ADAMAS UNIVERSITY

SCHOOL OF MEDIA AND COMMUNICATION

DEPARTMENT OF MEDIA STUDIES

BGA4201

M.Sc. Graphics and Animation

(2026-28)

NEP 2020 Compliant Program Structure

95 Credits

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1. Program Overview

The M.Sc. Graphics and Animation program is a multidisciplinary, industry-oriented postgraduate program designed in accordance with the principles of India's National Education Policy (NEP) 2020, emphasizing holistic education, flexibility, creativity, innovation, research, skill development, and industry integration. The program aims to develop highly skilled professionals capable of creating compelling visual content, digital experiences, animation, immersive media, and interactive communication solutions for the global media and entertainment industry.

NEP 2020 promotes multidisciplinary learning, flexible curricula, skill-based education, research, innovation, and technology-enabled learning, all of which are embedded in the program structure. Empower graduates with cutting-edge skills, research excellence, and entrepreneurial leadership to succeed and create impact in a rapidly evolving digital world.

The Master of Science (M.Sc.) Graphics and Animation program offered by the School of Media and Communication, Adamas University is a NEP 2020 complaint Two-year program. The program is divided into Four semesters spread across four years. This course has been awarded

95 credits in total allocated in all Two years. During this period, the student is required to undertake Five types of courses as below:

- CC (Core Courses)
- AEC (Ability Enhancement Course)
- DSE (Discipline Specific Elective)
- MDE (Multidisciplinary Elective)
- SEC (Skill Enhancement Course)

2. Program Outcomes (PO):

PO1	**Media and Communication Knowledge:** Apply the knowledge acquired in news writing and news presentation, news editing, designing, photography and cinematography, content development and proofreading, advertising and public relations, and entertainment management in order to solve problems – both simple and complex.
PO2	**Problem Analysis:** Identify, formulate, research literature, and analyze complex application problems in media and communication reaching substantiated conclusions using the knowledge of news writing and news presentation, news editing, designing, photography and cinematography, content development and proofreading, advertising and public relations, and entertainment management.
PO3	**Design/ Development of Solutions:** Design solutions for unsolved issues in media and communication and design strategic solutions that meet the specified needs with appropriate consideration for social and ethical considerations.
PO4	**Conduct Investigations of Complex Problems:** Use research-based knowledge and research methods including design of analysis and interpretation of data and synthesis of the information to provide valid conclusions.
PO5	**Modern Tool Usage:** Evaluate, select, and apply appropriate techniques, resources, and modern platform-agnostic multimedia tools with an understanding of the limitations.
PO6	**The Graphics, Animation and Society:** Apply reasoning informed by the contextual knowledge to assess societal, economic, political, ethical, cultural advertising and commercial issues and the consequent responsibilities relevant to the professional designer and animator practices.
PO7	**Social Environment:** Understand the impact of media practices in creating the social environment, and demonstrate the knowledge of and need for sustainable development.

PO8	**Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of media.
PO9	**Individual and Team Work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
PO10	**Communication:** Communicate effectively on specific journalistic issues with the larger media community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
PO11	**Project Management:** Demonstrate knowledge and understanding of the journalistic issues and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
PO12	**Life-long Learning:** Recognize the need for and have the preparation and ability to engage in independent and life-long learning in media and communication.

3. Core Courses

The Core Courses are graphics and animation courses that are conducted across all four semester securing 44 credits and are compulsory for all students.

4. University Common Courses

The University offers students the flexibility to select a MDE course of their choice from designated pools. These courses are of four credit each, and one course has to be taken every semester. The total credits that a student must earn through these courses is 12. Students need to select these courses from a basket of courses that are offered by the School of Engineering and Technology, School of Business, School of Education, School of Law and Justice, School of Basic and Applied Sciences, School of Liberal Arts and Culture Studies. The Inter-disciplinary Project, as the name suggests, gives students an opportunity to work with students of different disciplines under the guidance of a Faculty member. The students have the option to select a project of their choice and interest every semester.

As mandated by the University Grants Commission (UGC) now renamed as Ministry of Education (MoE), all students are required to study courses in Indian Knowledge System (IKS), Language Course, Artificial Intelligence for Media Production, Advanced Soft Skills and Aptitude, Environment Studies etc. with Four credits each.

5. Minor Specialization (Applicable to UG Program)

Each School at Adamas University offers a Minor Certification course. The M.Sc. Graphics and Animation students in the School of Media and Communication can enroll in the courses offered by these schools, and can qualify for Minor Certification if they complete the course successfully.

The Master's students will be required to complete three courses to qualify for Minor certification. If a student withdraws from the 'Minor' registration in the middle of the Program, the 'Minor' courses successfully completed will be converted to 'Audit' courses and will be indicated accordingly in subsequent grade sheets and consolidated grade-sheet. The Minor award will be mentioned in the Degree. This fact will also be reflected in the consolidated grade-sheet under a separate heading

6. Training/Internship and On Job Training (OJT) Framework

The students will be experiencing for the Internship in their 3rd semester for a minimum duration of 4 week and maximum of 8 weeks.

7. Credit Structure

The importance of each course is defined in terms of credits attached to it. The credit units attached to each course has been further defined in terms of contact hours i.e. Lecture Hours (L), Tutorial Hours (T), Practical Hours (P). Towards earning credits in terms of contact hours, 1 Lecture and 1 Tutorial per week are rated as 1 credit each and 2 Practical hours per week are rated as 1 credit. Thus, for example, an L-T-P structure of 4-0-0 will have 4 credits, 3-1-0 will have 4 credits, and 2-0-4 will have 4 credits.

8. Credits Chart

The following is the break-up of credits that have to be earned across different semesters to earn the M.Sc. Graphics and Animation Degree:

Semester	Semester wise No. of Courses	Theory/Practical Skill based Courses Distribution Practical + Theory	Core Courses Credits	Additional Courses Credits	Total Credits in all IV Semesters
I	8	4+4	16	9	25
II	8	4+4	12	13	25
III	7	5+2	12	11	23
IV	5	4+1	4	18	22
Total	**28**	**17+11**	**44**	**51**	**95**

Important

- A student has to earn 95 credits to get the M.Sc. Graphics and Animation Degree.
- A student can accumulate more credits than minimum (95) if he/she wishes to have accelerated learning.
- A course once chosen may be successfully completed as per provisions suggested under NEP2020.

9. Evaluation Scheme

Components of Evaluation	Frequency	Code	Weightage (%)
Group Discussion/Presentation	1 – 2	C	TBDT
Assignment	1 – 2	H	TBDT
Project	2 – 3	P	TBDT
Seminar	1 – 2	S	TBDT
Viva	1 – 2	V	TBDT
Quiz	1 – 2	Q	TBDT
Mid Semester Examination	1	MSE	20
End-Term Examination	1	ETE	50
Total			**100**

10. Program Structure: M.Sc. Graphics and Animation:

School of Media and Communication, Adamas University

M.Sc. Graphics and Animation

2-year Postgraduate Programs with Exit Option (50+45=95 Credits)

Program Structure (2026-28)

1st Year								
SEMESTER I								
Sl. No.	**Type of Course**	**Code**	**Title of the Course**	**Contact Hours Per Week**				**Total Credits**
				L	**T**	**P**	**Total**	**C**
1	CC	MGA401	Visual Communication and Perception	2	0	4	4	4
2	CC	MGA402	UI-UX Design	0	1	6	4	4
3	CC	MGA410	Digital Graphics with Adobe Photoshop	0	1	6	4	4
4	DSE	MGA411	Introduction to Graphic Design with Adobe Illustrator	0	1	6	4	4
	MDE	MGA404	Advertising	-	-	-	-	-
5	CC	MGA406	Research in Animation	2	0	4	4	4
6	AEC AEC AEC	AEC408 AEC409 AEC410	French I German I Spanish I	2	0	0	2	2
7	SEC	MGA412	Artificial Intelligence for Media Production	2	0	0	2	2
8	SEC	CLL406	Advanced Soft Skills and Aptitude I	1	0	0	1	1
Semester Credits								**25**
SEMESTER II								
Sl. No.	**Type of Course**	**Code**	**Title of the Course**	**Contact Hours Per Week**				**Total Credits**
				L	**T**	**P**	**Total**	**C**
1	CC	MGA501	Digital Character Animation 2D	0	1	6	4	4
2	CC	MGA506	Animation Production Process	0	1	6	4	4
3	CC	MGA502	Video Editing and Color Grading	0	1	6	4	4
4	DSE	MGA526	Animation Film Appreciation	2	0	4	4	4
5	MDE	MGA527	Introduction to Graphic Design	4	0	0	4	4
6	AEC AEC AEC	AEC503 AEC504 AEC505	French II German II Spanish II	2	0	0	2	2
7	SEC	MGA528	Script Writing and Storyboarding	0	0	4	2	2
8	SEC	CLL407	Advanced Soft Skills and Aptitude II	1	0	0	1	1
Semester Credits								**25**

Exit option with Post-Graduate Diploma after the first year or two semesters with the completion of courses equivalent to 50 credits

2nd Year								
SEMESTER III								
Sr. No	**Type of Course**	**Code**	**Title of the Course**	**Contact Hours Per Week**				**Total Credits**
				L	**T**	**P**	**Total**	**C**
1	CC	MGA529	Introduction to 3D Modelling	0	1	6	4	4
2	CC	MGA530	3D Rigging	0	1	6	4	4
3	CC	MGA531	Texturing in 3D	0	1	6	4	4
4	DSE	MGA532	Introduction to Motion Graphics	0	1	6	4	4
5	MDE	MGA533	Film Appreciation	4	0	0	4	4
6	INT/ PRJ	MGA516/ MGA534	Internship/ Project	0	0	4	2	2
7	SEC	CLL503	Advanced Soft Skills and Aptitude III	1	0	0	1	1
Semester Credits								**23**
****Internship will be compulsory between May to July**								
****For those who opt for Course work**								
SEMESTER IV								
1	CC	MGA518	3D Animation	0	1	6	4	4
2	DSE	MGA519	3D Lighting and Rendering	0	1	6	4	4
3	DSE	MGA521	3D Look Development	0	1	6	4	4
4	ENT	MGA535	Media Entrepreneurship	2	0	0	2	2
5	PRJ	MGA524	Academic Project	0	0	16	8	8
Semester Credits								**22**
Total Credits (Sem III and IV)								**45**

****For those who opt for On Job Training (OJT)**								
SEMESTER IV								
1	PRJ	MGA524	Academic Project	0	0	16	8	8
2	OJT	MGA517	On Job Training	0	0	28	14	14
Semester Credits								**22**
Total Credits (Sem III and IV)								**45**
Grand Total all four Semesters: 25+25+23+22= 95 Credits								