

SCHOOL OF DESIGN
FINAL EXAMINATION TIME TABLE (ACADEMIC YEAR: 2025-26)
BACHELOR OF SCIENCE (ANIMATION & VFX)
YEAR: I, SEMESTER: II
Timings: 2.00 pm to 4.30 pm

DAY & DATE	SUBJECTS
Monday, 20 April, 2026	Basics of Layout Design (832AM0C012)
Tuesday, 21 April, 2026	Fundamentals of Design (832AM0C015)
Wednesday, 22 April, 2026	Principles of Animation (832AM0C008)
Thursday, 23 April, 2026	Acting for Animation (832AM0C013)
Friday, 24 April, 2026	Multimedia and Graphics I (832AM0C009)
Saturday, 25 April, 2026	Digital 2D Animation (832AM0C010)
Monday, 27 April, 2026	Introduction to stop motion (832AM0C014)
Tuesday, 28 April, 2026	Web Technology (832AM0C011)

INSTRUCTIONS TO CANDIDATES :

1. Candidates are required to be present at the examination centre **THIRTY MINUTES** before the stipulated time.
2. Candidates must produce their University Identity Card at the time of the examination.
3. Candidates are not permitted to enter the examination hall after stipulated time.
4. Candidates will not be permitted to leave the examination hall during the examination time.
5. Candidates are forbidden from taking any unauthorized material inside the examination hall. Carrying the same will be treated as usage of unfair means.


ASHISH APTE
CONTROLLER OF EXAMINATIONS

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FINAL EXAMINATION TIME TABLE (ACADEMIC YEAR: 2025-26)
BACHELOR OF SCIENCE (ANIMATION & VFX)
YEAR: II, SEMESTER: IV
Timings: 2.00 pm to 04:30 pm

DAY & DATE	SUBJECTS
Monday, 20 April, 2026	Compositing Techniques (832AM0C030)
Tuesday, 21 April, 2026	Motion Graphic (832AM0C029)
Wednesday, 22 April, 2026	Visual Effects Design –I (832AM0C026)
Thursday, 23 April, 2026	Production Process (832AM0C028)
Saturday, 25 April, 2026	Introduction to Maya (832AM0C025)
Monday, 27 April, 2026	Rigging and Animation using Digital Tools (832AM0C024)
Tuesday, 28 April, 2026	Character Animation (832AM0C027)

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FINAL EXAMINATION TIME TABLE (ACADEMIC YEAR: 2025-26)
BACHELOR OF SCIENCE (ANIMATION & VFX)
YEAR: III, SEMESTER: VI
Timings: 10:30 am to 01:00 pm

DAY & DATE	SUBJECTS
Monday, 20 April, 2026	Digital Painting for Animation (832AM0C045)
Tuesday, 21 April, 2026	Advanced Sound Editing (832AM0C042)
Wednesday, 22 April, 2026	Digital Film Editing & Production (832AM0C047)
Thursday, 23 April, 2026	Digital Sculpting (832AM0C041)
Saturday, 25 April, 2026	Colour Theory (832AM0C043)
Monday, 27 April, 2026	Project Management in Animation (832AM0C040)
Wednesday, 29 April, 2026	Advance Lighting and Rendering (832AM0C046)
Thursday, 30 April, 2026	Unwrapping & Texturing (832AM0C044)

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