



Course Name: Character Rigging and Animation

Course Code: IXD-6017

Credits: 6

Faculty Name: Varun Sharma

Faculty Biography: With over 17 years of experience in academics and a strong background in the animation and visual effects industry, Varun Sharma is a seasoned professor and digital content creation artist passionate about training the next generation of creative professionals.

Course Description: The Character Rigging and Animation course teaches students how to prepare and animate 3D characters for games, films, and digital media. Students will learn the complete workflow of building character rigs, creating controls for movement, and producing expressive animations.

Prerequisites: No prerequisites needed.

Scheme of Evaluation and Grading:

Internals: (70 Marks)

Rigging Project (25 Marks),

Skinning Project (20 Marks),

Animation Project (25 Marks).

Externals (Jury): (30 Marks)

Rigging & Animation Reel