



Chhattisgarh Swami Vivekanand Technical University (CSVTU), Bhilai (CG)

Scheme of Teaching and Examination

Courses of Study and Scheme of Examination of Bachelor of Vocation
(B.Voc.) in Graphics & Multimedia (2019-20)

Level 5 (Semester-I)

S. No.	Board of Study	Subject Code	Subject	Periods per week			Scheme of Examination (Theory/Practical)			Total Marks	Credit
				L	T	P	ESE	CT	TA		
1.	CSE	B104511(022)	Web Applications	4	1	-	40	5	5	50	3
2.	CSE	B104512(022)	Communication Skill-I	4	1	-	40	5	5	50	3
3.	CSE	B104513(022)	Graphic Design (Basic Sketching and Human Anatomy in Drawing)	4	1	-	40	5	5	50	3
4.	CSE	B104514(022)	Illustration And Photo-Editing	4	1	-	40	5	5	50	3
Lab/Practical											
5.	CSE	B104521(022)	Web Applications (Lab)	-	-	3	50	-	-	50	1.5
6.	CSE	B104522(022)	Illustration And Photo-Editing (Lab)	-	-	3	50	-	-	50	1.5
On-Job-Training (OJT)/Qualification Packs											
1.	CSE	B104531(022)	Character Designer	-	-	-	Any one			200	15
2.	CSE	B104532(022)	Storyboard Artist	-	-	-					
3.	CSE	B104533(022)	Editor	-	-	-					

L-Lecture, T-Tutorial, P-Practical, ESE-End Semester Exam, CT- Class Test, TA- Teacher's Assessment

*MES - Modular Employable Skill OP - Qualification Pack, IP - Intellectual Property, SSC -Sector Skill Councils



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Scheme of Teaching and Examination

Courses of Study and Scheme of Examination of Bachelor of Vocation
(B.Voc.) in Graphics & Multimedia (2019-20)

Level 5 (Semester-II)

S. No.	Board of Study	Subject Code	Subject	Periods per week			Scheme of Examination (Theory/Practical)			Total Marks	Credit
				L	T	P	ESE	CT	TA		
1.	CSE	B104551(022)	Pre-Production	4	1	-	40	5	5	50	3
2.	CSE	B104552(022)	Audio Editing	4	1	-	40	5	5	50	3
3.	CSE	B104553(022)	Video Editing	4	1	-	40	5	5	50	3
4.	CSE	B104554(022)	Communication Skill- II	4	1	-	40	5	5	50	3
Lab/Practical											
5.	CSE	B104561(022)	Audio Editing (Lab)	-	-	3	50	-	-	50	1.5
6.	CSE	B104562(022)	Video Editing (Lab)	-	-	3	50	-	-	50	1.5
On-Job-Training (OJT)/Qualification Packs											
Any one of the QP's can be opted as offered in Level 5 Semester-I				-	-	-	Any one			200	15

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Scheme of Teaching and Examination

Courses of Study and Scheme of Examination of Bachelor of Vocation (B.Voc.) in Graphics and Multimedia (2020-21)

Level 6 (Semester-I)

S. No.	Board of Study	Subject Code	Subject	Periods per week			Scheme of Examination (Theory/Practical)			Total Marks	Credit
				L	T	P	ESE	CT	TA		
1.	Computer Science and Engineering	B104611(022)	Principles of Animation and Techniques of Animation	2	1	-	40	5	5	50	3
2.	Computer Science and Engineering	B104612(022)	Basic of 3-D Modelling	2	1	-	40	5	5	50	3
3.	Computer Science and Engineering	B104613(022)	Texture and Lighting	2	1	-	40	5	5	50	3
4.	Computer Science and Engineering	B104614(022)	Communication Skill-III	2	1	-	40	5	5	50	3
Lab/Practical											
5.	Computer Science and Engineering	B104621(022)	Digital Animation with Flash - Lab	-	-	3	50	-	-	50	1.5
6.	Computer Science and Engineering	B104622(022)	Maya - Lab	-	-	3	50	-	-	50	1.5
On-Job-Training (OJT)/Qualification Packs											
1.	Computer Science and Engineering	B104631(022)	Modeller	-	-	30	200	Any one		200	15
2.	Computer Science and Engineering	B104632(022)	Animator								
3.	Computer Science and Engineering	B104633(022)	Rendering Artist								
Total				16	4	36	460	20	20	500	30

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Scheme of Teaching and Examination

Courses of Study and Scheme of Examination of Bachelor of Vocation (B.Voc.) in Graphics and Multimedia (2020-21)

Level 6 (Semester-II)

S. No.	Board of Study	Subject Code	Subject	Periods per week			Scheme of Examination (Theory/Practical)			Total Marks	Credit
				L	T	P	ESE	CT	TA		
1.	Computer Science and Engineering	B104651(022)	3 D Animation	2	1	-	40	5	5	50	3
2.	Computer Science and Engineering	B104652(022)	Introduction to 3 D Motion Graphics & VFX	2	1	-	40	5	5	50	3
3.	Computer Science and Engineering	B104653(022)	Introduction to Rendering	2	1	-	40	5	5	50	3
4.	Computer Science and Engineering	B104654(022)	Communication Skill-IV	2	1	-	40	5	5	50	3
Lab/Practical											
5.	Computer Science and Engineering	B104661(022)	3 D Animation Lab	-	-	3	50	-	-	50	1.5
6.	Computer Science and Engineering	B104662(022)	Rendering-Lab	-	-	3	50	-	-	50	1.5
On-Job-Training (OJT)/Qualification Packs											
1.	Computer Science and Engineering	B104671(022)	Modeller	-	-	30	200	Any one	200	500	15
2.	Computer Science and Engineering	B104672(022)	Animator								
3.	Computer Science and Engineering	B104673(022)	Rendering Artist								
Total				16	4	36	460	20	20	500	30

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