

Diploma/BA (Hons) Digital Arts - GI401

1. Specific Title

BA (Hons) Digital Arts with Specialisation in Animation / Multimedia

2. Objectives

The programme is designed to provide opportunities to students to acquire skills, knowledge and competence in the fields of Animation, Multimedia and Video Art. It will equip them to embrace careers such as animators, video artists and multimedia designers.

3. General Entry Requirements

In accordance with General Entry Requirements for admission for Undergraduate Degrees.

4. Programme Requirement

At least Grade B in Art & Design at 'A' Level.

5. Programme Duration

	Normal (Years)	Maximum (Years)
Diploma:	2	3
Degree:	4	7

6. Minimum Requirements for Award of Diploma/ Degree

Diploma: 66 credits

Degree: 120 credits

Breakdown as follows:

	Core Modules	Projects	Electives	Total
Diploma:	60	6		66
Degree:	96	18	6	120

7. Credits per Semester

Maximum 24 credits, Minimum 9 credits, subject to regulation 5.

8. Programme Organisation

After completing modules at Levels/Years 1 and 2, students will be allowed to proceed to Level/Year 3. In the second part of the course, the students are channeled to one of the 2 streams: ANIMATION or MULTIMEDIA. Successful completion of the remaining modules at Levels/Years 3 and 4 leads to the Degree in Digital Arts.

(a) For Diploma/ Degree award, all modules must be cleared.

- (b) Completion of the modules prescribed at Levels/Years 1 and 2 with a CPA of 45 or above qualifies students to proceed to Level/Year 3.
- (c) Students who do not satisfy (b) but have achieved a minimum aggregate of 40% shall qualify for the award of a Diploma after completion of a project of 3 months' duration to the satisfaction of the Board of Examiners. The project will be equivalent to 6 credits in the final assessment.
- (d) If a student satisfies (b) but eventually wishes to discontinue studies before completion of Levels/Years 3 or 4, s/he may be awarded a Diploma under special circumstances subject to the completion of a project to the satisfaction of the Board of Examiners.

9. Assessment

- (a) Each module carries 100 marks, out of which 30-50% will be from continuous assessment, unless otherwise stated. Continuous assessment for all practical modules would account for 50% of the overall % marks of the modules.
- (b) A practical examination or a two-hour written examination per module will be set at the end of each semester, unless otherwise stated. Duration of practical examination will range from 6 hours to a maximum of 20 hours spread over a minimum of 5 days, depending on the nature of the module.
- (c) Continuous assessment will be based on practical and/or written assignments with at least one class test.
- (d) For a student to pass a module, a minimum of 30% should be attained in both of Continuous Assessment and Written and/or Practical Examination separately, with an overall total of a minimum of 40% in that module.
- (e) Modules BDA 3000 and BDA 4000 will be assessed by screening of CD Rom/film and viva voce.
- (f) Modules BDA 1111, BDA 1211, BDA 1214, BDA 1219, BDA 2111, BDA 2119, BDA 2116, BDA 2220, BDA 2219, BDA 2218, BDA 2216, BDA 3111, BDA 3118, BDA 3211, BDA 3216, BDA 3218, BDA 4111, BDA 4118, BDA 4120, BDA 4216, BDA 4218 will be assessed by continuous assessment accounting for 50% of the marks and practical examination accounting for 50% of the marks.
- (g) Modules BDA 1118, BDA 1116 will be assessed by continuous assessment accounting for 30% of the marks, theory assessment accounting for 20% of the marks and practical examination accounting for 50% of the marks.
- (h) Modules FINA 1220, FINA 2120 will be assessed by continuous assessment accounting for 40% of the marks, theory assessment accounting for 20% of the marks and practical examination accounting for 40% of the marks.
- (i) The module FINA 1117 will be assessed by continuous assessment accounting for 30% of the marks and a theory assessment accounting for 70% of the marks.

- (j) The module FINA 2220 will be assessed by continuous assessment accounting for 40% of the marks, written examination accounting for 20% of the marks and practical examination accounting for 40% of the marks.
- (k) The modules BDA 2117, MST 1221, BDA 3117, BDA 3237, BDA 4117 and BDA 4227 will be assessed by continuous assessment accounting for 30% of the marks and a written examination accounting for 70% of the marks.
- (l) The modules BDA 2221 and the 'Internship' will be assessed by continuous assessment accounting for 50% of the marks and project work accounting for 50% of the marks.
- (m) The module BDA 3116 will be assessed by continuous assessment accounting for 50% of the marks, project work accounting for 30% of the marks and theory assessment accounting for 20% of the marks.
- (n) The modules FINA 3111 and FINA 4115 will be assessed by continuous assessment accounting for 40% of the marks and practical examination accounting for 60% of the marks.

10. List of Modules

Module Code	Module	Hr/Wk L+P	Credits
Levels/Years I & II			
BDA 1111(1)	Drawing	1 + 4	3
BDA 1118(1)	Introduction to Animation	1 + 4	3
BDA 1116(1)	Introduction to Multimedia	1 + 4	3
FINA 1220(1)	Computer Graphics –Digital Design I	1 + 4	3
FINA 1117(1)	History of Art: Survey of Art up to 18 th century	3 + 0	3
BDA 1211(1)	Colour Theory	1 + 4	3
BDA 1219(1)	Introduction to Audio-Visual Industries	1 + 4	3
BDA 1214(1)	Modelling for 3D Animation	1 + 4	3
FINA 2220(3)	Computer Graphics –Digital Design II	1 + 4	3
BDA 2211(1)	Storyboarding I	1 + 4	3
BDA 2221(1)	Sound Manipulation	1 + 4	3
BDA 2119(3)	Camera Operation and Lighting	1 + 4	3
BDA 2116(1)	Web Design I	1 + 4	3
BDA 2117 (1)	History of Media	3 + 0	3
FINA 2120(3)	Introduction to Photography	1 + 4	3
BDA 2220(3)	Stop Motion Animation	1 + 4	3
BDA 2219(3)	Video Editing	1 + 4	3
BDA 2218(3)	Digital 2D Animation	1 + 4	3
BDA 2216(3)	Flash Interactivity I	1 + 4	3
MST 1221(1)	Mauritian Studies I – Overview of History	3 + 0	3
Total			60
BDA (2000)	Project (In case of exit only)		6

SPECIALISATION IN MULTIMEDIA

Levels/Years III & IV

BDA 3111 (5)	Storyboarding II	1 + 4	3
BDA 3116 (5)	Multimedia: concept, tools, communication design and development	1 + 4	3
BDA 3117 (5)	Media Theory I	3 + 0	3
BDA 3211(5)	Drawing: Caricature & Cartoon	1 + 4	3
BDA 3216(5)	Web Design & Flash Interactivity II	2 + 8	6
BDA 3000(5)	Project		9
BDA 4111(5)	Storyboarding III	1 + 4	3
BDA 4117(5)	Media Theory II	3 + 0	3
BDA 4120(5)	Digital Photography	1 + 4	3
BDA 4216(5)	Advanced Multimedia Design	1 + 4	3
BDA 4000(5)	Project		9
	Internship		3
	GEM		3
	Departmental electives		6
	TOTAL		60

SPECIALISATION IN ANIMATION

Levels/Years III & IV

BDA 3111(5)	Storyboarding II	1 + 4	3
BDA 3118(5)	Character Animation	1 + 4	3
BDA 3117(5)	Media Theory I	3 + 0	3
BDA 3218(5)	Animation Advanced 3D Modelling	2 + 8	6
BDA 3211(5)	Drawing: Caricature & Cartoon	1 + 4	3
BDA 3000 (5)	Project		9
BDA 4111(5)	Storyboarding III	1 + 4	3
BDA 4117(5)	Media Theory II	3 + 0	3
BDA 4118(5)	Character Interaction	1 + 4	3
BDA 4218(5)	Compositing and SFX	1 + 4	3
BDA 4000(5)	Project		9
	Internship		3
	GEM		3
	Departmental electives		6
	TOTAL		60

11. Programme Plan – Diploma/BA (Hons) Digital Arts

	Levels/Years I & II		
Semester 1			
Code	Module	Hr/Wk L+P	Credits
BDA 1111(1)	Drawing	1 + 4	3
BDA 1118(1)	Introduction to Animation	1 + 4	3
BDA 1116(1)	Introduction to Multimedia	1 + 4	3
FINA1220(1)	Computer Graphics – Digital Design I	1 + 4	3
FINA1117(1)	History of Art: Survey of Art up to 18 th Century	3 + 0	3

Semester II			
Code	Module	Hr/Wk L+P	Credits
BDA 1211(1)	Colour Theory	1 + 4	3
BDA 1219(1)	Introduction to Audio-Visual Industries	1 + 4	3
BDA 1214(1)	Modelling for 3D Animation	1 + 4	3
FINA 2220(3)	Computer Graphics – Digital Design II	1 + 4	3
BDA 2211(1)	Storyboarding I	1 + 4	3

Semester III			
Code	Module	Hr/Wk L+P	Credits
BDA 2221(1)	Sound Manipulation	1 + 4	3
BDA 2119(3)	Camera Operation and Lighting	1 + 4	3
BDA 2116(1)	Web Design I	1 + 4	3
BDA 2117(1)	History of Media	3 + 0	3
FINA 2120(1)	Introduction to Photography	1 + 4	3

Semester IV			
Code	Module	Hr/Wk L+P	Credits
BDA 2220(3)	Stop Motion Animation	1 + 4	3
BDA 2219(3)	Video Editing	1 + 4	3
BDA 2218(3)	Digital 2D Animation	1 + 4	3
BDA 2216(3)	Flash Interactivity I	1 + 4	3
MST 1221(1)	Mauritian Studies I – Overview of History	3 + 0	3

	SPECIALISATION IN MULTIMEDIA		
Semester V			
Code	Module	Hr/Wk L+P	Credits
BDA 3111(5)	Storyboarding III	1 + 4	3
BDA 3116(5)	Multimedia: Concept, Tools, Communication Design and Development	1 + 4	3
BDA 3117 (5)	Media Theory I	3 + 0	3
BDA 3000(5)	Project (multimedia)		
	GEM		3

Semester VI			
Code	Module	Hr/Wk L+P	Credits
BDA 3211(5)	Drawing: Caricature & Cartoon	1 + 4	3
BDA 3216(5)	Web Design & Flash Interactivity II	2 + 8	6
BDA 3000(5)	Project(Multimedia)		9
	Departmental Elective		3

Semester VII			
Code	Module	Hr/Wk L+P	Credits
BDA 4111(5)	Storyboarding III	1 + 4	3
BDA 4120(5)	Digital Photography	1 + 4	3
BDA 4117(5)	Media Theory II	3 + 0	3
BDA 4000(5)	Project (Multimedia)		9

Semester VIII			
Code	Module	Hr/Wk L+P	Credits
BDA 4216(5)	Advanced Multimedia Design	1 + 4	3
BDA 4000(5)	Project (Multimedia)		9
	Internship		3

	SPECIALISATION IN ANIMATION		
Semester V			
Code	Module	Hr/Wk L+P	Credits
BDA 3111(5)	Storyboarding II	1 + 4	3
BDA 3117(5)	Media Theory I	3 + 0	3
BDA 3118(5)	Character Animation	1 + 4	3
BDA 3000(5)	Project (Animation)		
	GEM		3

Semester VI			
Code	Module	Hr/Wk L+P	Credits
BDA 3211(5)	Drawing: Caricature & Cartoon	1 + 4	3
BDA 3218(5)	Animation Advanced 3D Modelling	2 + 8	6
BDA 3000(5)	Project(Animation)		9
	Departmental Elective		3

Semester VII			
Code	Module	Hr/Wk L+P	Credits
BDA 4111(5)	Storyboarding III	1 + 4	3
BDA 4117(5)	Media Theory II	3 + 0	3
BDA 4118(5)	Character Interaction	1 + 4	3
BDA 4000(5)	Project(Animation)		9

Semester VIII			
Code	Module	Hr/Wk L+P	Credits
BDA 4218(5)	Compositing and SFX	1 + 4	3
BDA 4000(5)	Project (Animation)		9
	Internship		3

12. Outline Syllabus

BDA 1111 - DRAWING

Basics of mark-making: representational, expressive and communicational drawing in the context of multimedia.

BDA 1116 - INTRODUCTION TO MULTIMEDIA

Introduction to multimedia. Provides an understanding of the emerging field of multimedia: its history, aesthetics, technologies and trends.

BDA 1118 - INTRODUCTION TO ANIMATION

Introduction to animation. History, technique, aesthetics. Practical introduction to 2D animation using traditional media and digital scanning.

BDA 1211 - COLOUR THEORY

Fundamentals of colour analysis and identification. An in-depth analysis of colour principles, colour characteristics, properties and its various uses in art and design . Importance of colour :balance, emotion and symbolism.

BDA 1214 - MODELLING FOR 3D ANIMATION

Principles of 3D modelling in clay and plasticine as pre-requisite for 3D stop motion animation.

BDA 1219 - INTRODUCTION TO AUDIO-VISUAL INDUSTRIES

History of Audio-Visual tools and techniques and their application to audio visual industries.

BDA 2111 - STORYBOARDING I

Introduction to storyboarding. Drawing sequential images for various uses. Introduction to the principles of visual narratives.

BDA 2116 - WEB DESIGN I

Application of design principles to web art. Involves study and creation of Internet-based artwork. Students will be introduced to the principles of website design, the importance of well conceived, aesthetically pleasing and user friendly websites.

BDA 2117 - HISTORY OF MEDIA

Contemporary debates on media revolving around the internet revolution and the likely implications in the short, medium and long term.

BDA 2119 - CAMERA OPERATION AND LIGHTING

Camera operation and lighting for the moving image. Elementary scriptwriting and editing.

BDA 2216 - FLASH INTERACTIVITY I

Introduction to flash animation to create interactive projects. Students will study techniques of image composition and manipulation with static and motion images to create interactivity in their projects.

BDA 2218 - DIGITAL 2D ANIMATION

Digital 2D animation using Macromedia Flash and/or other alternative softwares. Creating short animations for advertising/ educational films.

BDA 2219 - VIDEO EDITING

Awareness and practice of video editing for emotional impact on viewer; types of video-editing: music video, fiction, documentary.

BDA 2220 - STOP MOTION ANIMATION

Stop-motion animation using combined traditional media and digital inputting of images obtained. Use of creative alternative media.

BDA 2221 - SOUND MANIPULATION

Introduction to the physics of sound. Digital manipulation of sound. Sound recording, sound manipulation through digital software and sound effects for the audio visual and multimedia industries.

BDA 3000 - PROJECT

Interactive CD-Rom design on a theme to be decided with concerned lecturer. Use of sound, interactivity, flash etc

BDA 3000 - PROJECT

Creation of a short animated film of 3 to 5 minutes duration. Any digital media can be used. Theme to be decided in consultation with concerned lecturer

BDA 3111 - STORYBOARDING II

Storyboarding in practice. Drawing storyboards for various projects for the audio-visual and multimedia industries.

BDA 3116 - MULTIMEDIA : Concepts Tools, Communication design and development

Theory and practice in the design and development of interactive media. Explores communication of ideas and information through visual means; develops an understanding of multimedia, including social awareness and copyright issues .

BDA 3117 - MEDIA THEORY I

Introduction to media studies. Development of media over time, with focus on the fast changing contemporary media landscape.

BDA 3118 - CHARACTER ANIMATION

3D digital animation with focus on character rigging and animation, lip-synching, facial expression and movement.

BDA 3211 - DRAWING: CARICATURE & CARTOON

Depiction of moods and creation of dramatic effects; facial and gestural exaggeration

BDA 3216 - WEB DESIGN & FLASH INTERACTIVITY II

Extensive use of flash design for interaction. Study of advanced techniques of image manipulation and basic authoring for the world wide web. Design and development of complete interactive projects based on real life needs.

BDA 3218 - ANIMATION ADVANCED 3D MODELLING

Advanced animation techniques and voice synchronisation on complex rigs.

BDA 4000 - PROJECT

Interactive multi media web design.. Theme to be decided in consultation with concerned lecturer. Use of sound, flash script, games, interactivity etc.

BDA 4000 - PROJECT

Creation of a short animated film of 7 to 10 minutes duration. Any digital media can be used. Theme to be based on the Mauritian context

INTERNSHIP

Provides students with the opportunity to work in public or private organizations on assignments relating to their career goals, allowing them to explore specific, relevant concepts and skills in supervised employment situations.

BDA 4111 - STORYBOARDING III

Storyboarding in a professional context: storyboarding projects in a production pipeline.

BDA 4117 - MEDIA THEORY II

Issues and debates in contemporary media theory.

BDA 4118 - CHARACTER INTERACTION

Creating interaction between characters and convincing digital sets / backgrounds.

BDA 4120 - DIGITAL PHOTOGRAPHY

Advanced crossover techniques from analogue to digital photography.

BDA 4216 - ADVANCED MULTIMEDIA DESIGN

Web coding and scripting (Javascript, CSS, HTML, PHP....). The use of sound and motion for structural, navigational and functional problems and strategies for digital media.

BDA 4218 - COMPOSITING AND SFX

2D and/or 3D Animation : compositing, grading and outputting of composite elements, use of SFX and blue screen

FINA 1117(1) - HISTORY OF ART: SURVEY OF ART UP TO 18TH CENTURY

Survey of Art up to 18th Century with reference to form, style and iconography.

FINA 1220 - COMPUTER GRAPHICS - DIGITAL DESIGN 1

Introduction to Computer Graphics. Computer as a tool for creative vision. Digital imaging – traditional illustration to digital media.

Bitmap and vector art – digital photo composites (using softwares such as Adobe Photoshop, Adobe Illustrator and/or other equivalent softwares.) Fundamentals of Graphic Design.

FINA 2120 - PHOTOGRAPHY

Introduction to photography.

Introduction to photography. Historical background and techniques of photography. The basics of camera. Darkroom techniques – development/printing B&W. Studio shooting. Digital Photography.

FINA 2220 - COMPUTER GRAPHICS - DIGITAL DESIGN II

Application to Graphic design. Conceptual thinking–Design development. Range of computer graphic software applications. Principles of typography. Single page publication. Integration of typography and visual elements. Software- QuarkXpress.

FINA 3111 - DRAWING Portraiture

Study of human figure and portrait studies. Studies in different media- pencil, pen and ink, charcoal, pastel, watercolour.

FINA 3117 - AESTHETICS I

Introduction to the Philosophy of Art from various traditions.

FINA 3237 - HISTORY OF ART

Contemporary Artists

Trends, approaches to style, techniques and aesthetics.

FINA 4115 - CERAMIC SCULPTURE

Creative sculpture in ceramics with an introduction to wheel working.

Firing and glazing.

FINA 4227 - ART IN MAURITIUS

The salient features of art in Mauritius from the French period to the present.

MST 1221 - MAURITIAN STUDIES I - OVERVIEW OF HISTORY

This module, after briefly introducing students to the Indian Ocean in pre-colonial times, overviews the development of Mauritius under successive colonial regimes up to 1948.

INTERNSHIP

Provides students with the opportunity to work in public or private organizations on assignments relating to their career goals, allowing them to explore specific, relevant concepts and skills in supervised employment situations.