

**STATE BOARD OF TECHNICAL EDUCATION AND TRAINING  
BOARD OF EXAMINATIONS, CHENNAI 600 025.**

**TIME TABLE – OCTOBER 2017**

***DIPLOMA IN 3D ANIMATION AND GRAPHICS (1054)***

Date and Day	Time	Subject Code	Subjects as per the Scheme of Examination	Code No.
<b><i>(M-Scheme)</i></b>				
<b>I SEMESTER</b>				
7.11.2017 Tuesday	9.30 am – 12.30 pm	30015	Engineering Graphics – I	*
8.11.2017 Wednesday	9.30 am – 12.30 pm	30011	Communication English – I	*
9.11.2017 Thursday	9.30 am – 12.30 pm	30012	Engineering Mathematics – I	*
11.11.2017 Saturday	9.30 am – 12.30 pm	30013	Engineering Physics – I	*
13.11.2017 Monday	9.30 am – 12.30 pm	30014	Engineering Chemistry – I	*
<b>II SEMESTER</b>				
31.10.2017 Tuesday	2.15 pm – 5.15 pm	30021	Communication English – II	*
2.11.2017 Thursday	2.15 pm – 5.15 pm	30026	Engineering Graphics – II	*
4.11.2017 Saturday	2.15 pm – 5.15 pm	30022	Engineering Mathematics – II	*
7.11.2017 Tuesday	2.15 pm – 5.15 pm	30023	Applied Mathematics	*
9.11.2017 Thursday	2.15 pm – 5.15 pm	35424	Engineering Physical science	
11.11.2017 Saturday	2.15 pm – 5.15 pm	35425	Art and Foundation – I	
<b>III SEMESTER</b>				
25.10.2017 Wednesday	9.30 am – 12.30 pm	35431	Art and Foundation – II	
27.10.2017 Friday	9.30 am – 12.30 pm	35432	Graphic Designing	
1.11.2017 Wednesday	9.30 am – 12.30 pm	35433	Elements of Film Technology	
<b>IV SEMESTER</b>				
3.11.2017 Friday	2.15 pm – 5.15 pm	35441	3D Animation and Graphics	
6.11.2017 Monday	2.15 pm – 5.15 pm	35442	2D Digital Animation	
8.11.2017 Wednesday	2.15 pm – 5.15 pm	35443	Digital Photography	
10.11.2017 Friday	2.15 pm – 5.15 pm	35444	Web Designing	

\* Common with Basic Engineering (Full time)

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<b><i>(M-Scheme)</i></b>				
<b>V SEMESTER</b>				
26.10.2017 Thursday	9.30 am – 12.30 pm	35451	3D Modeling and Texturing	
28.10.2017 Saturday	9.30 am – 12.30 pm	35452	3D Rigging Techniques	
31.10.2017 Tuesday	9.30 am – 12.30 pm	35453	Advance 3D Dynamics	
2.11.2017 Thursday	9.30 am – 12.30 pm	35454	3D Character Animation	
<b><i>(L-Scheme)</i></b>				
<b>III SEMESTER</b>				
3.11.2017 Friday	9.30 am – 12.30 pm	25433	2D Graphics and Animation	
<b>VI SEMESTER</b>				
25.10.2017 Wednesday	2.15 pm – 5.15 pm	25461	Cinematography	
26.10.2017 Thursday	2.15 pm – 5.15 pm	25462	Editing Techniques	
27.10.2017 Friday	2.15 pm – 5.15 pm	25463	Visual Efx and Composting Techniques	