

**KURUKSHETRA UNIVERSITY KURUKSHETRA**  
(Established by the State Legislature Act XII of 1956)

**Date-Sheet for the B.Sc. Graphics Animation & Gaming (GAG) I, III & V Semester & M.Sc. Graphics Animation & Gaming (GAG) VII & IX Semester Examinations commencing w.e.f. 19-11-2016.**

**(THEORY EXAMINATION)**

**Time of Examination: 9.30 A.M. to 12.30 P.M. (MORNING SESSION)**

DATE	SUBJECT & PAPER
	<b>B.Sc. Graphics Animation &amp; Gaming 1st Semester</b>
19-Nov-2016	Paper-BGA-101: Communicative Skill Hindi (wef 2014-15 onwards)
19-Nov-2016	BGA-101 Communicative Hindi (Old Syllabus)
22-Nov-2016	Paper-BGA-102: Aesthetics of Art and Visualization (wef 2014-15 onwards)
22-Nov-2016	BGA-102 History of Art (Old Syllabus)
24-Nov-2016	Paper-BGA-103: Animation-History and Production Process (wef 2014-15 onwards)
24-Nov-2016	BGA-103 Fundamentals, Principles and Aesthetics of Art (Old Syllabus)
28-Nov-2016	Paper-BGA-105: Fundamentals of Computer (wef 2014-15 onwards)
28-Nov-2016	BGA-104 Fundamentals of Computer (Old Syllabus)
	<b>B.Sc. Graphics Animation &amp; Gaming 3rd Semester</b>
21-Nov-2016	BGA-301 Audio Video Editing and compositing (wef 2015-16 onwards)
21-Nov-2016	Paper-BGA-301: History & Principle of Animation (Old Syllabus)
23-Nov-2016	BGA-303 2D Animation-Lightbox and Flash (wef 2015-16 onwards)
23-Nov-2016	Paper-BGA-302: Basic of Script Writing (Old Syllabus)
25-Nov-2016	BGA-304 3D Animation -1 (wef 2015-16 onwards)
25-Nov-2016	Paper-BGA-303: Animation Production Process (Old Syllabus)
29-Nov-2016	BGA-305 Vector and Raster Graphics (wef 2015-16 onwards)
29-Nov-2016	Paper-BGA-304: Basic of 2D Animation & Storyboarding (Old Syllabus)
	<b>B.Sc. Graphics Animation &amp; Gaming 5th Semester</b>
30-Nov-2016	BAG-502 3D Animation-IV (wef 2016-17)
30-Nov-2016	BAG-502 Basic of Web Designing (Old Syllabus)
1-Dec-2016	BGA-501 Sound Production (wef 2016-17)
1-Dec-2016	BGA-501 Basic of Sound (Old Syllabus)
2-Dec-2016	BAG-503 Television Graphics (wef 2016-17)
2-Dec-2016	BAG-503 Basic of 3D MAX (Old Syllabus)
5-Dec-2016	BAG-504 Web Desining (wef 2016-17)
5-Dec-2016	BAG-504 Basic of VFX-SFX (Old Syllabus)
	<b>M.Sc Graphics, Animation &amp; Gaming 7th Semester</b>
21-Nov-2016	Paper-MGA-701: Communication Process Practics and Theory
23-Nov-2016	Paper-MGA-702: Advance Graphics Designing
25-Nov-2016	Paper-MGA-703: Advance Web Designing
	<b>M.Sc Graphics, Animation &amp; Gaming 9th Semester</b>
22-Nov-2016	Paper MGA-901: Animation Marketing & Research
24-Nov-2016	Paper MGA-902: Advance MAYA
26-Nov-2016	Paper MGA-903: Advance VEX - SFX
29-Nov-2016	Paper MGA-904: Advance Editing (Audio-Video)

- NOTES :**
- 1 On getting a question-paper and before answering it, the candidates must check up and ensure that they have been supplied with the correct question-paper. If the question-paper is not correct they should bring the same to the notice of the Invigilator. Complaints in this regard after the examination shall not be entertained.
  - 2 Electronics gadgets such as pagers, Cell phone and Programmable Calculators etc. are not allowed in the Examination Hall.
  - 3 No extra answer-sheet will be provided.

KURUKSHETRA  
26-Oct-2016

CONTROLLER OF EXAMINATIONS

(BUILDING NOTICE PRINTED ATTACHED)