MIT-WPU
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FACULTY OF ARTS, DESIGN AND HUMANITIES

2024 - 25

BFA (Digital Arts)

Programme Structure

mitwpu.edu.in

Division	Faculty of Arts, Design and Humanities
School Name	School of Design
Department Name	Department of Visual Arts
Programme Name	BFA (Digital Arts)

Course Basket

Course Basket	Credits Assigned
Program Core	Courses dealing with foundations, depth and breadth of the major in which a student is admitted at MIT-WPU
Program Electives	Open electives under the Programme allow students to specialise in a particular area connected to their major.
University Core	Courses that reflect the core MITWPU values and the mission of Life Transformation of students.
University Electives	Multidisciplinary courses across the faculties at MIT-WPU and outside the Programme core.

Semester	Name of the Course	Type	Assessment Scheme Code	Credits
I	Drawing Studio - Live Sketching	PF	PJ	3
I	Object Drawing - Fundamentals	PF	PJ	3
I	Perspective Drawing - Introduction	PF	PJ	4
I	Material Exploration - Haptic	PF	PJ	3
I	History of Art -	PF	L&T	2
I	Asian & Western culture	UC	M	1
I	Critical Thinking	UC	M	1
I	Environment and Sustainability	UC	M	1
I	Social Leadership Development Program	UC	I	1
I	Foundations of Peace	UC	TT1	2
I	Yoga - I	UC	PJ	1

Semester	Name of the Course	Type	Credits
II	Drawing Studio - Anatomy		3
II	Object Drawing - Advanced		3
II	Perspective Drawing -		4
II	Dimensional Sketching		3
II	Material Exploration - Digital		3
II	Traditional and Digital Typography		1
II	Advanced Excel	UC	1
II	Financial Literacy	UC	1
II		UC	1
II	Indian Constitution	UC	2
II	Indian Knowledge System	UC	1

Semester	Name of the Course	Type	Credits
III	Drawing Studio - Detailing Project	PC	2
III	Object Drawing - Applications	PC	2
III	Perspective Drawing - Frame of Reference	PC	3
III	3D Modeling and Sculpting	PC	3
III	Introduction to Illustration	PC	2
III	Programme Elective I	PE	4
III	Grammar of Sketching	UE	3
III	Research Innovation Design	UC	1
III	Entrepreneurship	UC	1
III	Spiritual and Cultural Heritage : Indian Experience	UC	2

Semester	Name of the Course	Type	Credits
IV	Introduction to Concept Art	PM	2
IV	Game Art - Narration	PM	3
IV	Digital Art for Interactive Media - Basics	PM	3
IV	Illustration - Storytelling	PM	3
IV	Visualization - Thinking capabilities		2
IV	Programme Elective II		4
IV	2D Drawing	UE	3
IV	Rural Immersion	UC	1
IV	Life Transformation Skills	UC	1

Semester	Name of the Course	Type	Credits
V	Concept Art Development	PC	3
V	Game Art - World building	PC	4
V	BDA30030 Interactive Media - AR/VR	PC	3
V	Narrative Illustrations - Graphic Novel - Major Project	PC	3
V	Programme Elective III		
V	3D Drawing	UE	3
V	Managing Conflicts Peacefully: Tools and Techniques	UC	2

Semester	Name of the Course	Type	Credits
VI	Motion Graphics	PM	3
VI	Game Art - Studio Project	PM	4
VI	Interactive Media - Art Creation Project	PE	4
VI	Digital Ergonomics		2
VI	Portfolio Building	PR	2
VI	Programme Elective IV		
VI	National Academic Immersion	UC	2
VI	Rural Immersion	UC	1

Semester	Name of the Course	Type	Credits
VII	Digital Art Project - Character Design	PM	5
VII	Digital Art Project - World building and Environment Design.	PE	5
VII	Digital Art Project - Storyboarding	PR	5

Semester	Name of the Course	Type	Credits
VIII	Capstone Project	PR	18

Professional Elective Tracks

Semester	Course Code	Name of the Course	Type
III	BDA20060	Environment Design - Understanding Scale and Grounds	Programme Elective - I
III	BDA20070	Character Design - Shape language	Programme Elective - I
III	BDA20080	Graphic Illustration - Sketching and Inking	Programme Elective - I
IV	BDA20150	Environment design - Landscaping	Programme Elective - II
IV	BDA20160	Character Design - Sculpting	Programme Elective - II
IV	BDA20170	Graphic Illustration - Hues and Tones	Programme Elective - II
V	BDA30050	Environment design - Textures	Programme Elective - III
V	BDA30060	Character Design - Color and Texture	Programme Elective - III
V	BDA30070	Graphic Illustration - Comicstrip	Programme Elective - III
VI	BDA30140	Environment design - Development	Programme Elective - IV
VI	BDA30150	Character Design - Movement	Programme Elective - IV
VI	BDA30160	Graphic Illustration - Personal	Programme Elective - IV

University Elective Tracks

Semester	Course Code	Name of the Course	Credits	Type
III	BDA20090	Grammar of Sketching	3	UE
IV	BDA20180	2D Drawing	3	UE
V	BDA20080	3D Drawing	3	UE

*Modifications to the programmes and courses are contingent upon adherence to university guidelines and procedures. Any proposed changes must undergo a thorough review process, including consultation with relevant academic departments, approval from the appropriate administrative bodies, and compliance with accreditation standards.

Additionally, consideration will be given to feedback from students, faculty, and other stakeholders to ensure that modifications align with the overall educational objectives and mission of the university. The implementation of any approved changes will be communicated transparently to the university community, and appropriate measures will be taken to facilitate a smooth transition for all affected parties.