

	2017-18 Pattern	2022 Pattern		
Semester 3	AN-3101 Script Writing	Semester 3	ANM303	PRODUCTION PROCESS
Semester 3	AN-3102 Web technology	Semester 3	No Equivalence	No Equivalence
Semester 3	AN-3103 Game Design	Semester 4	ANM403	GAME DESIGN (BLENDER)
Semester 3	AN-3104 Digital Editing	Semester 5	ANM508	DIGITAL EDITING (ADOBE PREMIER)
Semester 3	AN-3105 VFX – I	Semester 5	ANM501	VISUAL EFFECTS (NUKE)
Semester 3	AN-3106 Creative Thinking	Semester 3		LANGUAGE COMMUNICATION-I
Semester 4	AN-3201 IPR and Cyber Security	Semester 6	ANM601	IPR & CYBER SECURITY
Semester 4	AN-3202 User Interface (UI)Design	Semester 5	ANM507	UI & UX DESIGN
Semester 4	AN-3203 Game Production	Semester 5	ANM502	GAME PRODUCTION (UNITY)
Semester 4	AN-3204 Motion Graphics	Semester 5	ANM504	MOTION GRAPHICS AND COMPOSITING
Semester 4	AN-3205 VFX – II	Semester 4	ANM402	3D SCULPTING TOOLS & TECHNIQUES (Z BRUSH)
Semester 4	AN-3206 New Media	Semester 6	ANM602	NEW MEDIA
PRACTICAL				
	AN-3207 (Semester III & IV) Practicals Based on AN-3102, AN-3202, AN-3103, AN3203–Sem III & Sem IV	Semester 5	ANM506	GAME PRODUCTION (UNITY)
	AN-3207 (Semester III & IV) Practicals Based on AN-3104, AN-3204, AN-3105, AN3205– Sem III & Sem IV	Semester 5	ANM505	VISUAL EFFECTS (NUKE)
	AN-3207 (Semester III & IV) Animation Showreel and Animation Project	Semester 6	ANM605	SHOWREEL