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Vishwavidyanilaya Karyasoudha  
Crawford Hall, Mysore 570 005

(Re-accredited by NAAC at "A" Grade with a CGPA of 3.47)

(NIRF-2020 Ranked 27 in University Category & 47 in Overall Category)

No.: PMEB/AC10/759/2019-20 | 11

Date: 04-08-2020.

### NOTIFICATION

Sub: Minor modifications in the Syllabus of **BFA(Digital Art and Animation)**  
Course from the academic year 2019-20-Reg.



- Ref: 1. Decision of the BOS Meeting held on 30-08-2019.  
2. Decision of the Faculty of Science & Technology meeting held on 18.02.2020.  
3. Decision of the Academic Council meeting held on 18-06-2020.

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The Board of Studies in **Asian Institute of Gaming and Animation(UG)** at its meeting held on **30-08-2019** has resolved and recommended to minor modifications in the Syllabus of **BFA(Digital Art and Animation)** from the academic year 2019-20.

The Faculty of Science & Technology and the Academic Council at their meetings held on 18-02-2020 and 18-06-2020 respectively, have also approved the above said modification and the same is hereby notified.

The modified Syllabus of **BFA(Digital Art and Animation)** course is uploaded in University website. The contents may be downloaded from the University website [www.uni-mysore.ac.in](http://www.uni-mysore.ac.in).

  
**REGISTRAR**  
  
MYSURU - 570 005

To:

1. Registrar (Evaluation), University of Mysore, Mysuru.
2. The Dean, Faculty of Science & Technology, DOS in Psychology, Manasagangotri, Mysuru.
3. Prof.Suresha, Chairman, BOS in Asian Institute of Gaming and Animation(UG), DoS in Computer Science, MGM.
4. The Director, Asian Institute of Gaming and Animation (AIGA), No.41/1, HAL Air Port Road, Bengaluru-560 017
5. The Deputy Registrar/ Assistant Registrar/ Superintendent, EB, UOM, Mysuru.
6. The Special Officer to Hon'ble Vice-Chancellor, University of Mysore, Mysuru.

Proceeding of the Board of Studies for the 4 years Specialized Program Offered by AIGA (Asian Institute of Gaming and Animation) held on 30/08/2019 at the Computer Science Department Mysore Premises with the Address Being

**University of Mysore**

Computer science Department,  
Manasagangotri,  
Mysore University,  
Mysore-570005.

Ref: UOM order NO. DOOP/ORP/16/VIFT/2015-16/1278 DT.01-06-2017

**Members Present:**

**Dr.Suresha**

Computer Science Department Mysore;

Mr. Vinay Kumar, AIGA, Bangalore

Mr. Rinald Karmutee, AIGA, Bangalore

Mr. A.S.Raj , AIGA, Bangalore

Mr. Bhaskar, AIGA, Bangalore

Mr. Gurleen, AIGA, Bangalore

Chairman

Member Convener

Member

Member

Member

Member

The Chairman Welcomed the Members to discuss about the scheme and Syllabus of;

**Bachelor of Fine Arts (BFA) in Digital Art and Animation-4 Years.** The following request for changes were placed in front of the board for approval:

1. Fine Arts V (semester 5) which is listed as theory subject to be changed to Practical subject
2. Animation III (PTP) is to be renamed as Animation V (PTP)

The Board of Studies reviewed the request and approved the same. Also the Scheme and Syllabus of the above said Course under the 'Specialized/specified Programme' offered by AIGA, Bangalore with University of Mysore on credit based continuous assessment for the academic Year 2019 – 2020 was also approved. The. The Approved Scheme and Syllabus are enclosed in Annexure-1

**Dr.Suresha**  
Chairman of BOS

**Vinay Kumar**  
Convener

CHAIRMAN  
Department of Studies in Computer Science  
University of Mysore, Manasagangotri  
Mysore-570006, India



## Annexure-I

Kindly find the updated LTP for 5<sup>th</sup> and 6<sup>th</sup> semester below.

Semester V							
	Type	Title	Credits	L	T	P	Total credits
1	major 1	Hard Surface Modeling III	5	0	0	5	22
2		3D Environments II	5	0	0	5	
3	major 2	Animation III (PTP)	6	0	0	6	
4	general	Art History & Design III	3	3	0	0	
5		Fine Art V	3	0	0	3	

Semester V														
Sl. No	Subject Code	QP code	Title	Paper Type	L	T	P	credits	Marks					
									IA		University Exam		Total	
									C1	C2	C3		Max	Min
									Max	Max	Max	Min		
1			Hard Surface Modeling III	Practical	0	0	5	5	10	10	80	24	100	40
2			3D Environments II	Practical	0	0	5	5	10	10	80	24	100	40
3			Animation III – PTP	Practical	0	0	6	6	10	10	80	24	100	40
4			Art History & Design III	Theory	3	0	0	3	10	10	80	24	100	40
5			Fine Art V	Practical	0	0	3	3	10	10	80	24	100	40
			Total		6	0	16	22					500	200

Note : Minimum Pass - Theory / Practical 30% & Per Subject 40%

Semester VI							
	Type	Title	Credits	L	T	P	Total credits
1	major 1	3D Environments III	6	0	0	6	22
2	major 2	Rigging and Skinning I	6	0	0	6	
3		Rigging and Skinning II	6	0	0	6	
4	general	Art History & Design IV	2	2	0	0	
5		Fine Art VI	2	0	0	2	

Semester VI								Marks						
Sl. No	Subject Code	QP code	Title	Paper Type	L	T	P	credits	IA		University Exam		Total	
									C1	C2	C3		Max	Min
									Max	Max	Max	Min		
1			3D Environments III	Practical	0	0	6	6	10	10	80	24	100	40
2			Rigging and Skinning I	Practical	0	0	6	6	10	10	80	24	100	40
3			Rigging and Skinning II	Practical	0	0	6	6	10	10	80	24	100	40
4			Art History & Design IV	Theory	2	0	0	2	10	10	80	24	100	40
5			Fine Art VI	Practical	0	0	2	2	10	10	80	24	100	40
Total					4	0	18	22					500	200

Note : Minimum Pass - Theory / Practical 30% & Per Subject 40%

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