

Tumkur University

REGULATIONS GOVERNING THE DIPLOMA COURSE IN ANIMATION (Framed under section 44(1) (c) of the KSU Act2000)

1. TITLE AND COMMENCEMENT:

- i) These regulations shall be titled the Regulations governing the Diploma course in Animation.
- ii) These regulations shall come in to force from the date of assent of the Chancellor.

2. ELIGIBILITY FOR ADMISSION:

Candidates who have passed the S.S.L.C (Secondary School Leaving Certificate) examination or equivalent conducted by the Karnataka State Secondary Education Examination Board in the state of Karnataka or any other examination considered as equivalent, but not completed the Pre-university course or its equivalent, thereto shall be eligible

3. DURATION OF THE PROGRAMME:

The duration of the programme shall extend over a period of two academic years.

4. MEDIUM OF INSTRUCTION:

The medium of instruction and examination shall be in English/Kannada

5. HOURS OF INSTRUCTION PER WEEK:

There shall be 26-30 hours of instructions per week. These hours may be distributed for lectures, practical and other modes of instruction.

6. ATTENDANCE:

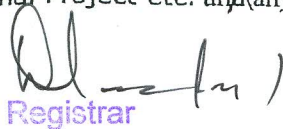
Each paper(theory/practical)shall be treated as an independent unit for the purpose of attendance. A student shall attend a minimum of 75% of the total instruction hours in a paper (theory/practical) including tutorials and seminars. However, the shortage of attendance of student whose attendance is 60% and above but below 75% may be condoned by the University on payment of condonation fee as prescribed by the University and by following the rules prescribed for condonation there to.

7. MAXIMUM PERIOD FOR COMPLETION OF THE PROGRAMME:

The candidate shall complete the programme within the period prescribed in the regulation governing a maximum period for completing various degree/diploma programs notified by the University from time to time.

8. SUBJECT OF STUDY:

2D - Drawing, 2D - Animation & Flash, Audio / Video Editing, Digital Imaging - Photoshop, Scripting & Story boarding, 2D Animatics , 2D Texturing & 2D Sp.Fx, Pipelining Modeling & Texturing - (Z-brush with Maya), 2D - Final Project, Architectural Visualization - 3D Max, Modeling & Texturing - Maya, Lighting, Rendering & Dynamics - Maya, Rigging & Animation - Maya, Portfolio Management, Final Project etc. and any other subjects to be introduced from time to time.



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Tumkur University
Tumkur



Vice Chancellor
Tumkur University
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Per semester:

SUBJECTS	Duration of Exam	Marks		
		Theory	5 x 20	100
5 papers	1 hour	Practical	5 x 60	300
	4 hours	I.A.	5 X 20	100
				Total marks - 500

10. INTERNAL ASSESSMENT:

10.1 Marks for internal assessment shall be awarded on the basis of portfolio, seminars, test, assignment etc. as determined by the Board of Studies from time to time. The internal assessment marks shall be notified on the department/college/notice board for information of the student and it shall be communicated to the Registrar (Evaluation) 10 days before the commencement of the University examination and the Registrar (Evaluation) shall have access to the records of such internal assessment evaluations.

10.2 Internal Assessment marks shall be shown separately in the marks card. A candidate who has rejected the result or who, having failed takes the examination again or who has appeared for the improvement shall retain the internal assessment marks already obtained.

11. REGISTERING FOR THE EXAMINATIONS:

A candidate shall register for all the papers in the subjects when he/she appears for the examination for the first time.

12. VALUATION OF ANSWERS SCRIPTS:

Each theory paper/practical shall be evaluated by eligible examiners. Each practical examination shall be conducted and evaluated by one internal and one external examiner or two external examiners if there are no internal examiners but not by two internal examiners.

13. MINIMUM FOR A PASS:

13.1 No candidate shall be declared to have passed in the examination unless he/she obtains not less than 40% marks in the University Examination in each unit such as theory papers/practical and 40% marks in theory/practical and internal assessment marks put together.

13.2 There shall be no minimum in respect of internal assessment.

13.3 A candidate who fails in any of the theory paper/practical shall reappear in that theory paper/practical and pass the examination subsequently.

14. CLASSIFICATION OF SUCCESSFUL CANDIDATES:

- i) The results of the successful candidates at the end shall be classified on the basis of aggregate marks obtained.
- ii) The candidates who pass the examinations in the first attempt are eligible for ranks provided they secure 60% and above marks.

Percentage of marks for declaring class:

First Class with Distinction	70% and above
First Class	60% and above but less than 70%
Second Class	50% and above but less than 60%
Pass Class	40% and above but less than 50


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15. REJECTION OF RESULTS:

15.1 A candidate may be permitted to reject the result of the whole examination. Rejection of result paper-wise/subject-wise shall not be permitted. A candidate who has rejected the result shall appear for the immediately following regular examination.


15.2 The rejection shall be exercised only once and the rejection once exercised shall not be revoked.

15.3 Application for rejection along with the payment of the prescribed fee shall be submitted to the Registrar (Evaluation) through the college of study together with the original statement of marks within 30 days from the date of publication of the result.

15.4 A candidate who has rejected the result is eligible for only class and not for ranking.


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H.R. BHARDWAJ
Chancellor

TUMKUR UNIVERSITY

COURSE TITLE : **DIPLOMA IN ANIMATION**

COURSE DURATION : **TWO YEARS**

MEDIUM OF INSTRUCTION : **ENGLISH / KANNADA**

AIM OF THE COURSE:

1. To teach fundamental principles of visual arts
2. To enhance the creative minds of students
3. To teach and expertise the students in various softwares used in animation and visual effects.

SCHEME OF EXAMINATION (PER SEMESTER) :

SUBJECTS	Duration of Exam	Marks		
		1 hour	Theory	5 x 20
5 papers	4 hours	Practical	5 x 60	300
		I.A.	5 X 20	100
				Total marks - 500

SYLLABUS : Full course is divided into two theory and four practical papers and detailed course materials are given in the coming pages.


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QUALIFICATION OF TEACHERS FOR THE COURSE DIPLOMA IN ANIMATION

Subjects	Qualification
Scripting & Story boarding, 2D - Drawing, 2D - Animation	Degree / Diploma in BFA.
Flash, Audio / Video Editing, Digital Imaging - Photoshop	Degree / Diploma in Animation from a reputed institute.
2D - Final Project, 2D Animatics , 2D Texturing & 2D Spfx, Animation in Media Applications	Degree / Diploma in Animation from a reputed institute.
Architectural Visualization - 3D Max, Modeling & Texturing- Maya, Lighting & Rendering Pipelining Modeling & Texturing - (Z-brush with Maya),	Degree / Diploma in Animation from a reputed institute.
Dynamics - Maya, Rigging & Animation - Maya, Portfolio Management, Final Project.	Degree / Diploma in Animation from a reputed institute.


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