



ASSAM SCIENCE AND TECHNOLOGY UNIVERSITY

Guwahati

COURSE LAYOUT OF BACHELOR OF DESIGN (MULTIMEDIA COMMUNICATION AND DESIGN)

SEMESTER I

SL. NO.	COURSE CODE	COURSE TITLE	L	T	P/S*	C
THEORY/TUTORIAL/STUDIO						
1.	BMD 171101	Communication Skills	3	0	0	3
2.	BMD 171102	Introduction to Design	2	0	2	3
3.	BMD 171103	Fundamentals and Principles of Art	3	0	4	5
4.	BMD 171104	Computer Fundamentals and Operation	2	0	4	4
5.	BMD 171115	Drawing and Illustration Technique	0	0	6	3
6.	BMD 171116	Design Studio – I (Digital Drawing Technique)	0	0	8	4
TOTAL			10	0	24	22
Total Contact Hours: 34						
Total Credit: 22						

SEMESTER II

SL. NO.	COURSE CODE	COURSE TITLE	L	T	P/S*	C
THEORY/TUTORIAL/STUDIO						
1.	BMD 171201	Professional Ethics & Human Value	2	0	0	2
2.	BMD 171202	Introduction to Computer Programming	2	0	4	4
3.	BMD 171203	Introduction to Multimedia Communications	2	0	2	3
4.	BMD 171204	Introduction to Photography and Videography	3	0	4	5
5.	BMD 171205	Introduction to Graphic Design	2	0	4	4
6.	BMD 171216	Design Studio – II (Graphic Design project)	0	0	8	4
TOTAL			11	0	22	22
Total Contact Hours: 33						
Total Credit: 22						

SEMESTER III

SL. NO.	COURSE CODE	COURSE TITLE	L	T	P/S*	C
THEORY/TUTORIAL/STUDIO						
1.	BMD 171301	World of Images and Objects	3	0	2	4
2.	BMD 171302	History of Art and Appreciation	3	0	0	3
3.	BMD 171303	Fundamentals of Animation Design	2	0	4	4
4.	BMD 171304	Concept of Storyboarding & Script Writing	2	0	4	4
5.	BMD 171305	Concept of Film Making	2	0	4	4
6.	BMD 171316	Design Studio – III	0	0	8	4
TOTAL			12	0	22	23
Total Contact Hours: 34						
Total Credit: 23						

SEMESTER IV

SL. NO.	COURSE CODE	COURSE TITLE	L	T	P/S*	C
THEORY/TUTORIAL/STUDIO						
1.	BMD 171401	Multimedia Design Fundamentals	2	0	2	3
2.	BMD 171402	Graphic Design for Communication	2	0	4	4
3.	BMD 171403	Web Design Technology	2	0	2	3
4.	BMD 171404	2D Animation Techniques	2	0	4	4
5.	BMD 171405	Audio Video Editing	2	0	4	4
6.	BMD 171416	Design Studio – IV	0	0	8	4
TOTAL			10	0	24	22
Total Contact Hours: 34						
Total Credit: 22						

****Industrial Training Phase – I****(During summer break tentatively in the month of JUNE – JULY)**

SEMESTER V

SL. NO.	COURSE CODE	COURSE TITLE	L	T	P/S*	C
THEORY/TUTORIAL/STUDIO						
1.	BMD 171501	Creative Thinking Process and Methods	3	0	0	3
2.	BMD 171502	3D Modeling and Texturing	3	0	4	5
3.	BMD 171503	Computer Generated Lighting and Rendering	3	0	4	5
4.	BMD 171514	Clay Modeling	0	0	4	2
5.	BMD 171515	Design Studio – V	0	0	8	4
6.	BMD 1715E01*	Elective - I (project based)	0	0	6	3
TOTAL			9	0	26	22
Total Contact Hours: 35						
Total Credit: 22						

* Elective – I : Subjects		
Sl. No.	Subject code	Subjects
1.	BMD 1715E011	Instructional Design and Multimedia
2.	BMD 1715E012	Moving Image Design
3.	BMD 1715E013	Any other subject offered from time to time with the approval of the university.

SEMESTER VI

SL. NO.	COURSE CODE	COURSE TITLE	L	T	P/S*	C
THEORY/TUTORIAL/STUDIO						
1.	BMD 171601	Industrial Management and Entrepreneurship	3	0	0	3
2.	BMD 171602	Introduction to Game Design	3	0	2	4
3.	BMD 171603	3D Animation Technique	2	0	4	4
4.	BMD 171604	Visual Effects & Digital Compositing	2	0	4	4
5.	BMD 171615	Design Studio - VI	0	0	8	4
6.	BMD 1716E02*	Elective - II (project based)	0	0	6	3
TOTAL			10	0	24	22
Total Contact Hours: 34						
Total Credit: 22						

* Elective – II : Subjects		
Sl. No.	Subject code	Subjects
1.	BMD 1716E021	Effective Mass Communication
2.	BMD 1716E022	New Media and Interaction
3.	BMD 1716E023	Any other subject offered from time to time with the approval of the university.

****Industrial Training Phase – II****(During summer break tentatively in the month of JUNE – JULY)**

SEMESTER VII

SL. NO.	COURSE CODE	COURSE TITLE	L	T	P/S*	C
THEORY/TUTORIAL/STUDIO						
1.	BMD 171701	Animation Production Design	2	0	6	5
2.	BMD 171712	Design Management and Professional Practice	0	0	4	2
3.	BMD 171713	Minor Project	0	0	0	12
4.	BMD 1717E03*	Elective - III (project based)	0	0	8	4
TOTAL			2	0	18	23
Total Contact Hours: 20						
Total Credit: 23						

* Elective – III : Subjects		
Sl. No.	Subject code	Subjects
1.	BMD 1717E031	Game Design and Production Process
2.	BMD 1717E032	Film and Video Design
3.	BMD 1717E033	Any other subject offered from time to time with the approval of the university.

SEMESTER VIII

SL. NO.	COURSE CODE	COURSE TITLE	L	T	P/S*	C
THEORY/TUTORIAL/STUDIO						
1.	BMD 171811	Multimedia Design Research Seminar	0	0	4	2
2.	BMD 171812	Major Project (Thesis Project)	0	0	0	18
3.	BMD 1718E04*	Elective – IV (project based)	0	0	8	4
TOTAL			0	0	12	24
Total Contact Hours: 12						
Total Credit: 24						

* Elective – IV : Subjects		
Sl. No.	Subject code	Subjects
1.	BMD 1718E041	Tangible User Interface
2.	BMD 1718E042	Communication Design
3.	BMD 1718E043	Any other subject offered from time to time with the approval of the university.

Note:

1. **L:** Lecture period, **T:** Tutorial Period, **P/S*:** Practical period/Studio Session, **C:** Credits. (**P/S***- In Design Curriculum, instead of Practical Classes, Studio Classes are conducted for better understanding of the subjects through hands-on experience, live projects and discussions).

2. ****Industrial Training**

Industrial Training Phase – I (in IV Semester) and Phase – II (in VI Semester) are expected to be attended by the students during summer break either in the Industry sector of their choice or in the Department under the guidance of any of the faculty members. Students have to give a presentation on the training during the next semester session. There will be no credit given here.

Consolidated statement of Total Credits in each Semester

Semester	L	T	P/S*	C
I	10	0	24	22
II	11	0	22	22
III	12	0	22	23
IV	10	0	24	22
V	9	0	26	22
VI	10	0	24	22
VII	2	0	18	23
VII	0	0	12	24
Total	64	0	172	180

END OF BACHELOR OF DESIGN CURRICULUM