

**Savitribai Phule Pune University  
(Formerly University of Pune)**



**Department of Technology  
Board of Studies Electronics and Electrical Technology (EE)**

**STRUCTURE and SYLLABUS OF CERTIFICATE COURSE IN  
PROFESSIONAL 3D ANIMATION AND VFX**

**Duration- 1.5 Years**

**Structure and Syllabus-**

	<b>Lectures Topics</b>	<b>Assignments</b>	<b>No. of Submissions</b>
<b>1st Semester Traditional Lectures</b>	Line art, Papers-Different pencils, lines and circles	100	
	Perspective study (1, 2, 3, and 4 point)	10	
	Shading study	5	
	Studying real objects	5	
	Figurative sketching	10	
	Basics of storyboarding	5	
	Art of compositing	5	
		<b>Total No of Submissions</b>	<b>10</b>
<b>1st Semester Software lectures</b>	Introduction to Maya		
	Basic Modeling		
	Shading, Texturing, Hypershade		
	Lighting		
	Animation		
	Camera Animation, Layout and Graph editor		
	Rendering		
		<b>Total No of Submissions</b>	<b>10</b>
<b>2nd Semester Traditional Lectures</b>	Light and Color Theory		

	Plant study		
	Water colors		
		<b>Total No of Submissions</b>	<b>5</b>
<b>2nd Semester Software lectures</b>	Maya organic Modeling		
	Introduction to Zbrush and Substance Painter		
	Advance shading and texturing		
	Advance rigging and skinning		
	Advance animation		
	Advance lighting, Rendering with Arnold		
		<b>Total No of Submissions</b>	<b>5</b>
<b>3rd Semester Software lectures</b>	Hair, Fur and Cloth		
	Effects and Real Flow introduction		
	Compositing		
	Final Test		
	Demo Reel shots compilation		
		<b>Total No of Submissions</b>	<b>5</b>

**Exam pattern**

	<b>No of Submissions</b>	<b>Marks</b>
1st Semester Traditional Final Submissions	50	100
1st Semester Software Final Submissions	5	100
2nd Semester Traditional Final Submissions	50	100
2nd Semester Software Final Submissions	5	100
3rd Semester Software and <b>Reel Submissions</b>	20	300
Practical Exam at the completion of the course	3	300
		<b>1000 Marks</b>