

SAVITRIBAI PHULE PUNE UNIVERSITY (Formerly University of Pune)

Timetable For Fresh & Backlog Online Examination of October/November 2020

Faculty of Science & Technology : A) Science

| Course_Name | SUBJECT CODE | SUBJECT NAME | YEAR | SEM. | Exam_Date | TIME SLOT |
|----------------------------|--------------|--|------|------|---------------|---------------------|
| B.Sc.(ANIMATION)(Rev.2016) | 82522 | (AN-2202) 3-D PROD.(USING SOFTWARE MUDBOX) | 2 | 2 | 10 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 82511 | (AN-2101) VALUE EDUCATION | 2 | 1 | 10 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 82532 | (AN-2203) INTRODUCTION TO ACTION SCRIPT (USING SOFTWARE) | 2 | 2 | 12 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 82521 | (AN-2102) 3-D PROD.(USING SOFTWARE MAYA) | 2 | 1 | 12 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 82552 | (AN-2205) ANIMATION TECHNIQUES - II | 2 | 2 | 15 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 82531 | (AN-2103) GRA.ART (USING SOFT. ADOBE INDES | 2 | 1 | 15 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 82541 | (AN-2104) MULTIMEDIA SYSTEMS | 2 | 1 | 16 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 82551 | (AN-2105) ANIMATION TECHNIQUES - I | 2 | 1 | 17 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 82561 | (AN-2106) PRODUCTION PROCESS - I | 2 | 1 | 18 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 92514 | (AN-3201) IPR & CYBER SECURITY | 3 | 4 | 19 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 92513 | (AN-3101) SCRIPT WRITING | 3 | 3 | 19 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 92524 | (AN-3202) USER INTERFACE (UI) DESIGN | 3 | 4 | 20 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 92523 | (AN-3102) WEB TECHNOLOGY | 3 | 3 | 20 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 92534 | (AN-3203) GAME PRODUCTION | 3 | 4 | 22 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 92533 | (AN-3103) GAME DESIGN | 3 | 3 | 22 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 92544 | (AN-3204) MOTION GRAPHICS | 3 | 4 | 23 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 92543 | (AN 3104) DIGITAL EDITING | 3 | 3 | 23 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 92554 | (AN-3205) VFX - II | 3 | 4 | 24 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 92553 | (AN-3105) VFX - I | 3 | 3 | 24 April 2021 | 3.00 PM To 5.00 PM |
| B.Sc.(ANIMATION)(Rev.2016) | 92564 | (AN-3206) NEW MEDIA | 3 | 4 | 25 April 2021 | 9.00 AM To 11.00 AM |
| B.Sc.(ANIMATION)(Rev.2016) | 92563 | (AN-3106) CREATIVE THINKING | 3 | 3 | 25 April 2021 | 3.00 PM To 5.00 PM |

Note: Old Pattern Students shall appear to examinations of old subjects as per their equivalances to new pattern subjects

DATE: 31 March 2021