

**Kanya Maha Vidyalaya, Jalandhar City**  
**(An Autonomous College)**  
**Session 2024-25**



**Proceedings of 10<sup>th</sup> Board of Studies meeting**  
**Faculty of Vocational Studies**

**Bachelor of Vocation (Animation)**  
**&**  
**Master of Vocation (Animation and VFX)**

**Date: 13-August-2024**  
**Time: 10:00 a.m.**  
**Via Zoom Video Conferencing**

**KANYA MAHA VIDYALAYA, JALANDHAR**  
**(UGC Autonomous College)**  
**Faculty of Vocational Studies**  
**Bachelor of Vocation (Animation) & Master of Vocation (Animation and VFX)**  
**Proceedings of 10<sup>th</sup> Board of Studies (BoS) meeting**  
**held on 13-August-2024**

The tenth meeting of the board of studies was held in online mode via zoom on 13<sup>th</sup> August, 2024 at 10:00 a.m.

**Date:** Tuesday, 13-08-2024, Time: 10:00 a.m.

**Venue:** Online meeting via Zoom

The following members have attended meeting and proceedings are listed below:

<b>Members Participated</b>			
<b>1.</b>	Ms. Suman Khurana Associate Professor & Head, Department of Computer Science & Applications, Course In-charge, B.Voc.(Animation) & M.Voc.(Animation and VFX)	<b>Chairperson</b>	<b>Present</b>
<b>2.</b>	Dr. Gopi Sharma Associate Professor, PG Department of Physics Director, DDU KAUSHAL KENDRA	<b>Member</b>	<b>Present</b>
<b>3.</b>	Dr. Harish Kumar (Professor) Department of Computer Science and Engineering Punjab University Chandigarh (University Nominee)	<b>Member</b>	<b>Present</b>
<b>4.</b>	Mr. Chandan Kumar Producer, Educational Multimedia Research Centre, (Sponsored by MoE, Govt. of India.) Punjabi University, Patiala,Punjab (147002) (Outside Parent University Nominee)	<b>Member</b>	<b>Present</b>
<b>5.</b>	Mr. Pankaj Kapoor Assistant Professor, Animation, Chandigarh University Gharuan Mohali, 140301 Department –UIFV, Block-8, Level-8 (Outside Parent University Nominee)	<b>Member</b>	<b>Present</b>
<b>6.</b>	Mr. Jaswinder Pal Channa Director, Pritam Film Production Pvt. Ltd., Jalandhar (Industry Expert)	<b>Member</b>	<b>Absent</b>
<b>7.</b>	Ms. Vani Aggarwal Sr. Consultant, Content Design Manager, Genpact (Alumni)	<b>Member</b>	<b>Present</b>
<b>8.</b>	Mr. Baljit Singh Asst. Professor, Faculty of Vocational Studies-Animation	<b>Member</b>	<b>Present</b>
<b>9.</b>	Ms. Arti Thakur Asst. Professor, Faculty of Vocational Studies-Animation	<b>Member</b>	<b>Present</b>

## **Agenda**

**Item: Ani10: 2024: 1** To discuss the Action taken report and proceeding of the previous Board of Studies meet held for Bachelor of Vocation (Animation) & Master of Vocation (Animation and VFX) held on August 4, 2023.

**Item: Ani10: 2024: 2** To discuss the syllabi and proposed changes for the following classes for the session 2024-25 under Credit based Evaluation Grading system

- Bachelor of Vocation (Animation) Sem I & II.
- Master of Vocation (Animation and VFX) Sem I & II.

**Item: Ani10: 2024: 3** To discuss the syllabi and proposed changes for the following classes for the session 2024-25 under Credit based Evaluation Grading system

- Bachelor of Vocation (Animation) Sem III & IV.
- Master of Vocation (Animation and VFX) Sem III & IV.

**Item: Ani10: 2024: 4** To discuss the syllabi and proposed changes for the following classes for the session 2024-25 under Credit based Evaluation Grading system

- Bachelor of Vocation (Animation) Sem V & VI.

**Item: Ani10: 2024: 5**

- To discuss job roles to be taken after each exit levels of Bachelor of Vocation (Animation) and Master of Vocation (Animation and VFX)

**Item: Ani10: 2024: 6**

To discuss the syllabus of following subjects introduced for the PG students of department of Fashion Designing for the session 2024-25.

- a) Basics of 3D Modeling and Materials
- b) Advance 3D Modeling and Texturing

**Item: Ani10: 2024:7**

To discuss the syllabi of Certificate Courses of Graphic Designing for the session 2024-25.

**Item: Ani10: 2024:8**

To discuss the outcomes of above stated courses and programmes

**Item: Ani10: 2024:9**

To discuss the course schemes and detailed syllabus for above stated programmes.

**Item: Ani10: 2024:10**

To propose the List of Paper Setters, Evaluators as well as Practical Examiners for all the above stated classes for the Session 2024-25.

**Item: Ani10: 2024:11**

Any other point with the permission of the head of the institution.

## Proceedings

The Chairperson, Ms. Suman Khurana welcomed the members of Board of Studies. She apprised the members that about the department, and the various initiatives taken by the department to enhance teaching-learning activities.

After brief overview of the departmental activities and achievements, she took up the agenda items for deliberation one by one with the permission of committee members.

**Item: Ani10: 2024: 1** To discuss the Action taken report and proceeding of the previous Board of Studies meet held for Bachelor of Vocation (Animation) & Master of Vocation (Animation and VFX) held on August 4, 2023

The proceedings and action taken report of previous Board of Studies meeting (BoS) meeting held on August 4, 2023 was approved by all members via email. The Chairperson however, again put up the summary of the proceedings and action taken report of previous BoS meeting for approval of the house.

### **The house approved the Item: Ani10: 2024: 1**

**Item: Ani10: 2024: 2** To discuss the syllabi and proposed changes for the following classes for the session 2024-25 under Credit based Evaluation Grading system

- Bachelor of Vocation (Animation) Sem I & II.
- Master of Vocation (Animation and VFX) Sem I & II.

The syllabus of syllabi of Bachelor of Vocation (Animation) Semester I & II and Master of Vocation (Animation and VFX) Sem I & II. with revised credits scheme in line with the credit system under affiliating university i.e. GNDU's Credit based Continuous Evaluation Grading System (CBCEGS) with 20% internal assessment was presented to the members.

Syllabi schemes and changes proposed for Bachelor of Vocation (Animation) Sem I & II and Master of Vocation (Animation and VFX) Sem I & II are as follows: -

### **Scheme of Examination of Three-year Degree Programme**

Bachelor of Vocation (Animation) Semester – I									
Session: 2024-25									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T – P		Marks				Examination Time (In Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL-1421/ BVAL-1031/ BVAL-1431	Punjabi (Compulsory) / <sup>1</sup> Basic Punjabi/ <sup>2</sup> Punjab History and Culture	C	4-0-0	4	100	80	-	20	3
BVAL-1102	Communication Skills in English	C	4-0-0	4	100	80	-	20	3

BVAM-1113	Computer Fundamentals	S	1-0-1	2	50	25	15	10	3+3
BVAM-1114	Foundation Art	S	2-0-1	3	75	30	30	15	3+3
BVAM-1115	Principles of Animation	S	2-0-1	3	75	30	30	15	3+3
BVAP-1116	Creative Design-I	S	0-0-4	4	100	-	80	20	3
BVAP-1117	Experimental Animation	S	0-0-2	2	50	-	40	10	3
SECF-1492	*Foundation Course	AC	2-0-0	2	50	40	-	10	1
	<b>Total</b>			<b>24</b>					

**Note: C – Compulsory, S – Skill Enhancement, AC-Audit Course**

1. Special paper on lieu of Punjabi (Compulsory)

2. Special paper in lieu of Punjabi (Compulsory) for those students who are not domicile of Punjab

\* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

### Scheme of Examination of Three-year Degree Programme

<b>Bachelor of Vocation (Animation) Semester – II</b>									
<b>Session: 2024-25</b>									
<b>COURSE CODE</b>	<b>COURSE TITLE</b>	<b>COURSE TYPE</b>	<b>L - T - P</b>		<b>Marks</b>				<b>Examination Time (in Hours)</b>
			<b>L-T-P</b>	<b>Total</b>	<b>Total</b>	<b>Ext.</b>		<b>CA</b>	
					<b>al</b>	<b>L</b>	<b>P</b>		
BVAL-2421/ BVAL-2031/ BVAL-2431	Punjabi Compulsory) / <sup>1</sup> Basic Punjabi/ <sup>2</sup> Punjab History and Culture	C	4-0-0	4	100	80	-	20	3
BVAM-2102	Communication Skills in English	C	3-0-1	4	100	50	30	20	3+3
BVAM-2113	Scripting and Screenplay	C	1-0-1	2	50	25	15	10	3+3
BVAM-2114	2D Digital Animation	S	2-0-1	3	75	30	30	15	3+3

BVAP-2115	Introduction to 3D Modeling	S	0-0-2	2	50	-	40	10	3
BVAP-2116	Creative Design - II	S	0-0-3	3	75	-	60	15	3
BVAP - 2117	3D Modeling (Set and Props)	S	0-0-4	4	100	-	80	20	3
	*Drug Abuse: Problem, Management and Prevention (Compulsory)	AC	2-0-0	2	50	40	-	10	3
	<b>Total</b>			<b>24</b>					

**QPs at exit level 1: Graphic Designer (MES/Q 0601)/Animator-2D (MES/Q 0701)**

**Note: C – Compulsory, S – Skill Enhancement, AC-Audit Course**

1. Special paper on lieu of Punjabi (Compulsory)

2. Special paper in lieu of Punjabi (Compulsory) for those students who are not domicile of Punjab

\* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

**Scheme of Examination of Two-year Degree Programme  
Master of Vocation (Animation and VFX) Semester I  
Session 2024-25**

Course code	Course Title	Course Type	Credits		Marks				Examination Time in Hours
			L-T-P	Total	Total	Ext.		CA	
						L	P		
MVAL-1111	Fundamentals of Design and Animation	C	2-0-0	2	50	40	-	10	3(Theory)
MVAM-1112	Foundation Course on Animation	C	2-0-1	3	75	30	30	15	3(Theory) 3(Practical)
MVAM-1113	Basics of Photography	C	2-0-1	3	75	30	30	15	3(Theory) 3(Practical)
MVAP-1114	Introduction to 2D Animation	S	0-0-4	4	100	-	80	20	3(Practical)

MVAP-1115	3D Modeling in Maya – Advanced	S	0-0-4	4	100	-	80	20	3(Practical)
MVAP-1116	Graphic Designing – Advanced	S	0-0-4	4	100	-	80	20	3(Practical)
MVAI-1117	Assignment and Viva (Application of Software Tools and Techniques)	S	0-0-4	4	100	-	80	20	3(Practical)
	<b>Total</b>			24					

Note: C – Compulsory  
S – Skill Enhancement

**Scheme of Examination of Two-year Degree Programme  
Master of Vocation (Animation and VFX) Semester II  
Session 2024-25**

Course code	Course Title	Course Type	Credits		Marks				Examination Time in Hours
			L-T-P	Total	Total	Ext.		CA	
						L	P		
MVAM-2111	Workplace Health and Safety	C	1-0-1	2	50	25	15	10	3+3
MVAP-2112	Video Editing	C	0-0-3	3	75	-	60	15	3
MVAP-2113	Digital Compositing	C	0-0-3	3	75	-	60	15	3
MVAP-2114	Storyboarding, Animatics and Screenplay	S	0-0-4	4	100	-	80	20	3
MVAP-2115	2D Digital Animation – Advanced	S	0-0-4	4	100	-	80	20	3
MVAP-2116	3D Animation	S	0-0-4	4	100	-	80	20	3

MVAI-2117	Assignment and Viva (Application of Software Tools and Techniques)	S	0-0-4	4	100	-	80	20	3
	<b>Total</b>			24					

**QPs at Exit level 1: - Animator (MES/Q 0701)/ Modeller (MES/Q2501)**

Note: C – Compulsory

S – Skill Enhancement

**Changes in Credit Schemes of Semester I & II**

**Changes in Scheme of Examination of Three-year Degree Programme**

**Bachelor of Vocation (Animation) Semester-I**

<b>COURSE CODE</b>	<b>COURSE TITLE</b>	<b>COURSE TYPE</b>	<b>Credits in 2023-24 (Previous Scheme)</b>	<b>Credits in 2024-25 (Proposed now)</b>
BVAL-1421/ BVAL-1031/ BVAL-1431	Punjabi (Compulsory) / <sup>1</sup> Basic Punjabi/ <sup>2</sup> Punjab History and Culture	C	4	4
BVAL-1102	Communication Skills in English	C	4	4
BVAM-1113	Computer Fundamentals	S	2	2
BVAM-1114	Foundation Art	S	4	3
BVAM-1115	Principles of Animation	S	4	3
BVAP-1116	Creative Design-I	S	4	4
BVAP-1117	Experimental Animation	S	4	2
AECD-1161	*Drug Abuse: Problem, Management and Prevention ( <b>Compulsory</b> )	AC	2 Dropped from Sem-I Course shifted to Sem-II	-



SECF-1492	*Foundation Course	AC	2	2
	<b>Total</b>		<b>30</b>	<b>24</b>

**Changes in Scheme of Examination of Three-year Degree Programme  
Bachelor of Vocation (Animation) Semester-II**

<b>COURSE CODE</b>	<b>COURSE TITLE</b>	<b>COURSE TYPE</b>	<b>Credits in 2023-24 (Previous Scheme)</b>	<b>Credits in 2024-25 (Proposed now)</b>
BVAL-2421/ BVAL-2031/ BVAL-2431	Punjabi Compulsory) / 1Basic Punjabi/ 2Punjab History and Culture	C	4	4
BVAM-2102	Communication Skills in English	C	4	4
BVAM-2113	Scripting and Screenplay	C	2	2
BVAM-2114	2D Digital Animation	S	3	3
BVAP-2115	Introduction to 3D Modeling	S	3	2
BVAP-2116	Creative Design - II	S	4	3
BVAP - 2117	3D Modeling (Set and Props)	S	4	4
BVAI-2118	Assignment and Viva (Application of Software Tools and Techniques)	S	4 -Dropped from Sem-II	2
SECM-2502	*Moral Education	AC	2 (Dropped in Sem-II. Replaced by “*Drug Abuse: Problem, Management and Prevention (Compulsory)”) )	2
	<b>Total</b>		<b>30</b>	<b>24</b>

**Changes in Scheme of Examination of Two-year Master Degree Programme**  
**Master of Vocation (Animation and VFX) Semester-I**

<b>COURSE CODE</b>	<b>COURSE TITLE</b>	<b>COURSE TYPE</b>	<b>Credits in 2023-24 (Previous Scheme)</b>	<b>Credits in 2024-25 (Proposed now)</b>
MVAL-1111	Fundamentals of Design and Animation	C	4	2
MVAM-1112	Foundation Course on Animation	C	4	3
MVAM-1113	Basics of Photography	C	4	3
MVAP-1114	Introduction to 2D Animation	S	4	4
MVAP-1115	3D Modeling in Maya – Advanced	S	4	4
MVAP-1116	Graphic Designing – Advanced	S	4	4
MVAI-1117	Assignment and Viva (Application of Software Tools and Techniques)	S	6	4
	<b>Total</b>		<b>30</b>	<b>24</b>

**Changes in Scheme of Examination of Two-year Master Degree Programme**  
**Master of Vocation (Animation and VFX) Semester-I**

<b>COURSE CODE</b>	<b>COURSE TITLE</b>	<b>COURSE TYPE</b>	<b>Credits in 2023-24 (Previous Scheme)</b>	<b>Credits in 2024-25 (Proposed now)</b>
MVAM-2111	Workplace Health and Safety	C	4	2
MVAP-2112	Video Editing	C	4	3
MVAP-2113	Digital Compositing	C	4	3
MVAP-2114	Storyboarding, Animatics and Screenplay	S	4	4

MVAP-2115	2D Digital Animation – Advanced	S	4	4
MVAP-2116	3D Animation	S	4	4
MVAI-2117	Assignment and Viva (Application of Software Tools and Techniques)	S	6	4
	<b>Total</b>		<b>30</b>	<b>24</b>

### Changes in Course Content

Programme Name and Semester	Course Title/Course Code in 2024-25	Units in 2023-24	Course Title/Course Code in 2023-24	Modifications done for 2024-25
Bachelor of Vocation (Animation) Semester -II	Creative Design-II (BVAP-2116)	I-IV	Creative Design-II (BVAP-2116)	Course Content changed entirely.
Master of Vocation (Animation and VFX) Semester-I	Graphic Designing-Advanced (MVAP-1116)	III & IV	Graphic Designing-Advanced (MVAP-1116)	Unit III and IV changed.

### **The house approved the Item: Ani10: 2024: 2**

**Item: Ani10: 2024: 3** To discuss the syllabi and proposed changes for the following classes for the session 2024-25 under Credit based Evaluation Grading system

- Bachelor of Vocation (Animation) Sem III & IV.
- Master of Vocation (Animation and VFX) Sem III & IV.

The syllabus of syllabi of Bachelor of Vocation (Animation) Semester III & IV and Master of Vocation (Animation and VFX) Sem III & IV under Credit based Continuous Evaluation Grading System (CBCEGS) with 20% internal assessment was presented to the members.

Syllabi schemes of Bachelor of Vocation (Animation) Sem III & IV and Master of Vocation (Animation and VFX) Sem III & IV are as follows: -

### Scheme of Examination of Three-year Degree Programme

<b>Bachelor of Vocation (Animation) Semester – III</b> <b>Session: 2024-25</b>									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAM - 3111	Introduction to Photography	C	2-0-1	3	75	30	30	15	3+3
BVAM – 3112	Storyboarding	C	2-0-1	3	75	30	30	15	3+3
BVAM – 3113	Color Grading	C	2-0-2	4	100	40	40	20	3+3
BVAP- 3114	Introduction to Texturing and Shading in 3D	S	0-0-2	2	50	-	40	10	3
BVAP – 3115	Audio Editing	S	0-0-4	4	100	-	80	20	3
BVAP – 3116	Video Editing	S	0-0-4	4	100	-	80	20	3
BVAP – 3117	Motion Graphics	S	0-0-4	4	100	-	80	20	3
BVAP – 3118	3D Character Modeling	S	0-0-4	4	100	-	80	20	3
SECP- 3512	*Personality Development	AC	2-0-0	2	25	20	-	05	1
	<b>Total</b>			<b>30</b>					

**Note: C – Compulsory**

**S – Skill Enhancement**

**AC-Audit Course**

\* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

### Scheme of Examination of Three-year Degree Programme

Bachelor of Vocation (Animation) Semester – IV									
Session: 2024-25									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext.		CA	
						L	P		
BVAL - 4111	Maintaining Workplace Health and Safety	C	2-0-0	2	50	40	-	10	3
BVAM - 4112	Camera Techniques	C	1-0-1	2	50	25	15	10	3+3
BVAP - 4113	Digital Compositing	C	0-0-2	2	50	-	40	10	3+3
BVAP- 4114	Lighting and Rendering	S	0-0-4	4	100	-	80	20	3
BVAP - 4115	3D Architecture Modeling and Texturing	S	0-0-4	4	100	-	80	20	3
BVAP - 4116	3D Animation	S	0-0-4	4	100	-	80	20	3
BVAD - 4117	Assignment and Viva (Application of Software Tools and Techniques)	S	0-0-6	6	100	-	80	20	3
AECE- 4221	Environmental Studies (Compulsory)*	AC	3-0-1	4	100	60	20 (Project work)	20	3
SECS- 4522	Social Outreach*	AC	2-0-0	2	25	-	20	05	1
	<b>Total</b>			<b>30</b>					

**QPs at exit level 2: Editor (MES/Q 1401)/ Modeller (MES/Q2501)**

**Note: C – Compulsory**

**S – Skill Enhancement**

**AC-Audit Course**

\* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme

**Scheme of Examination of Two-year Master Degree Programme**  
**Master of Vocation (Animation and VFX) Semester III**  
**Session 2024-25**

Course code	Course Title	Course Type	Credits		Marks				Examinati on Time in Hours
			L-T-P	Total	Total	Ext.		C A	
						L	P		
MVAM-3111	Experimenting and Research in Animation	C	3-0-1	4	100	40	40	20	3+3
MVAM-3112	Lighting, Texturing and Rendering	C	3-0-1	4	100	40	40	20	3+3
MVAP-3113	Advance Digital Sculpting	C	0-0-4	4	100	-	80	20	3
MVAP-3114	Motion Graphics	S	0-0-4	4	100	-	80	20	3
MVAP-3115	UI/UX Designing	S	0-0-4	4	100	-	80	20	3
MVAP-3116	Visual Effects (VFX)	S	0-0-4	4	100	-	80	20	3
MVAD-3117	Assignment and Viva (Application of Software Tools and Techniques)	S	0-0-6	6	100	-	80	20	3
	<b>Total</b>			30					

Note: C – Compulsory  
S – Skill Enhancement

**Scheme of Examination of Two-year Master Degree Programme**  
**Master of Vocation (Animation and VFX) Semester IV**  
**Session 2024-25**

Course code	Course Title	Course Type	Credits		Marks				Examination Time in Hours
			L-T-P	Total	Total	Ext.		CA	
						L	P		
MVAM-4111	Career Management	C	4-0-2	6	100	40	40	20	3+3
MVAM-4112	Digital Art Copyrights	C	4-0-2	6	100	40	40	20	3+3
MVAI-4113	Industrial Training and Report	S	0-0-18	18	250	-	250	-	3
				30					

**QPs at Exit level 2: - VFX Editor (MES/Q3501)/ Compositor (MES/Q3505)**

Note: C – Compulsory  
S – Skill Enhancement

**The house approved the Item: Ani10: 2024: 3**

**Item: Ani10: 2024: 4** To discuss the syllabi and proposed changes for the following classes for the session 2024-25 under Credit based Evaluation Grading system

- Bachelor of Vocation (Animation) Sem V & VI.

The syllabus of syllabi of Bachelor of Vocation (Animation) Semester V & under Credit based Continuous Evaluation Grading System (CBCEGS) with 20% internal assessment was presented to the members.

Syllabi schemes of Bachelor of Vocation (Animation) Sem V & VI are follows: -

### Scheme of Examination of Three-year Degree Programme

Bachelor of Vocation (Animation) Semester – V									
Session: 2024-25									
COURSE CODE	COURSE TITLE	COURSE TYPE	L - T - P		Marks				Examination Time (in Hours)
			L-T-P	Total	Total	Ext. L P		CA	
BVAL-5111	Electronic Media	C	3-0-0	3	50	40	-	10	3
BVAM-5112	Career Management for Animation	C	2-0-1	3	50	25	15	10	3
BVAM-5113	Film Direction and Documentary	C	2-0-2	4	75	30	30	15	3+3
BVAP – 5114	Acting for Animation	S	0-0-3	3	50	-	40	10	3
BVAP – 5115	3D Architecture Lighting and Rendering	S	0-0-3	3	50	-	40	10	3
BVAP – 5116	Match moving Techniques	S	0-0-4	4	75	-	60	15	3
BVAP – 5117	3D Modeling for Gaming	S	0-0-4	4	75	-	60	15	3
BVAP – 5118	Digital Sculpting	S	0-0-4	4	75	-	60	15	3
SECI-5541	Innovation, Entrepreneurship and Creative Thinking*	AC	2-0-0	2	25	20	-	5	1
	<b>Total</b>			<b>30</b>					

\* Grade points or grades of these courses will not be included in SGPA/CGPA of the Semester/Programme



### Scheme of Examination of Three-year Degree Programme

Bachelor of Vocation (Animation) Semester – VI									
Session: 2024-25									
COURS E CODE	COURSE TITLE	COURS E TYPE	L - T – P		Marks				Examination Time (in Hours)
			L-T-P	Tota l	Tota l	Ext.		CA	
						L	P		
BVAL - 6111	Publicity Designing and Media Laws	C	4-0-0	4	50	40	-	10	3
BVAL - 6112	CG and VFX Technologies	C	4-0-0	4	50	40	-	10	3
BVAP- 6113	Personality Enhancement	C	0-0-4	4	50	-	40	10	3
BVAI- 6114	Industrial Training and Report	S	0-0-18	18	250	-	-	-	3
	<b>Total</b>			<b>30</b>					

QPs at exit level 3: VFX Editor (MES/Q3501)//Rendering Artist (MES/Q 3503)

**Note: C – Compulsory**

**S – Skill Enhancement**

**The house approved the Item: Ani10: 2024: 4**

**Item: Ani10: 2024: 5**

- To discuss job roles to be taken after each exit levels of Bachelor of Vocation (Animation) and Master of Vocation (Animation and VFX)

The job roles at exit levels in Bachelor of Vocation (Animation) are as follows:

- Exit level 1: - Graphic Designer (MES/Q 0601)/Animator (MES/Q 0701)
- Exit level 2: Editor (MES/Q 1401)/ Modeller (MES/Q2501)
- Exit level 3: VFX Editor (MES/Q3501)//Rendering Artist (MES/Q 3503)

The job roles at exit levels in Master of Vocation (Animation and VFX) are as follows:

- Exit level 1: Animator (MES/Q 0701)/ Modeller (MES/Q2501)
- Exit level 2: VFX Editor (MES/Q3501/ Compositor (MES/Q3505)
- Also, the job roles are mentioned in Syllabus schemes at each exit level, both for Bachelor of Vocation (Animation) and Master of Vocation (Animation and VFX) as suggested by the respected BoS members.

**The house approved the Item: Ani10: 2024: 5**

**Item: Ani10: 2024: 6**

To discuss the syllabus of following subjects introduced for the PG students of department of Fashion Designing for the session 2024-25.

- a) Basics of 3D Modeling and Materials
- b) Advance 3D Modeling and Texturing

The syllabi of the above-mentioned courses for the session 2023-24, was discussed by the members and they approved it without any change.

**The house approved the Item: Ani10: 2024: 6**

**Item: Ani10: 2024:7**

To discuss the syllabi of Certificate Courses of Graphic Designing for the session 2024-25.

The course content of the above-mentioned Certificate course for the session 2024-25, was discussed by the members and they approved it without any change.

**The house approved the Item: Ani10: 2024: 7**

**Item: Ani10: 2024:8**

To discuss the outcomes of above stated courses and programmes

The course-outcomes for all the above-stated courses and programmes were put forward and were approved without any change.

**The house approved the Item: Ani 10: 2024: 8**

**Item: Ani10: 2024:9**

To discuss the course schemes and detailed syllabus for above stated programmes.

The course schemes for above stated programmes as are mentioned at the beginning of each programme were discussed and approved.

**The house approved the Item: Ani10: 2024:9**

**Item: Ani10: 2024:10**

To propose the List of Paper Setters, Evaluators as well as Practical Examiners for all the above stated classes for the Session 2024-25.

The chairperson discussed the Examiners and Evaluators for all the above stated Courses for the Session 2024-25 and they approved it.

**The house approved the Item: Ani10: 2024:10**

**Item: Ani10: 2024:11**

Any other point with the permission of the head of the institution.

The house agreed to make changes if situation arises with permission of the head of the institution.

**The house approved the Item: Ani10: 2024:11**

Ms. Suman Khurana

In-charge, B.Voc.(Animation) & M.Voc.(Animation and VFX)

Chairperson