

Syllabus

SEMESTER I: FOUNDATION BRIDGE (20 Credits)

Course Code	Course Category	Course Title	Teaching Scheme (Contact hours)		Credits Assigned		Total Credits
			Theory	Practical	Theory	Practical	
IMGD- 601	Major	Asset Production Pipeline	0	7	0	6	6
IMGD- 602	Major	Character Creation and Animation	0	7	0	6	6
IMGD- 604	Major	Procedural Workflows in Houdini	0	5	0	4	4
IMGD- 605	Minor	Game Design Theory & Mechanics	1	2	1	1	2
IMGD- 606	Minor	Introduction to XR (VR/AR)	1	2	1	1	2
		Total					20

SEMETER II – GAME DESIGN & DEVELOPMENT – (20 CREDITS)

Course Code	Course Category	Course Title	Teaching Scheme (Contact hours)		Credits Assigned		Total Credits
			Theory	Practical	Theory	Practical	
IMGD- 611	Major	Advanced Game Systems	0	6	0	6	6
IMGD- 612	Major	Advanced Houdini: FX & Environments	0	6	0	6	6
IMGD- 614	Minor	Game Audio Design	1	2	0	3	3
IMGD- 615	Major	VR Game Development	1	2	0	3	3
IMGD- 616	Minor	Research Methodology	2	0	2	0	2
		Total					20

SEMESTER III: VIRTUAL PRODUCTION (20 Credits)

Course Code	Course Category	Course Title	Teaching Scheme (Contact hours)		Credits Assigned		Total Credits
			Theory	Practical	Theory	Practical	
IMGD-701	Major	Virtual Production & ICVFX Workflows	0	4	0	4	4
IMGD-702	Major	Performance & Motion Capture Systems	0	4	0	4	4
IMGD-703	Major	Real-time Broadcast: Aximmetry & Live Compositing	0	4	0	4	4
IMGD-799	Major	Major Project - Part I	0	0	0	8	8
		Total					20

SEMESTER IV: CAPSTONE & PROFESSIONAL DEVELOPMENT (20 Credits)

Course Code	Course Category	Course Title	Teaching Scheme (Contact hours)		Credits Assigned		Total Credits
			Theory	Practical	Theory	Practical	
IMGD-801	Minor	Portfolio Development & Demo Reel Production	0	2	0	2	2
IMGD-802	Minor	Game Industry Business & Monetization	1	1	1	1	2
IMGD-803	Minor	Emerging Technologies: AI & Future Pipelines	2	0	2	0	2
IMGD-804	Major	Field Work/Internship	0	0	0	4	4
IMGD-899	Major	Major Project - Part II	0	0	0	10	10
		Total					20