



Karmaveer Bhaurao Patil University, Satara
Faculty of Science & Technology

M. Sc. (Animation Science)

Programme and Credit Structure as per NEP2020

Title: The degree shall be titled as ‘**Master of Science (Animation Science)**’ under the Faculty of Science and Technology.

M.Sc. Sem. I & II: To be implemented from Academic Year 2024-25

M.Sc. Sem. III & IV: To be implemented from Academic Year 2025-26

Programme Outcomes for M. Sc. (Animation Science)

PO. NO.	Programme Outcomes After completing M.Sc. (Animation Science) programme the students will be able to....
PO-1	understand the fundamentals and advancements of subject.
PO-2	study, plan, and conduct experiments in the labs to validate the ideas, principles, and theories acquired in the classrooms.
PO-3	enhance scientific knowledge of the subject.
PO-4	define their area of focus in academia, research and development.
PO-5	pursue careers in various fields such as science, engineering, education, banking, business, public services, etc. or become an entrepreneur with precision, analytical thinking, innovative ideas, clarity of thought, expression, and a systematic approach.

PSO. NO.	Programme Specific Outcomes After completing M.Sc. (Animation Science) programme the students will be able to....
PSO-1	identify and apply key design principles and tools used in advanced graphics.
PSO-2	implement editing techniques in video projects using industry-standard software and differentiate between effective and ineffective compositing
PSO-3	design original animations using the core elements and principles of animation
PSO-4	evaluate research findings to inform design and animation decisions.
PSO-5	develop a research-based project or thesis in the field of animation and design

Semester, Credit Framework NSQF Level and Exit Points

Sr. No.	Semester	Year	Year	Credits	Level	Exit Points & Award
1	Sem. I & II	2024-25	1 Year	44	6	PG Diploma (Animation Science)
2	Sem. III & IV	2025-26	2 Year	44	6.5	PG Degree (Animation Science)
			Total	88		Master of Science (Animation Science)

Credit Distribution

Sr. No	Components	1 Year Master Degree Programme			2YearMaster Degree Programme		
		Courses	Credits	%	Courses	Credits	%
	Mandatory Courses	06	24	54.55	12	48	54.55
	Elective Courses	02	04	9.09	04	08	9.09
	Mandatory Practical	02	04	9.09	04	08	9.09
	Elective Practical	02	04	9.09	03	06	6.82
	Research Methodology	01	04	9.09	01	04	4.55
	Research Project	01	04	9.09	02	10	11.36
	OJT	--	--	--	01	04	4.55
	Total (Mandatory)-(A)	09	32	72.73	19	70	79.55
	Elective	04	08	18.18	07	14	15.91
	RM	01	04	9.09	01	04	4.55
	Total - (B)	05	12	27.27	01	04	4.55
	Grand Total (A+B)	14	44	100	27	88	100

Duration:

- The program shall be a full-time program.
- The duration of program shall be One Year / Two years.
- Students will have to exit option with: - First Year (44 Credits) - PG Diploma

Second Year (88 Credits) – Master’s Degree

Number of Students: A batch shall consist of not more than 20 students. An additional 20% of seats will be allotted as per Karmaveer Bhaurao Patil University, Satara Norms.

Eligibility of the Students:

- Bachelor of Science with specialization in Animation Science, Computer Science.
- Any other eligibility prescribed by UGC, Government of Maharashtra, Karmaveer Bhaurao Patil University, Satara.

Medium of Instruction: The medium of instruction shall be in English.

Eligibility of the Core Faculty:

- **Assistant Professor:** Master of Science with specialization in Animation Science and NET/ Ph.D.
- **Associate Professor:** Master of Science with specialization in Animation Science and NET/ Ph.D.
- **Professor:** Master of Science with specialization in Animation Science and NET/ Ph.D.

Eligibility for Professor of Practice or Professional Trainer:

Any other eligibility as per the Guidelines and Regulations Passed by the Board of Concerned Studies, Academic Council of the College / University and Rules and Regulations of Karmaveer Bhaurao Patil University, Satara, Government of Maharashtra, and UGC norms.

Eligibility for Adjunct Professor of Practice or Professional Trainer:

As per eligibility prescribed by UGC.

Scheme of Examination & Standard of Passing: (ESE and CCE)

End Semester Exam (ESE): 60 Marks (Min 24 Marks for Passing)

Continuous Comprehensive Evaluation (CCE): 40 Marks (Min 16 Marks for Passing)

Total Marks: 100 Marks for **DSC mandatory courses**.

End Semester Exam (ESE): 30 Marks (Min 12 Marks for Passing)

Continuous Comprehensive Evaluation (CCE): 20 Marks (Min 08 Marks for Passing)

Total Marks: 50 Marks for **DSE elective courses**.

Minimum 40% Marks Required for Passing and there is a separate head of passing as per the decision of the concerned Board of Studies or Competent Authority.

Evaluation of OJT and RP:

i. OJT: Total 100 marks for 4 credits.

(Rubrics: Certificate = max 60 marks, Report= 20 Marks, Viva= 20 Marks)

ii. RP: Total 100 marks for 4 Credits.

(Rubrics: Decertation = 60 marks, Presentation & Viva = 40 Marks)

M.Sc. (Animation Science) Part - I				
Semester – I				
Sr.	Components	Course Code	Title of the course	Credits
1	Mandatory	MAST 411	Advanced Graphics Designing	4
2	Mandatory	MAST 412	Compositing and Editing	4
3	Mandatory	MAST 413	Modern Art	4
4	Electives	MAST 414	Elements of Animation Designs -E-I or Animation Business Marketing -E-II	2
5	RM	MAST 415	Research Methodology	4
6	Mandatory Lab	MASP 416	Animation Practical Course I	2
7	Electives Lab	MASP 417	Animation Practical Course II	2
			Total	22
Semester –II				
Sr.	Components	Course Code	Course (Subject)	Credits
1	Mandatory	MAST 421	Z Brush Modeling	4
2	Mandatory	MAST 422	Motion Graphics	4
3	Mandatory	MAST 423	Advanced Blender Modeling	4
4	Electives	MAST 424	Digital Marketing for Animation- E-I or Typography for Animation- E-II	2
5	RP	MASP 425	Research Project	4
6	Mandatory Lab	MASP 426	Animation Practical Course III	2
7	Electives Lab	MASP 427	Animation Practical Course IV	2
			Total	22

EXIT OPTION: PG Diploma with **44 Credits** after Three Year UG Degree.

M.Sc. (Animation Science) Part -II				
Semester –III				
Sr.	Components	Course Code	Course (Subject)	Credits
1	Mandatory	MAST 531	Advanced 2D Production Process	4
2	Mandatory	MAST 532	Game Design	4
3	Mandatory	MAST 533	Advanced Visual effects	4
4	Electives	MAST 534	Business Development -E-I or Intellectual Property Rights – E-II	2
5	Mandatory Lab	MASP 535	Animation Science Practical Course V	2
6	RP	MASP 536	Research Project	6
			Total	22
Semester –IV				
Sr.	Components		Course (Subject)	Credits
1	Mandatory	MAST 541	3D Game Development	4
2	Mandatory	MAST 542	Animation for AR and VR	4
3	Mandatory	MAST 543	Advanced Compositing	4
4	Electives	MAST 544	Creative Advertising & Branding – E-I or UI/UX Designing – E-II	2
5	Mandatory Lab	MASP 545	Animation Science Practical Course VI	2
6	Electives Lab	MASP 546	Animation Science Practical Course VII	2
7	OJT	MASP 547	On Job Training	4
			Total	22

**** PG Degree with **88 credits** after Three Year UG Degree.

Chairman
BoS in Animation Science

Secretary
Academic Council

Chairman
Academic Council