## Shri Swami Vivekanand Shikshan Sanstha's VIVEKANAND COLLEGE, KOLHAPUR (AUTONOMOUS) B.Voc. Animation & Filmmaking Time Table Year - 2020-2021

Year - 2020-2021

FY Part -I Sem-I

Timing	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
08:00 To 10:00 am	Fundamentals of art & Design-I					
10:00 To 11:00 am	Business Communication-I	Business Communication-I	Business Communication-I	Business Communication-I	History of Animation	History of Animation
11:00 To 11:30 am	Break	Break	Break	Break	Break	Break
11:30 To 01: 00 pm	Perspective	Perspective	Perspective	Perspective	Perspective	Perspective

Year - 2020-2021

SY Part-II Sem- III

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Timing	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
08:00 To 10:30 am	3D Modeling Texturing	3D Modeling Texturing	3D Modeling Texturing	3D Modeling Texturing	3D Modeling Texturing	3D Modeling Texturing
10:30 To 11:00 am	Break	Break	Break	Break	Break	Break
11:00 To 12:00 pm	Fundamentals of Financial Accountings-I	Fundamentals of Financial Accountings-I	Fundamentals of Financial Accountings-I	Fundamentals of Financial Accountings-I	Clay Animation	Clay Animation
12:00 To 01:30 pm	Principles of Animation	Sketching	Principles of Animation	Sketching	Clay Animation	Clay Animation

Year - 2020-2021

TY Part-III Sem- V

Timing	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
09:00 To 10:00 am	Advanced VFX Theory	- Sketching	Advanced VFX Theory	Sketching	Sound Techniques Theory	Sound Techniques Theory
10:00 To 10:30 am	Break	Break	Break	Break	Break	Break.
10:30 To 12:30 pm	Advanced VFX Practical	Advanced VFX Practical	Advanced VFX Practical	Advanced VFX Practical	Sound Techniques Practical	Sound Techniques Practical
12:30 To 02:00 pm	Film Planning Theory	Film Planning Practical	Film Planning Practical	Film Planning Theory	Film Planning Practical	Film Planning Practical



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## B.Voc. Animation & Filmmaking Time Table Year - 2020-2021

Year - 2020-2021

FY Part-I

Sem-II

Timing	Monday	_				
-		Tuesday	Wednesday	Thursday	Friday	
08:00 To 09:00 am	Digital Animation	Digital Animation	Digital Animation		,	Saturday
09:00 To 10:00 am	Colour Theory		Digital Animation	Digital Animation	Digital Animation	Digital Animation
	Colour Theory	Colour Theory	Colour Theory	Colour Theory	Colour Theory	Colour Theory
10:00 To 11:00 am	Business Communication-II	Business Communication-II	Business Communication-II	Business Committee in	,	Colour Theory
11:00 To 11: 30 am				Business Communication-II	Principles of Animation	Principles of Animation
-	- John	Break	₂ Break	Break	Break	Break
11:30 To 01:00 pm	Colour Theory	Colour Theory	Colour Theory	Colour Theory		1
		,	- Toloar Theory	Colour Theory	Colour Theory	Colour Theory

Year - 2020-2021

SY Part-II Sem- IV

Timina		1				
Timing	Monday	Tuesday	Wednesday	Thursday	Friday	Caturater
08:00 To 09:00 am	Cinematography & Camera	Cinematography & Camera	Cinematography & Camera	Cinematography & Camera	,	Saturday
	Angle	Angle	Angle	Angle	Company Apple	Cinematography & Camera
09:00 To 10:30 am	3D Rigging	3D Rigging	3D Rigging		Camera Angle	Angle
10:30 To 11:00 am	P1		ob ragging	3D Rigging	3D Rigging	3D Rigging
10.30 10 11:00 am		Break	Break	Break	Break	Break
11:00 To 12:00 pm	Fundamentals of Figancial	Fundamentals of Financial	Fundamentals of Financial	Fundamentals of Financial		
11.00 TO 12.00 pm	Accountings-II	Accountings-II	Accountings-II	Accountings-II	Cinematography &	Cinematography & Camera
12:00 To 01:30 pm	Lightings & Rendering				Camera Angle	Angle
.2.00 .0 01.00 pin	Ligitungs & Rendering	Lightings & Rendering	Lightings & Rendering	Lightings & Rendering	Lightings & Rendering	Lightings & Rendering

Year - 2020-2021

TY Part-III

Sem- VI

Timing	Monday	Tuesday	Wednesday	Thursday	Friday	0-11
09:00 To 10:00 am	Script Writing Theory	Sketching	Script Writing Theory	Sketching	Script Writing Theory	Saturday
10:00 To 10:30 am	Break	Break	Break	Break		Sketching
		Dittan	Dieak	break	Break	Break
10:30 To 12:00 pm	2D Animation Theory	2D Animation Practical	2D Animation Practical	2D Animation Theory	2D Animation Practical	2D Animation Practical
12:00 To 02:00 pm	3D Animation Theory	3D Animation Practical	3D Animation Practical	3D Animation Theory	3D Animation Practical	3D Animation Practical



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