



VIT[®]

Vellore Institute of Technology

(Deemed to be University under section 3 of UGC Act, 1956)

**VIT SCHOOL OF MEDIA, ARTS &
TECHNOLOGY**

(V-SMART)

B. Sc. (Multimedia & Animation)

Curriculum

VISION STATEMENT OF VELLORE INSTITUTE OF TECHNOLOGY

Transforming life through excellence in education and research.

MISSION STATEMENT OF VELLORE INSTITUTE OF TECHNOLOGY

World class Education: Excellence in education, grounded in ethics and critical thinking, for improvement of life.

Cutting edge Research: An innovation ecosystem to extend knowledge and solve critical problems.

Impactful People: Happy, accountable, caring and effective workforce and students.

Rewarding Co-creations: Active collaboration with national & international industries & universities for productivity and economic development.

Service to Society: Service to the region and world through knowledge and compassion.

B.Sc Multimedia & Animation

Programme Educational Objectives (PEOs)

PEO 1 – Creative & Technical Competence: Graduates will develop strong creative, artistic, and technical skills to produce professional multimedia, animation, VFX, and digital content.

PEO 2 – Professional Growth & Adaptability: Graduates will engage in continuous learning and adapt to emerging technologies in animation, gaming, filmmaking, and interactive media.

PEO 3 – Ethics, Entrepreneurship & Social Responsibility: Graduates will demonstrate ethical media practices, leadership, and entrepreneurial abilities while contributing positively to society.

Programme Specific Outcomes (PSOs)

PSO 1 – Animation & Multimedia Production: Apply design principles, storytelling, modeling, rigging, texturing, lighting, rendering, and VFX techniques to create high-quality multimedia and animation outputs.

PSO 2 – Interactive & Game Development: Develop interactive applications, 2D/3D games, AR/VR experiences, and digital prototypes using industry-standard tools.

PSO 3 – Professional Communication & Project Execution: Demonstrate effective communication, teamwork, and project management skills in delivering animation, film, and media production projects.

Programme Outcomes (POs)

PO1: Apply knowledge of multimedia tools, animation techniques, and design principles.

PO2: Identify creative and technical problems and develop appropriate solutions.

PO3: Create visually appealing and technically sound digital content.

PO4: Use modern multimedia, animation, and AR/VR tools effectively.

PO5: Communicate ideas clearly through visual, verbal, and written forms.

PO6: Demonstrate ethical and responsible media practices.

PO7: Work effectively in multidisciplinary creative teams.

PO8: Plan, organize, and manage animation and media production workflows.

PO9: Engage in lifelong learning to stay updated with industry trends.

PO10: Demonstrate entrepreneurial skills in animation, gaming, and digital media sectors.

B.Sc in Multimedia and Animation

School of Design

	B.Sc	B.Sc(Honours)*	B.Sc(Honours with Research)*
Discipline Core Courses	60	80	80
Discipline Elective Courses	24	44	32
Ability Enhancement Courses	08	08	08
Skill Enhancement Elective Courses	09	09	09
Value Added Courses	08	08	08
Open Elective Courses	09	09	09
Project and Internship	02	02	14
Total Graded Credit Requirement	120	160	160

Note :

* Students those who wish to continue for the fourth year have to complete three courses (12 Credits) from 4th level Courses in Discipline Elective Basket.

Students who secure 7.5 CGPA and above at the end of sixth semester are eligible to undertake research stream in the fourth year.

Programme Credit Structure	Credits	Discipline Elective Courses	32
Discipline Core Courses	80	UMMA207L Media Laws and Ethics	2 0 0 2
Discipline Elective Courses	32	UMMA208P Audio Production	0 0 6 3
Ability Enhancement Courses	08	UMMA209P C Programming	0 0 6 3
Skill Enhancement Elective Courses	09	UMMA210P Web Design and Development	0 0 6 3
Value Added Courses	08	UMMA211P Game Programming	0 0 6 3
Open Elective Courses	09	UMMA212L Instructional Design	3 0 0 3
Project and Internship	14	UMMA299J Study Project	2
Total Graded Credit Requirement	160	UMMA304P Concept Art	0 0 8 4
		UMMA305P Architectural Visualization	0 0 8 4
Discipline Core Courses	80	UMMA306P Virtual and Augmented Reality	0 0 8 4
		UMMA307P Film Making	0 0 8 4
	L T P C	UMMA308P Ad Film Production	0 0 8 4
UMMA101P Drawing and Sketching	0 0 8 4	UMMA309P Art Direction	0 0 8 4
UMMA102P Elements of Design	0 0 8 4	UMMA310P Digital Publishing	0 0 8 4
UMMA103L Multimedia Systems	3 0 0 3	UMMA311P User Interface and User Experience Design	0 0 6 3
UMMA104P Graphic Design	0 0 8 4		
UMMA105P Scripting and Storyboarding	0 0 8 4	UMMA391J Art Project	4
UMMA106P Photography	0 0 8 4	UMMA392J Photography Project	4
UMMA107P Art for Animation	0 0 6 3	UMMA393J Video Project	4
UMMA201P Digital Cinematography	0 0 8 4	UMMA394J Graphic Design Project	4
UMMA202P Video Editing	0 0 8 4	UMMA395J Animation Project	4
UMMA203P 2D Animation	0 0 8 4	UMMA396J Gaming Project	4
UMMA204P 3D Modeling and Texturing	0 0 8 4	UMMA406P Event Photography	0 0 8 4
UMMA205P Visual Effects for Film and Television	0 0 8 4	UMMA407P Commercial Photography	0 0 8 4
		UMMA408P Advanced Graphic Design	0 0 8 4
UMMA206P Game Design	0 0 8 4	UMMA409P Advanced User Interface and User Experience	0 0 8 4
UMMA301P Rigging	0 0 6 3		
UMMA302P 3D Animation	0 0 8 4	UMMA410P Advanced Game Development	0 0 8 4
UMMA303P Lighting and Rendering	0 0 6 3	UMMA411P 3D Game Prototyping	0 0 8 4
UMMA401P Motion Graphics	0 0 8 4	UMMA412P Advanced Compositing	0 0 8 4
UMMA402L Media Startup and Entrepreneurship	3 1 0 4	UMMA413P Dynamics and Simulation	0 0 8 4
		UMMA414P Digital Intermediate and Color Grading	0 0 8 4
UMMA403P Pre-Visualization for Production	0 0 8 4		
UMMA404P Matte Painting	0 0 8 4	UMMA415P Advanced Film Making	0 0 8 4
UMMA405P Media and Social Responsibility	0 0 8 4	UMMA416P Acting for Animation	0 0 8 4
		UMMA417P Body Mechanics for Animation	0 0 8 4

UMMA418P Life Study and Character Design	0	0	8	4	Skill Enhancement Courses		09				
UMMA419P Advanced 3D Modeling	0	0	8	4							
UMMA420P Digital Media Management	0	0	8	4		USTS111P Qualitative Skills-I		0	0	3	1.5
UMMA421P Film Appreciation	0	0	8	4		USTS112P Quantitative Skills-I		0	0	3	1.5
UMMA422P New Media Art	0	0	8	4		USTS211P Qualitative Skills-II		0	0	3	1.5
					USTS212P Quantitative Skills-II	0	0	3	1.5		
					UMMA312L Digital Marketing	3	0	0	3		
Ability Enhancement Courses				08	Value Added Courses				08		
UENG101L Effective English Communication	2	0	0	2	USSC101L Indian Constitution	2	0	0	2		
UENG102L Technical English Communication	2	0	0	2	UCHY101L Environmental Science	2	0	0	2		
UENG102P Technical English Communication Lab	0	0	2	1	UCSC110L Artificial Intelligence	3	0	0	3		
UIFL100L Indian / Foreign Language	3	0	0	3	UCXC100V Co-Curricular Course				1		
					Open Elective Courses				09		
					Management Humanities Science Social Sciences						
					Project and Internship				14		
					UMMA399J Summer Internship				2		
					UMMA499J Research Project/Dissertation				12		