COURSE TITLE	**INDUSTRIAL PROJECT/ INTERNSHIP**
COURSE CODE	**05MA0401**
COURSE CREDITS	**20**

Objective:

1 Apply domain-specific knowledge to conceptualize and execute a complete production-ready project.
2 Work in teams or independently following professional production pipelines.
3 Demonstrate creative, technical, and storytelling skills through a polished output.
4 Build an industry-relevant portfolio piece for animation, VFX, or game design.
5 Present and defend their work through documentation and viva.

Course Outcomes: After completion of this course, student will be able to:

1 Students will demonstrate complete project lifecycle execution.
2 Students will produce a high-quality short film, VFX sequence, or game demo.
3 Students will collaborate effectively in creative teams.
4 Students will document their process professionally.
5 Students will present and defend their creative and technical choices.

Pre-requisite of course: Completion of core subjects in Animation, VFX, or Game Design domains.

Teaching and Examination Scheme

Theory Hours	Tutorial Hours	Practical Hours	ESE	IA	CSE	Viva	Term Work
0	0	40	0	0	0	300	200

Contents : Unit	Topics	Contact Hours
Total Hours		

Suggested List of Experiments:

Contents : Unit	Topics	Contact Hours
1	**Unit 1** Pre-production Planning – Concept selection, genre/format choice Research, storyboarding, references, and scriptwriting Production pipeline and timeline scheduling Team allocation and scope definition	30

Suggested List of Experiments:

Contents : Unit	Topics	Contact Hours
2	**Unit 2** Production Stage – Asset creation (characters, environments, props) Animation or VFX shot development / Game level development Texturing, lighting, rendering, simulation (as applicable) Sound and music integration (if needed)	30
3	**Unit 3** Post-production & Final Output – Compositing and final render Debugging and polishing Exporting for final formats (video/game engine) Creating breakdown sheets and process documentation	30
4	**Unit 4** Project Presentation & Review – Final presentation of work Showcasing the output with process demo Peer and faculty evaluation Viva and feedback session	30
Total Hours		**120**

Suggested Theory Distribution:

The suggested theory distribution as per Bloom's taxonomy is as follows. This distribution serves as guidelines for teachers and students to achieve effective teaching-learning process

Distribution of Theory for course delivery					
Remember / Knowledge	**Understand**	**Apply**	**Analyze**	**Evaluate**	**Higher order Thinking / Creative**
10.00	15.00	25.00	25.00	25.00	0.00

Instructional Method:

1 INDUSTRIAL PROJECT/ INTERNSHIP