

KURUKSHETRA UNIVERSITY KURUKSHETRA
(Established by the State Legislature Act XII of 1956)
("A+" Grade NAAC Accredited)

**Date-Sheet for the B.Sc. Graphics Animation & Gaming (GAG) I, III & V Semester Examinations
commencing w.e.f. 24-02-2021.**

(THEORY EXAMINATION)

Time of Examination : 9.30 A.M. (MORNING SESSION)

1.30 P.M. (EVENING SESSION)

DATE	SUBJECT & PAPER
	B.Sc. Graphics Animation & Gaming Ist Semester (MORNING SESSION)
24-Feb-2021	AECC-100: Commulative English (wef 2020-21 CBCS)
24-Feb-2021	BGA-101: Communicative Skill Hindi (Non CBCS)
26-Feb-2021	B-GAG-101: Visual Communication (wef 2020-21 CBCS)
26-Feb-2021	BGA-102: Aesthetics of Art and Visualization (Non CBCS)
2-Mar-2021	B-GAG-102: Animation History and Production Process (wef 2020-21 CBCS)
2-Mar-2021	BGA-103: Animation-History and Production Process (Non CBCS)
4-Mar-2021	B-GAG-103: Digital Art Sketching (Theory) (wef 2020-21 CBCS)
4-Mar-2021	BGA-105: Fundamentals of Computer (Non CBCS)
6-Mar-2021	B-GAG-105: Fundamental of Computers (Theory) (wef 2020-21 CBCS)
	B.Sc. Graphics Animation & Gaming 3rd Semester (MORNING SESSION)
25-Feb-2021	BGA-301 Audio Video Editing and compositing (Non CBCS)
1-Mar-2021	BGA-303 2D Animation-Lightbox and Flash (Non CBCS)
3-Mar-2021	BGA-304 3D Animation -I (Non CBCS)
5-Mar-2021	BGA-305 Vector and Raster Graphics (Non CBCS)
	B.Sc. Graphics Animation & Gaming 5th Semester (EVENING SESSION)
24-Feb-2021	BGA-501 Sound Production (Non CBCS)
26-Feb-2021	BAG-502 3D Animation-IV (Non CBCS)
2-Mar-2021	BAG-503 Television Graphics (Non CBCS)
4-Mar-2021	BAG-504 Web Desining (Non CBCS)

NOTE : Before attempting the paper, the candidate will ensure that he/she has received the correct question-paper. No complaint for attempting wrong question-paper by the candidate will be entertained later on.

KURUKSHETRA

1-Feb-2021

CONTROLLER OF EXAMINATIONS