

# Tumkur University

## REGULATIONS GOVERNING THE DIPLOMA COURSE IN ANIMATION (Framed under section 44(1) (c) of the KSU Act2000)

### 1. TITLE AND COMMENCEMENT:

- i) These regulations shall be titled the Regulations governing the Diploma course in Animation.
- ii) These regulations shall come in to force from the date of assent of the Chancellor.

### 2. ELIGIBILITY FOR ADMISSION:

Candidates who have passed the S.S.L.C (Secondary School Leaving Certificate) examination or equivalent conducted by the Karnataka State Secondary Education Examination Board in the state of Karnataka or any other examination considered as equivalent, but not completed the Pre-university course or its equivalent, thereto shall be eligible

### 3. DURATION OF THE PROGRAMME:

The duration of the programme shall extend over a period of two academic years.

### 4. MEDIUM OF INSTRUCTION:

The medium of instruction and examination shall be in English/Kannada

### 5. HOURS OF INSTRUCTION PER WEEK:

There shall be 26-30 hours of instructions per week. These hours may be distributed for lectures, practical and other modes of instruction.

### 6. ATTENDANCE:

Each paper(theory/practical)shall be treated as an independent unit for the purpose of attendance. A student shall attend a minimum of 75% of the total instruction hours in a paper (theory/practical) including tutorials and seminars. However, the shortage of attendance of student whose attendance is 60% and above but below 75% may be condoned by the University on payment of condonation fee as prescribed by the University and by following the rules prescribed for condonation there to.

### 7. MAXIMUM PERIOD FOR COMPLETION OF THE PROGRAMME:

The candidate shall complete the programme within the period prescribed in the regulation governing a maximum period for completing various degree/diploma programs notified by the University from time to time.

### 8. SUBJECT OF STUDY:

2D - Drawing, 2D - Animation & Flash, Audio / Video Editing, Digital Imaging - Photoshop, Scripting & Story boarding, 2D Animatics , 2D Texturing & 2D Sp.Fx, Pipelining Modeling & Texturing - (Z-brush with Maya), 2D - Final Project, Architectural Visualization - 3D Max, Modeling & Texturing - Maya, Lighting, Rendering & Dynamics - Maya, Rigging & Animation - Maya, Portfolio Management, Final Project etc. and any other subjects to be introduced from time to time.



Registrar

Tumkur University  
Tumkur



Vice Chancellor  
Tumkur University  
Tumkur

