

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,
December, 2022.**

(THEORY EXAMINATION)

Examination Centre : As mentioned in Admit Card

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

DATE	SUBJECT & PAPER
	B.Sc. Graphics Animation & Gaming Ist Semester
7-Jan-2023	AECC-N100: Communicative English (LOCF/NEP wef 2022-23)
7-Jan-2023	AECC-100: Communicative English (CBCS Scheme)
7-Jan-2023	BGA-101: Communicative Skill Hindi (Non CBCS)
11-Jan-2023	B-GAG-N101: Graphic Communication (LOCF/NEP wef 2022-23)
11-Jan-2023	B-GAG-101: Visual Communication (CBCS Scheme)
11-Jan-2023	BGA-102: Aesthetics of Art and Visualization (Non CBCS)
14-Jan-2023	B-GAG-N102: Digital Art Sketching (LOCF/NEP wef 2022-23)
14-Jan-2023	B-GAG-102: Animation History and Production Process (CBCS Scheme)
14-Jan-2023	BGA-103: Animation-History and Production Process (Non CBCS)
18-Jan-2023	B-GAG-N104: Fundamentals of Animation (LOCF/NEP wef 2022-23)
18-Jan-2023	B-GAG-103: Digital Art Sketching (Theory) (CBCS Scheme)
18-Jan-2023	BGA-105: Fundamentals of Computer (Non CBCS)
21-Jan-2023	B-GAG-N106: Computer Scienced (LOCF/NEP wef 2022-23)
21-Jan-2023	B-GAG-105: Fundamental of Computers (Theory) (CBCS Scheme)
21-Jan-2023	Basics English Language-I (Non Hindi Students)
	B.Sc. Graphics Animation & Gaming 3rd Semester
9-Jan-2023	B-GAG-301: 2D Classical and Traditional Animation (CBCS Scheme)
9-Jan-2023	BGA-301 Audio Video Editing and composting (Non CBCS)
12-Jan-2023	B-GAG-303: 3D Modeling and Texturing (Mechanical and Architectural) (CBCS Scheme)
12-Jan-2023	BGA-303 2D Animation-Lightbox and Flash (Non CBCS)
16-Jan-2023	B-GAG-305: Print Design and Vector Graphics (CBCS Scheme)
16-Jan-2023	BGA-304 3D Animation -I (Non CBCS)
19-Jan-2023	B-GAG-307: Video Production (CBCS Scheme)
19-Jan-2023	BGA-305 Vector and Raster Graphics (Non CBCS)
23-Jan-2023	B-GAG-309: Information Security (CBCS Scheme)
	B.Sc. Graphics Animation & Gaming 5th Semester
10-Jan-2023	B-GAG-501A: Organic Rigging & Lighting (CBCS Scheme)
10-Jan-2023	B-GAG-501A: Mechanical Rigging & Lighting (CBCS Scheme)
10-Jan-2023	BGA-501 Sound Production (Non CBCS)
13-Jan-2023	B-GAG-503A: 3D Creature Animation & Rendering (CBCS Scheme)
13-Jan-2023	B-GAG-503B: 3D Product Animation & Rendering (CBCS Scheme)
13-Jan-2023	BAG-502 3D Animation-IV (Non CBCS)
17-Jan-2023	B-GAG-505A: Commercial Design (CBCS Scheme)
17-Jan-2023	B-GAG-505B: Motion Design (CBCS Scheme)
17-Jan-2023	BAG-503 Television Graphics (Non CBCS)
20-Jan-2023	B-GAG-507: Product Photography (CBCS Scheme)
20-Jan-2023	BAG-504 Web Designing (Non CBCS)

- 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.