduction to Software Development and Testing		


Sem.	Interdisciplinary Open Course (IOC)			
	Specialization	Marketing Management		
II	Course Code	230VBBB55_02		
	Course Name	Fundamentals of Marketing		
III	Course Code	230VBBB06_03		
	Course Name	Introduction to Digital Marketing		
V	Course Code	230VMGB22_05		
	Course Name	Social Media Marketing		


Mr. Sourabh Londhe
 Programme Coordinator, B.Sc. Animation and VFX


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FACULTY OF SCIENCE & TECHNOLOGY

SCHOOL OF BASIC AND APPLIED SCIENCE

COURSE STRUCTURE
(NEP 2020 Aligned)

W. E. F

2024-2025

RELEASE DATE

01/07/2024

SECOND YEAR BACHELOR OF SCIENCE
(ANIMATION AND VFX)

REVISION NO.

0.0 (NEP)

SEMESTER IV LEVEL 5

COURSE

TEACHING SCHEME

EXAMINATION SCHEME AND MARKS

TYPE	CODE	COURSE NAME	Hours / Week				THEORY (Equal Weightage for CIE and ESE)				PRACTICAL (Equal Weightage for CIE and ESE)		ORAL (Equal Weightage for CIE and ESE)		TOTAL	CREDITS	
			L	T	P	EL	CONTINUOUS INSEMESTER EVALUATION (100 Marks)			END SEMESTER EXAMINATION (100 / 50 marks)	CONTINUOUS INSEMESTER EVALUATION (50marks)	END SEMESTER EXAMINATION (50 marks)	CONTINUOUS INSEMESTER EVALUATION (50marks)	END SEMESTER EXAMINATION (50 marks)			
							T1 (30 Marks)	T2 (30 Marks)	Assignments (40 Marks)								
PCC	230GANB18_04	Essentials of 3D Modelling in Maya	3	-	-	2	30	30	40	100	-	-	-	-	100	3.5	
	230GANB19_04	Web and Application design in Figma	3	-	-	-	30	30	40	100	-	-	-	-	100		
MDM	--	Multi-Disciplinary Minor	2	-	-	-	30	30	40	50	-	-	-	-	100	3	
SEC	230GANB20_04	Substance Painter	2	-	2	-	-	-	-	-	-	-	-	-	50	2	
AEC (HSMC)	230JENB04_04	Verbal Aptitude Through Literature	1	-	2	-	30	30	40	50	50	50	50	50	100	3	
LC	230GANB21_04	Web and Application design in Figma Lab	-	-	2	-	-	-	-	-	-	50	50	-	-	50	2
	230GANB22_04	Fundamentals of Maya Lighting Lab	-	-	2	-	-	-	-	-	-	-	-	50	50	50	1
MDM	--	Multi-Disciplinary Minor Lab	-	-	2	-	-	-	-	-	-	-	50	50	50	1	
LC	230GANB23_04	Fundamentals of Maya Animation Lab	-	-	2	-	-	-	-	-	-	50	50	-	-	50	2
LLC	230HFSB80_04	Health and Nutrition	1	-	2	-	-	-	-	-	-	50	50	-	-	50	1
IITP/FP/CEP	230GANB24_02	Internship / Field Project / Community Engagement Project	4 to 6 weeks			-	-	-	-	-	-	-	-	50	-	50	1.5
						-	-	-	-	-	-	50	50	50	2		
TOTAL			12	0	14	2									700	22	
MLC	240GANB02_04	Introduction to Coral Draw	1	-	-	-	-	-	-	50	-	-	-	-	50	1	
GRAND TOTAL			13	0	14	2									750	23	

Multi-Disciplinary Minor (MDM)					
Sem.	Specialization	Software Development			
II	Course Code	240GCSB204_02			
	Course Name	C- Programming			
II	Course Code	240GCSB212_02			
	Course Name	C- Programming Lab			
III	Course Code	240GCSB205_03			
	Course Name	Object Oriented Programming Using C++			
	Course Code	240GCSB206_03			
	Course Name	Object Oriented Programming Using C++ Lab			
IV	Course Code	240GCSB207_04			
	Course Name	Core Java Programming			
	Course Code	240GCSB208_04			
	Course Name	Core Java Programming Lab			
V	Course Code	240GCSB209_05			
	Course Name	Basics Of Python Programming Language			
	Course Code	240GCSB210_05			
	Course Name	Basics Of Python Programming Language Lab			
VI	Course Code	240GCSB211_06			
	Course Name	Introduction to Software Development and Testing			

Interdisciplinary Open Course (IOC)					
Sem.	Specialization	Marketing Management			
II	Course Code	230VBBB55_02			
	Course Name	Fundamentals of Marketing			
III	Course Code	230VBBB06_03			
	Course Name	Introduction to Digital Marketing			
V	Course Code	230VMGB22_05			
	Course Name	Social Media Marketing			

Note: A Certificate will be awarded if a student exits after first year.

For "Exit" at the end of First Year the student must complete a total of 8 additional credits.

a) An internship / OJT of 8 - 10 weeks (4 credits) over and above semester 2 internship of minimum 4 weeks.

b) Additional one Course of 4 credits (Course offered will be Vocational Skill Course (VSC) or Skill Enhancement Course (SEC) or a mini project).

[Signature]
Mr. Sourabh Londhe

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JSPM University Pune

COURSE STRUCTURE
(NEP 2020 Aligned)

FACULTY OF SCIENCE & TECHNOLOGY

W. E. F

2025-2026

SCHOOL OF BASIC AND APPLIED
SCIENCE

RELEASE DATE

01/07/2025

SECOND YEAR BACHELOR OF SCIENCE
(ANIMATION AND VFX)

REVISION NO.

0.0 (NEP)

SEMESTER V LEVEL 5

COURSE

TEACHING
SCHEME

EXAMINATION SCHEME AND MARKS

C
R
E
D
I
T
S

TYPE	CODE	COURSE NAME	Hours / Week				THEORY (Equal Weightage for CIE and ESE)			PRACTICAL (Equal Weightage for CIE and ESE)		ORAL (Equal Weightage for CIE and ESE)		TOTAL		
			L	T	P	EL	CONTINUOUS INSEMESTER EVALUATION (100 Marks)			END SEMESTER EXAMINATION (100 / 50 marks)	CONTINU OUS INSEMEST ER EVALUATI ON (50marks)	END SEMESTER EXAMINAT ION (50 marks)	CONTINU OUS INSEMEST ER EVALUATI ON (50marks)			END SEMEST ER EXAMINA TION (50 marks)
							T1 (30 Marks)	T 2 (3 0 Mark s)	Assig n- ment s (40 Mark s)							
PCC	230GANB25_05	Advanced 3d Rigging Fundamental	3	1	-	-	30	30	40	100	-	-	-	-	100	4
	230GANB26_05	Essentials of 3D character Animation	3	-	-	2	30	30	40	100	-	-	-	-	100	3.5
PEC	-	Program Elective Course	3	-	-	-	30	30	40	100	-	-	-	-	100	3
MDM	-	Multi- Disciplinary Minor	2	-	-	-	30	30	40	50	-	-	-	-	50	2
VSC	230IESB03_05	Entrepreneurship	1	-	-	2	-	-	-	-	-	-	50	50	50	1.5
IOC	-	Interdisciplinary Open Course	2	-	-	-	30	30	40	100	-	-	-	-	100	2
LC	230GANB28_05	Fundamental Concept of Visual Effects with Silhouette and Mocha Lab	-	-	2	-	-	-	-	-	50	50	-	-	50	1
	230GANB29_05	Introduction to 3DEqualizer Lab	-	-	2	-	-	-	-	-	-	-	50	50	50	1
	-	Multi- Disciplinary Minor Lab	-	-	2	4	-	-	-	-	50	50	-	-	50	2
TOTAL			14	0	06	8								650	20	
MLC#	-	Audit Course	1	-	-	-	-	-	-	50	-	-	-	-	50	1

L-Lecture

T-Tutorial

P-Practical Session (Laboratory)


EL-Experiential Learning

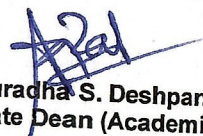
Sem.	Multi-Disciplinary Minor (MDM)			
	Specialization	Software Development		
II	Course Code	240GCSB204_02		
	Course Name	C- Programming		
	Course Code	240GCSB212_02		
	Course Name	C- Programming Lab		
III	Course Code	240GCSB205_03		
	Course Name	Object Oriented Programming Using C++		
	Course Code	240GCSB206_03		
	Course Name	Object Oriented Programming Using C++ Lab		
IV	Course Code	240GCSB207_04		
	Course Name	Core Java Programming		
	Course Code	240GCSB208_04		
	Course Name	Core Java Programming Lab		
V	Course Code	240GCSB209_05		
	Course Name	Basics Of Python Programming Language		
	Course Code	240GCSB210_05		
	Course Name	Basics Of Python Programming Language Lab		
VI	Course Code	240GCSB211_06		
	Course Name	Introduction to Software Development and Testing		
	Course Code	240GCSB213_06		
	Course Name	Introduction to Software Development and Testing Lab		

Sem.	Interdisciplinary Open Course (IOC)			
	Specialization	Marketing Management		
II	Course Code	230VBBB55_02		
	Course Name	Fundamentals of Marketing		
III	Course Code	230VBBB06_03		
	Course Name	Introduction to Digital Marketing		
V	Course Code	230VMSM11_05		
	Course Name	Fundamentals of Financial Management		


Sem.	Program Elective Course (PEC)			
	Specialization	Game Design and Development		
V	Course Code	230GANB27_05		
	Course Name	Essentials of 3d Gaming production and Assets		
VI	Course Code	230GANB32_06		
	Course Name	Essentials Concept of Unreal Game Engine		

Mandatory Learning Course (MLC*) Audit Course			
Course Code	240GANB02_04		
Course Name	Introduction to Core! Draw		
Course Code	230UPOB02_05		
Course Name	Introduction to Indian Constitution		
Course Code	240GANB03_06		
Course Name	Introduction to AR VR		


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JSPM University Pune FACULTY OF SCIENCE & TECHNOLOGY SCHOOL OF BASIC AND APPLIED SCIENCE		COURSE STRUCTURE (NEP 2020 Aligned)	
		W. E. F	2025-2026
		RELEASE DATE	01/07/2025
THIRD YEAR BACHELOR OF SCIENCE (ANIMATION AND VFX)		REVISION NO.	0.0 (NEP)

SEMESTER VI SCHEME B (LEVEL 5.5)

TYPE	CODE	COURSE NAME	TEACHING SCHEME				EXAMINATION SCHEME AND MARKS										CREDITS
			Hours / Week				THEORY (Equal Weightage for CIE and ESE)			PRACTICAL (Equal Weightage for CIE and ESE)		ORAL (Equal Weightage for CIE and ESE)		TOTAL			
			L	T	P	EL	CONTINUOUS INSEMESTER EVALUATION (100 Marks)			END SEMESTER EXAMINATION (100 / 50 marks)	CONTINUOUS INSEMESTER EVALUATION (50marks)	END SEMESTER EXAMINATION (50 marks)	CONTINUOUS INSEMESTER EVALUATION (50marks)		END SEMESTER EXAMINATION (50 marks)		
							T1 (30 Marks)	T2 (30 Marks)	Assignments (40 Marks)								
PCC	230GANB30_06	Foundations of NUKE Studio	3	-	-	-	30	30	40	100	-	-	-	-	100	3	
	230GANB31_06	Advance Compositing with Vfx in Nuke	3	-	-	-	30	30	40	100	-	-	-	-	100	3	
PEC	-	Program Elective Course	3	-	-	-	30	30	40	100	-	-	-	-	100	3	
MDM	-	Multi-Disciplinary Minor	2	-	-	-	30	30	40	100	-	-	-	-	100	3	
LC	230GANB33_06	Multipass Compositing: Integrate CG Elements in Shots Lab	-	-	2	-	-	-	-	50	-	-	-	-	50	2	
	-	Multi-Disciplinary Minor Lab	-	-	-	-	-	-	-	-	-	-	50	50	50	1	
	230GANB34_06	Assets in Unreal Game Engine Lab	-	-	2	-	-	-	-	-	50	50	-	-	50	1	
PROJ	230GANB35_06	Project	-	-	6	12	-	-	-	-	100	100	50	50	150	6	
TOTAL			11	0	12	12											
MLC#	-	Audit Course	1	-	-	-	-	-	-	50	-	-	-	-	50	20	


Note: Scheme A is intended for students who will undertake the project at the university during the eighth semester.
Scheme B is intended for students who will undertake the project along with an industry internship during the eighth semester.


Sem.	Multi-Disciplinary Minor (MDM)			
	Specialization	Software Development		
II	Course Code	240GCSB204_02		
	Course Name	C- Programming		
	Course Code	240GCSB212_02		
III	Course Name	C- Programming Lab		
	Course Code	240GCSB205_03		
	Course Name	Object Oriented Programming Using C++		
IV	Course Code	240GCSB206_03		
	Course Name	Object Oriented Programming Using C++ Lab		
	Course Code	240GCSB207_04		
V	Course Name	Core Java Programming		
	Course Code	240GCSB208_04		
	Course Name	Core Java Programming Lab		
VI	Course Code	240GCSB209_05		
	Course Name	Basics Of Python Programming Language		
	Course Code	240GCSB210_05		
VI	Course Name	Basics Of Python Programming Language Lab		
	Course Code	240GCSB211_06		
	Course Name	Introduction to Software Development and Testing		
VI	Course Code	240GCSB213_06		
	Course Name	Introduction to Software Development and Testing		

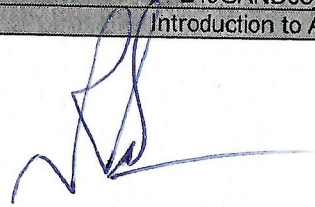
Sem.	Interdisciplinary Open Course (IOC)			
	Specialization	Marketing Management		
II	Course Code	230VBBB55_02		
	Course Name	Fundamentals of Marketing		
III	Course Code	230VBBB06_03		
	Course Name	Introduction to Digital Marketing		
V	Course Code	230VMSM11_05		
	Course Name	Fundamentals of Financial Management		


Sem.	Program Elective Course (PEC)			
	Specialization	Game Design and Development		
V	Course Code	230GANB27_05		
	Course Name	Essentials of 3d Gaming production and Assets		
VI	Course Code	230GANB32_06		
	Course Name	Essentials Concept of Unreal Game Engine		

Mandatory Learning Course (MLC#) Audit Course			
Course Code	240GANB02_04		
Course Name	Introduction to Corel Draw		
Course Code	230UPOB02_05		
Course Name	Introduction to Indian Constitution		
Course Code	240GANB03_06		
Course Name	Introduction to AR VR		


Mr. Sourabh Londhe
 Programme Coordinator, B.Sc.
 Animation and VFX


Dr. Anuradha S. Deshpande
 Associate Dean (Academics)


Dr. R. S. Deshpande
 Dean, Faculty of Science and Technology


Prof. B.B. Ahuja
 Vice Chancellor, JSPM University Pune



JSPM University Pune

COURSE STRUCTURE
(NEP 2020 Aligned)

FACULTY OF SCIENCE & TECHNOLOGY

W. E. F

2025-2026

SCHOOL OF BASIC AND APPLIED
SCIENCE

RELEASE DATE

01/07/2025

THIRD YEAR BACHELOR OF SCIENCE
(ANIMATION AND VFX)

REVISION NO.

0.0 (NEP)

SEMESTER VI SCHEME A (LEVEL 5.5)

COURSE

TEACHING
SCHEME

EXAMINATION SCHEME AND MARKS

C
R
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TYPE

CODE

COURSE NAME

Hours / Week

THEORY
(Equal Weightage for CIE and ESE)

PRACTICAL
(Equal Weightage for
CIE and ESE)

ORAL
(Equal Weightage for
CIE and ESE)

TOTAL

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CONTINUOUS
INSEMESTER
EVALUATION
(100 Marks)

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ON(100 / 50
marks)

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SEMESTER
EXAMINATI
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marks)

T1
(30
Marks)

T2
(30
Marks)

Assig
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(40
Marks)

TYPE	CODE	COURSE NAME	Hours / Week				CONTINUOUS INSEMESTER EVALUATION (100 Marks)			END SEMESTER EXAMINATION(100 / 50 marks)	CONTINUOUS INSEMESTER EVALUATION (50marks)	END SEMESTER EXAMINATION (50 marks)	CONTINUOUS INSEMESTER EVALUATION (50marks)	END SEMESTER EXAMINATION (50 marks)	TOTAL	CREDITS
			L	T	P	EL	T1 (30 Marks)	T2 (30 Marks)	Assig n-ments (40 Marks)							
PCC	230GANB30_06	Foundations of NUKE Studio	3	-	-	-	30	30	40	100	-	-	-	-	100	3
	230GANB31_06	Advance Compositing with Vfx in Nuke	3	-	-	-	30	30	40	100	-	-	-	-	100	3
PEC	-	Program Elective Course	3	-	-	-	30	30	40	100	-	-	-	-	100	3
MDM	-	Multi-Disciplinary Minor	2	-	-	-	30	30	40	50	-	-	-	-	50	2
LC	230GANB33_06	Multipass Compositing: Integrate CG Elements in Shots Lab	-	-	2	-	-	-	-	-	-	-	50	50	50	1
	-	Multi-Disciplinary Minor Lab	-	-	2	-	-	-	-	-	50	50	-	-	50	1
	230GANB34_06	Assets in Unreal Game Engine Lab	-	-	2	-	-	-	-	-	50	50	-	-	50	1
PROJ	230GANB36_06	Project	-	-	4	8	-	-	-	-	50	50	50	50	100	4
IITP/ FP/ CEP	230GANB37_06	Internship / Field Project / Community Engagement Project	4 to 6 Weeks				-	-	-	-	-	-	50	50	50	2
TOTAL			11	0	10	8	-	-	-	50	-	-	50	50	650	20
MLC#	-	Audit Course	1	-	-	-	-	-	-	50	-	-	-	-	50	1


Note: Scheme A is intended for students who will undertake the project at the university during the eighth semester.
Scheme B is intended for students who will undertake the project along with an industry internship during the eighth semester.


Sem.	Multi-Disciplinary Minor (MDM)			
	Specialization	Software Development		
II	Course Code	240GCSB204_02		
	Course Name	C- Programming		
	Course Code	240GCSB212_02		
III	Course Name	C- Programming Lab		
	Course Code	240GCSB205_03		
	Course Name	Object Oriented Programming Using C++		
	Course Code	240GCSB206_03		
	Course Name	Object Oriented Programming Using C++ Lab		
IV	Course Code	240GCSB207_04		
	Course Name	Core Java Programming		
	Course Code	240GCSB208_04		
	Course Name	Core Java Programming Lab		
V	Course Code	240GCSB209_05		
	Course Name	Basics Of Python Programming Language		
	Course Code	240GCSB210_05		
	Course Name	Basics Of Python Programming Language Lab		
VI	Course Code	240GCSB211_06		
	Course Name	Introduction to Software Development and Testing		
	Course Code	240GCSB213_06		
	Course Name	Introduction to Software Development and Testing		

Sem.	Interdisciplinary Open Course (IOC)			
	Specialization	Marketing Management		
II	Course Code	230VBBB55_02		
	Course Name	Fundamentals of Marketing		
III	Course Code	230VBBB06_03		
	Course Name	Introduction to Digital Marketing		
V	Course Code	230VMSM11_05		
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Sem.	Program Elective Course (PEC)		
	Specialization	Game Design and Development	
V	Course Code	230GANB27_05	
	Course Name	Essentials of 3d Gaming production and Assets	
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