

B.Sc. Animation & VFX
 Programme code :- SDM 0202
 Date :- 01/06/2021

Sharda University
 School: School of Media, Film & Entertainment.
 Department- Masscomm (Animation)
 Academic Year:2020-21

Feedback Analysis

(This format is placed before the Departmental Academic Committee & the Board of Studies)

Stakeholders	Feedback Questions Average							Suggestions by Stakeholders in Feedback
	Q1	Q2	Q3	Q4	Q5	Q6	Q7	
Faculty	100%	100%	100%	100%	—	—	—	<p><u>3D ANIMATION - I BSA216 (PR)</u> Add Some modules for Gaming Animation & Mo-Cap Animation." Must Focus on "Rigging" contents to make students understand the use of Anatomy Study.</p> <p><u>3D LAB II BSA220 (PR)</u> Must introduce 'Arnold Rendering & Substance Painter" Foundation Drawing (BDZ 120) No where relevant with Animation Program. It is all about Architecture Drawing.</p> <p><u>"FUNDAMENTALS OF DESIGN BDZ132 (PR)</u> Teach Layout & Character Design rather than product."</p> <p>FOUNDATION ART BSA101 (PR) Must be explore more."</p> <p><u>"2D-DIGITAL ANIMATION-I BSA106 (PR)</u> We must upgrade the Software to Adobe Animate or Toon Boom.</p>

Students	75%	75%	---	---	---	---	---	<p><u>BSA114-3D Lab I & BSA220-3D Lab II</u> "Inclusion of more software like Zbrush"</p> <p><u>BSA106-2D Digital Animation I & BSA115 2D Digital Animation II</u> "Industry-leading software like the latest version of Adobe Animate, Pencil 2D & Adobe XD"</p> <p><u>BSA216-3D Animation I & BSA224-3D Animation II</u> <u>BSA114-3D Lab I & BSA220-3D Lab II</u> "Introduce softwares like blender & Houdini & keep the pace fast."</p> <p><u>BSA113-Portfolio I & BSA215-Portfolio II</u> "Need more time for Portfolio Development."</p> <p><u>BSA306-Visual Effects compositing Techniques</u> "Introduce Maya Dynamics as Individual Subject."</p>
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Alumni	100%	100%	100%	100%	—	—	—	1-There should be more practical classes to understand things clearly. 2-The out-dated softwares that are out of the in the industry in the end of the graduation. 3-Introducing software used by industry currently. 4-Install a bigger project for god sake.-
Employers <i>Industry</i>	100%	100%	100%	100%	—	—	—	1-Encourage Pre-Production Design . 2-Give Enough Time for Developing Show Reel. 3-A Small portion of Acting should be Their in Animation.

Feedback Analysis: (Few lines)

- 1- All stake holders have asked for Software upgardation.
- 2-All stake holders have asked for Sufficient Project/ Show reel Time.
- 3-Few Stakeholders have suggested for focusing more Pre-Production Art & Design part.

Ritu Sood
 Signature
 1/6/21

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 Dean, SMFE, SU

