

**Bachelor in Computer Application
Post Graduate Diploma In Graphics Animation
and VFX)**

**ALL INDIA COUNCIL FOR TECHNICAL
EDUCATION**

**SANKALCHAND PATEL UNIVERSITY,
VISNAGAR**

Faculty of Computer Science



Structure, Teaching Scheme and Syllabus

Program Code: CS203

In effect from: 2026-27

Programme Outcomes (PO):

1. Apply knowledge of computer science, mathematics, multimedia technologies, graphics, animation principles, and visual computing to solve real-world problems.
2. Identify, analyze, and formulate computing, multimedia, and animation problems using logical thinking, creativity, and analytical approaches.
3. Design, develop, and implement innovative software applications, graphics, animations, visual effects, and interactive multimedia solutions that satisfy user and industry requirements.
4. Select and effectively use modern software tools such as Adobe Photoshop, Illustrator, Premiere Pro, After Effects, Blender, and other emerging technologies for digital content creation.
5. Conduct investigations, experimentation, testing, and research using appropriate methodologies to improve digital media production and software solutions.
6. Understand professional ethics, intellectual property rights, cyber ethics, and social responsibilities while developing computing and multimedia solutions.
7. Develop environmentally responsible digital solutions by adopting sustainable computing practices and minimizing the environmental impact of technology.
8. Function effectively as an individual, team member, or team leader in multidisciplinary and multicultural environments.
9. Communicate technical and creative ideas effectively through reports, presentations, documentation, visual storytelling, and client interactions.
10. Apply project management principles, innovation, entrepreneurship, and business practices in multimedia production and software development projects.
11. Recognize the need for continuous learning and adapt to rapidly evolving technologies in computer applications, graphics, animation, artificial intelligence, and digital media.
12. Demonstrate professional competence, practical skills, creativity, and problem-solving abilities required for successful careers or higher studies in computer applications, graphics, animation, VFX, gaming, and related industries.

Program Educational Objectives (PEOs):

1. Graduates will establish successful careers in Computer Applications, Graphics Design, Animation, VFX, Gaming, Multimedia, Web Technologies, Digital Media, and related industries.
2. Graduates will apply technical knowledge, creativity, communication skills, ethical values, and teamwork to solve professional computing and multimedia challenges.

3. Graduates will pursue higher education, professional certifications, research, entrepreneurship, and continuous learning to enhance their career growth.
4. Graduates will contribute to society by developing innovative, user-centric, ethical, and sustainable digital solutions that address real-world needs.

Program Specific Outcomes (PSOs):

1. Apply principles of visual communication, graphic design, digital illustration, image editing, and multimedia production using industry-standard tools such as Adobe Photoshop and Adobe Illustrator.
2. Design and develop 2D/3D animations, motion graphics, visual effects, digital compositing, camera tracking, and production pipelines using tools such as Adobe After Effects, Premiere Pro, and Blender.
3. Develop software applications, web solutions, and multimedia projects by integrating programming knowledge, databases, software engineering, animation workflows, portfolio development, and industry internship experience to meet professional standards.

Faculty of Computer Science

Program Name: Post Graduate Diploma In Graphics Animation and VFX

Program Code: CS203

Abbreviation Name: PGDGAV

With Effect From: 2026-27

Semester: I

Course Code	Course Title	Type of Course	Credits	Hours Per Week				Theory(Marks)				Practical(Marks)				Total Marks
				L	T	P	Total	University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
								Min	Max	Min	Max	Min	Max	Min	Max	
1CS2030101	Visual Design Communication (Adobe Photoshop)	CC	3	1	1	2	4	-	-	-	-	18	50	09	25	75
1CS2030102	Vector Graphics & Illustration (Adobe Illustrator)	CC	2	1	0	2	3	-	-	-	-	09	25	09	25	50
1CS2030103	Digital Video Editing (Adobe Premiere Pro)	CC	3	1	1	2	4	-	-	-	-	18	50	09	25	75
1CS2030104	Motion Graphics & Visual Effects (Adobe After Effects)	CC	3	1	1	2	4	-	-	-	-	18	50	09	25	75
1CS2030105	3D Modeling & Animation Foundation (Blender) – I	CC	2	0	0	4	4	-	-	-	-	09	25	09	25	50
1CS2030106	3D Modeling & Animation Foundation (Blender) – II	CC	5	1	1	6	8	-	-	-	-	36	100	09	25	125
1CS2030107	Match moving & Camera Tracking (PFTrack)	CC	3	3	0	0	3	18	50	09	25	-	-	-	-	75
TOTAL			21	8	4	18	30		50		25		300		150	525

Faculty of Computer Science

Program Name: Post Graduate Diploma In Graphics Animation and VFX

Program Code: CS203

Abbreviation Name: PGDGAV

With Effect From: 2026-27

Semester: II

Course Code	Course Title	Type of Course	Credits	Hours Per Week				Theory(Marks)				Practical(Marks)				Total Marks
				L	T	P	Total	University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
								Min	Max	Min	Max	Min	Max	Min	Max	
1CS2030201	Digital Compositing & Visual Effects (Nuke)	CC	2	1	1	0	2	09	25	09	25	-	-	-	-	50
1CS2030202	Portfolio Development & Showreel Creation	CC	3	1	1	2	4	09	25	09	25	-	-	09	25	75
1CS2030203	Practical on : 201	CC	4	0	0	8	8	-	-	-	-	18	50	18	50	100
1CS2030204	Practical on : 202	CC	4	0	0	8	8	-	-	-	-	18	50	18	50	100
1CS2030205	Industry Internship & Production Pipeline / OJT	CC	10	0	0	20	20	-	-	-	-	72	200	18	50	250
TOTAL			23	2	2	38	42		50		50		300		175	575