

MAHATMA GANDHI INSTITUTE

School of Fine Arts

SYLLABUS (2012-2016)

Diploma/B.A (Hons) Digital Arts (F/T)

1. SPECIFIC TITLE

BA (Hons) **Digital Arts** with Specialization in **Animation / Multimedia**

2. OBJECTIVES

The programme is designed to provide opportunities for 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 the University General Entry Requirements for admission for Undergraduate Degrees.

4. PROGRAMME REQUIREMENT

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

5. 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

6. PROGRAMME DURATION

FULL-TIME

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

7. CREDITS PER SEMESTER

Maximum 24 credits, Minimum 9 credits, subject to regulation 6.

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 carry the weightings of 1, 3 or 5 depending on their status (Introductory, Intermediate or Advanced). Weighting for a particular module is indicated within parentheses in the module code.
- (f) Modules BDA 3000(5) and BDA 4000(5) will be assessed by screening of CD Rom/film and viva voce.

10.**List of Modules****Levels I & II**

MODULE CODE	CORE MODULE	Credits
BDA 1111(1)	DRAWING	3
BDA 1118(1)	INTRODUCTION TO ANIMATION	3
BDA 1220(1)	INTRODUCTION TO PHOTOGRAPHY AND LIGHTING	3
FINA1220(1)	COMPUTER GRAPHICS –Digital Design I	3
FINA1117(1)	HISTORY OF ART: Survey of Art up to 18 th century	3
BDA 1211(1)	COLOUR THEORY	3
BDA 1219(1)	INTRODUCTION TO AUDIO-VISUAL INDUSTRIES	3
BDA 1214(1)	MODELLING FOR 3D ANIMATION	3
FINA 1116(1)	INTRODUCTION TO MULTIMEDIA	3
BDA 2211(1)	STORYBOARDING I	3
BDA 2119(1)	SOUND MANIPULATION AND CAMERA OPERATION	3
BDA 2116(1)	DESIGN FOR INTERACTIVE MEDIA I	3
BDA 2117(3)	HISTORY OF MEDIA	3
FINA 2220(3)	COMPUTER GRAPHICS - Digital Design II	3
BDA 2218(3)	DIGITAL 2D ANIMATION	3
BDA 2220(3)	COMPUTER GENERATED ANIMATION	3
BDA 2219(3)	VIDEO EDITING	3
BDA 2221(3)	DIGITAL PHOTOGRAPHY	3
BDA 2216(3)	DESIGN FOR INTERACTIVE MEDIA II	3
MST 1221(1)	MAURITIAN STUDIES I – Overview of History	3
	Total	60
BDA (2000)	PROJECT (In case of exit only)	6

Specialisation in MULTIMEDIA

Level III & IV

Semester V

MODULE CODE	CORE MODULE	Credits
BDA 3111(5)	STORYBOARDING II	3
BDA 3116(5)	MULTIMEDIA: Concept, Tools, Communication design and development	3
BDA 3117 (5)	MEDIA THEORY I	3
BDA3000(5)	PROJECT (Multimedia)	9
	GEM	3
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	3
BDA 3216(5)	ADVANCED MULTIMEDIA DESIGN	3
BDA3000(5)	PROJECT(Multimedia)	9
	Departmental Elective	3
BDA 4111(5)	STORYBOARDING III	3
BDA 4120(5)	NARRATIVE IN MULTIMEDIA	3
BDA 4117(5)	MEDIA THEORY II	3
BDA 4000(5)	PROJECT (Multimedia)	9
BDA 4216(5)	MARKETING COMMUNICATIONS AND BUSINESS ENTREPRENEURSHIP	3
BDA 4000(5)	PROJECT (Multimedia)	9
BDA4001	INTERNSHIP	6

Specialisation in ANIMATION

Level III & IV

MODULE CODE	CORE MODULE	Credits
BDA 3111(5)	STORYBOARDING II	3
BDA 3117(5)	MEDIA THEORY I	3
BDA 3118(5)	CHARACTER ANIMATION I	3
BDA 3000(5)	PROJECT (Animation)	9
	GEM	3
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	3
BDA 3218(5)	CHARACTER ANIMATION II	3
BDA 3000(5)	PROJECT(Animation)	9
	Departmental Elective	3
BDA 4111(5)	STORYBOARDING III	3
BDA 4117(5)	MEDIA THEORY II	3
BDA 4218(5)	ANIMATION POST- PRODUCTION: COMPOSITING	3
BDA 4000(5)	PROJECT(Animation)	9
BDA 4216(5)	MARKETING COMMUNICATIONS AND BUSINESS ENTREPRENEURSHIP	3
BDA 4000(5)	PROJECT (Animation)	9
BDA 400I	INTERNSHIP	6

11.

PROGRAMME PLAN
Levels I & II

Semester 1

MODULE CODE	CORE MODULE	Hr/Wk L+P	Credits
BDA 1111(1)	DRAWING	1 + 4	3
BDA 1118(1)	INTRODUCTION TO ANIMATION	1 + 4	3
BDA 1220(1)	INTRODUCTION TO PHOTOGRAPHY AND LIGHTING	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 centu	3 + 0	3

Semester II

MODULE CODE	CORE MODULE		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 1116(1)	INTRODUCTION TO MULTIMEDIA	1 + 4	3
BDA 2211(1)	STORYBOARDING I	1 + 4	3

Semester III

MODULE CODE	CORE MODULE		Credits
BDA 2119(3)	SOUND MANIPULATION AND CAMERA OPERATION	1 + 4	3
BDA 2116(1)	DESIGN FOR INTERACTIVE MEDIA I	1 + 4	3
BDA 2117(3)	HISTORY OF MEDIA	3 + 0	3
BDA 2218(3)	DIGITAL 2D ANIMATION	1 + 4	3
FINA2220(3)	COMPUTER GRAPHICS -Digital Design II	1 + 4	3

Semester IV

MODULE CODE	CORE MODULE		Credits
BDA 2220(3)	COMPUTER GENERATED ANIMATION	1 + 4	3
BDA 2219(3)	VIDEO EDITING	1 + 4	3
BDA 2216(3)	DESIGN FOR INTERACTIVE MEDIA II	1 + 4	3
BDA2221(3)	DIGITAL PHOTOGRAPHY	1 + 4	3
MST 1221(1)	MAURITIAN STUDIES I – Overview of History	3 + 0	3

Specialisation in MULTIMEDIA

Level III & IV

Semester V

MODULE CODE	CORE MODULE		Credits
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
BDA3000(5)	PROJECT (Multimedia)		9
	GEM		3

Semester VI

MODULE CODE	CORE MODULE		Credits
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	1 + 4	3
BDA 3216(5)	ADVANCED MULTIMEDIA DESIGN	1 + 4	3
BDA3000(5)	PROJECT(Multimedia)		9
	Departmental Elective	1 + 4	3

Semester VII

MODULE CODE	CORE MODULE		Credits
BDA 4111(5)	STORYBOARDING III	1 + 4	3
BDA 4120(5)	NARRATIVE IN MULTIMEDIA	1 + 4	3
BDA 4117(5)	MEDIA THEORY II	3 + 0	3
BDA 4000(5)	PROJECT (Multimedia)		9

Semester VIII

MODULE CODE	CORE MODULE		Credits
BDA 4216(5)	MARKETING COMMUNICATIONS AND BUSINESS ENTREPRENEURSHIP	1 + 4	3
BDA 4000(5)	PROJECT (Multimedia)		9
BDA4001	INTERNSHIP		6

Specialisation in ANIMATION

Level III & IV

Semester V

MODULE CODE	CORE MODULE		Credits
BDA 3111(5)	STORYBOARDING II	1 + 4	3
BDA 3117(5)	MEDIA THEORY I	3 + 0	3
BDA 3118(5)	CHARACTER ANIMATION I	1 + 4	3
BDA3000(5)	PROJECT (Animation)		9
	GEM		3

Semester VI

MODULE CODE	CORE MODULE		Credits
BDA 3211(5)	DRAWING: CARICATURE & CARTOON	1 + 4	3
BDA 3218(5)	CHARACTER ANIMATION II	1 + 4	3
BDA 3000(5)	PROJECT(Animation)		9
	Departmental Elective	1 + 4	3

Semester VII

MODULE CODE	CORE MODULE		Credits
BDA 4111(5)	STORYBOARDING III	1 + 4	3
BDA 4117(5)	MEDIA THEORY II	3 + 0	3
BDA 4218(5)	ANIMATION POST- PRODUCTION: COMPOSITING	1 + 4	3
BDA 4000(5)	PROJECT(Animation)		9

Semester VIII

MODULE CODE	CORE MODULE		Credits
BDA 4216(5)	MARKETING COMMUNICATIONS AND BUSINESS ENTREPRENEURSHIP	1 + 4	3
BDA 4000(5)	PROJECT (Animation)		9
BDA 400I	INTERNSHIP		6

12.

Syllabus Outline

Levels I & II

BDA 1111 DRAWING

Basics of mark-making: representational, expressive and communicational drawing in the context of multimedia. Use of drawing in different contexts: emphasis on human anatomy and quick sketching abilities.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 1118 INTRODUCTION TO ANIMATION

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

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 1220 INTRODUCTION TO PHOTOGRAPHY AND LIGHTING

Introduction to photography, camera and lighting. Historical background and techniques of photography. Studio shooting & Darkroom techniques.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

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.

Assessment: 1. Continuous Assessment: 40%
2. Theory Assessment: 20%
3. Practical Examination: 40%

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

Survey of Art up to 18th Century with reference to form, style and iconography. This world wide survey introduces students to the basic concepts of art history and to the centrality of images in various times and geographies.

Assessment: 1. Continuous Assessment: 30%
2. Theory Assessment: 70%

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.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 1219 INTRODUCTION TO AUDIO-VISUAL INDUSTRIES

History of Audio-Visual tools and techniques and their application in the audio visual industries. Introduction to film studies and film analysis: the development of film technology as well as video technologies for television and broadcast as frame of reference to understand the development of the medium.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 1214 MODELLING FOR 3D ANIMATION

Principles of 3D modeling in clay, plasticine (in collaboration with the department of Sculpture) and other traditional media combined with digital manipulation of images.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 2211 STORYBOARDING I (PR BDA 1111 DRAWING)

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

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination : 50%

BDA 1116 INTRODUCTION TO MULTIMEDIA

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

Assessment: 1. Continuous Assessment: 30%
2. Theory Assessment: 20%
3. Practical Examination: 50%

BDA 2219 SOUND MANIPULATION AND CAMERA OPERATION

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. Elementary scriptwriting and editing.

Assessment: 1. Continuous Assessment: 50%
2. Project work: 50%

BDA 2116(1) DESIGN FOR INTERACTIVE MEDIA I (pr BDA 1116 INTRODUCTION TO MULTIMEDIA)

Introduction to the principles of website design . Application of fundamentals of graphic design to interactive projects. Basics of animation for the development of user friendly web projects.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 2117 HISTORY OF MEDIA

History of the different forms of media up to 19th Century. Debates on media revolving around the internet revolution and the likely implications in the short, medium and long term

Assessment: 1. Continuous assessment: 30%
2. Written Examination: 70%

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.

Assessment: 1. Continuous assessment: 40%
2. Written Examination: 20%
3. Practical Examination: 40%

BDA 2218 DIGITAL 2D ANIMATION

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

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 2220 COMPUTER GENERATED (CG) ANIMATION (pr BDA 1118 INTRODUCTION TO ANIMATION)

Production phase for short animation films using organic and inorganic modeling, rigging, texturing, lighting and basic rendering in virtual 3D environments (Computer Generated, ie, CG).

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 2219 VIDEO EDITING (pr FINA 1220 COMPUTER GRAPHICS – Digital Design 1)

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

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 2216 DESIGN FOR INTERACTIVE MEDIA II (pr BDA 2116 DESIGN FOR INTERACTIVE MEDIA I)

Exposure to advanced flash scripting and web programming to develop more advanced interactive projects for both offline and online platforms. Students will also be introduced to Game Design

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 2221 DIGITAL PHOTOGRAPHY

Exposure to professional photography and will be working on real project in various fields such as advertising, fashion, cinema, documentaries, animation

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

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.

Assessment: 1. Continuous assessment 30%
2. Written Examination 70%

Specialisation in MULTIMEDIA

Levels III & IV

BDA 3111 STORYBOARDING II (pr BDA 2211 STORYBOARD)

Storyboarding in practice. Drawing storyboards for various projects for animation, film and multimedia industries. Drawing techniques for storyboard: scenes, frames, composition and presentation

Assessment: 1. Continuous Assessment: 50%
 2. Practical Examination: 50%

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 .

Assessment: 1. Continuous Assessment: 50%
 2. Practical Examination: 50%

BDA 3117 MEDIA THEORY I

Introduction to media studies and major media theorists within the sphere of film, new media, semiotics, animation and the internet. Focus on the fast changing contemporary media landscape.

Assessment: 1. Continuous Assessment: 30%
 2. Written Examination: 70%

BDA 3211 DRAWING: CARICATURE & CARTOON

Enhancing portraiture drawing skills. Depiction of moods and creation of dramatic effects; facial and gestural exaggeration, attitude and character.

Assessment: 1. Continuous assessment: 50%
 2. Practical Examination: 50%

BDA 3216 ADVANCED MULTIMEDIA DESIGN(pr BDA 3116 MULTIMEDIA)

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.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 3000 PROJECT

Interactive project to be worked independently on a theme to be decided with concerned lecturer. Use of sound, interactivity and flash animation

Assessment: 1. Display of research and studio book
2. Screening of CD-Rom

BDA 4111 STORYBOARDING III (pr BDA 3111 STORYBOARDING II)

Storyboarding in a professional context: planning, audience research, genre and new trends. Preproduction piece and storyboard mock-up. Drawing from existing scripts producing real market projects.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 4117 MEDIA THEORY II

Issues and debates in contemporary media theory covering the last recent decades. Study of latest innovative technologies, social networks, virtual realism and the different phenomenon evolving out of this new social environment

Assessment: 1. Continuous Assessment: 30%
2. Written Examination: 70%

BDA 4120 NARRATIVE IN MULTIMEDIA

This module aims at developing practical projects based on concepts of narrative structure and how to implement appropriate narrative forms for multimedia products. Focus will be on linear, visual and non-linear narrative, concepts such as representation, characterisation, point of view, the role of the user, interactivity, immersion and the game environment

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 4216 MARKETING COMMUNICATIONS AND BUSINESS ENTREPRENEURSHIP

This module will provide an insight on the discourse of marketing & communication and delve into media planning in order to understand and produce effective communication strategies that deliver on business, marketing and entrepreneurial objectives.

Assessment:
1. Continuous Assessment: 50%
2. Theory Examination: 50%

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.

Assessment: 1. Display of research and studio book
2. Screening of CD-Rom

BDA4001 INTERNSHIP

Provides students with the opportunity to work in public or private organizations on assignments relating to their career goals, allowing them to explore relevant concepts and skills. The module allows them to apply their theoretical background to develop a critical assessment of their work environment. A report of 6000 words to be submitted as part of the assignments at the end of the semester

Assessment: 1. Continuous Assessment: 50%
2. Report : 50%

Specialisation in ANIMATION

Levels III & IV

BDA 3111 STORYBOARDING II (pr BDA 2211 STORYBOARD)

Storyboarding in practice. Drawing storyboards for various projects for animation, film and multimedia industries. Drawing techniques for storyboard: scenes, frames, composition and presentation

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 3117 MEDIA THEORY I

Introduction to media studies and major media theorists within the sphere of film, new media, semiotics, animation and the internet. Focus on the fast changing contemporary media landscape.

Assessment: 1. Continuous Assessment: 30%
2. Written Examination: 70%

BDA 3118 CHARACTER ANIMATION I

The 3D digital animation focuses on rigging : the use of digital armatures to create illusion of a body that has volition; Lip-syncing – to animate the facial features. Animation of the character based on the 12 principles of animation

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 3211 DRAWING: CARICATURE & CARTOON

Enhancing portraiture drawing skills. Depiction of moods and creation of dramatic effects; facial and gestural exaggeration, attitude and character.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA3218(5) CHARACTER ANIMATION II (pr BDA 3118 CHARACTER ANIMATION I)

Advanced animation techniques and voice synchronization on complex rigs using a combination of Inverse Kinematics as well as Forward Kinematics. Custom made bones are applied to the armature to give additional visual clues to the animator.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

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

Assessment: 1. Display of research and storyboarding
2. Screening of film

BDA 4111 STORYBOARDING III(pr BDA 3111 STORYBOARDING II)

Storyboarding in a professional context: planning, audience research, genre and new trends. Preproduction piece and storyboard mock-up. Drawing from existing scripts producing real market projects.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 4117 MEDIA THEORY II

Issues and debates in contemporary media theory covering the last recent decades. Study of latest innovative technologies, social networks, virtual realism and the different phenomenon evolving out of this new social environment

Assessment: 1. Continuous Assessment: 30%
2. Written Examination: 70%

BDA 4218 ANIMATION POST- PRODUCTION: COMPOSITING

Rendering of animation and or composites of live action and animation on compositing, grading, and outputting of composite elements; use of

SFX and Chroma-key screens.

Assessment: 1. Continuous Assessment: 50%
2. Practical Examination: 50%

BDA 4216 MARKETING COMMUNICATIONS AND BUSINESS ENTREPRENEURSHIP

This module will provide an insight on the discourse of marketing & communication and delve into media planning in order to understand and produce effective communication strategies that deliver on business, marketing and entrepreneurial objectives.

Assessment: 1. Continuous Assessment: 50%
2. Theory Examination: 50%

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

Assessment: 1. Display of research and storyboarding
2. Screening of film

BDA4001 INTERNSHIP

Provides students with the opportunity to work in public or private organizations on assignments relating to their career goals, allowing them to explore relevant concepts and skills. The module allows them to apply their theoretical background to develop a critical assessment of their work environment. A report of 6000 words to be submitted as part of the assignments at the end of the semester

Assessment: 1. Continuous Assessment: 50%
2. Report : 50%

DEPARTMENTAL ELECTIVES

FINA 3111 DRAWING Portraiture

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

Assessment:	1. Continuous assessment	40%
	2. Practical Examination	60%

FINA 3117 AESTHETICS I

Introduction to the Philosophy of Art from various traditions.

Assessment:	1. Continuous assessment	30%
	2. Written Examination	70%

FINA 3237 HISTORY OF ART

Contemporary Artists

Trends, approaches to style, techniques and aesthetics.

Assessment:	1. Continuous assessment	30%
	2. Written Examination	70%

FINA 4227 ART IN MAURITIUS

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

Assessment:	1. Continuous assessment	30%
	2. Written Examination	70%

FINA 4115 – CERAMIC SCULPTURE

Creative sculpture in ceramics with an introduction to wheel working.
Firing and glazing.

Assessment:	1. Continuous assessment	40%
	2. Practical Examination	60%