

## Course Offer Spring 2022

<b>Course Curriculum</b> <b>Department of Multimedia and Creative Technology (MCT)</b> <b>Faculty of Science and Information Technology (FSIT)</b> <b>Daffodil International University</b>				
Course Code	Course Title	Credit	Prerequisite	
<b>Level-1 Term-1 (First Semester) [BATCH 31]</b>				
MCT 111	Fundamental of Graphic Design (A)&(B)	MSH	3	
MCT 112	Fundamental of Graphic Design Lab (A) (A)&(B)	MSH	1	
MCT 113	Drawing & Sketching (A)&(B)	MSH	3	
CSE 112	Computer Fundamentals (A)&(B)	KJH	3	
ENG 113	Basic Functional English and English Spoken (A)	FY	3	
Total Credits			<b>13</b>	
<b>Level -1 Term-2 (Second Semester) Tanvir [BATCH 30]</b>				
MCT 121	Principles and Elements of Design (A)	MR	3	MCT111,MCT 112
MCT 122	Principles and Elements of Design with lab (A)	MR	1	MCT111,MCT 112
MCT 123	Composition Study (A)	MSH	3	MCT113
ENG 123	Writing and Comprehension (A)	SM	3	Eng113
MCT 138	Fundamental of 3D Design and Modeling (A)	KJH	3	
MCT 314	Creative writing (A)	DSMA	3	MCT 111, MCT 112
Total Credits			<b>16</b>	
<b>Level -1 Term-3 (Third Semester) Rajesh [BATCH 29]</b>				
MCT 137	Perspective Study (A)	MSH	1	MCT 123
MCT 211	2D Animation (A)	MR	3	MCT113,MCT 123
MCT 133	Basic Typography Design (A)	MR	3	MCT 121
CSE 122	Structured Programming (A)	MSU	3	CSE112
CSE 123	Structured Programming lab (A)	MSU	1	CSE 112
MCT 221	3D Design and Modeling (A)	KJH	3	MCT 138
Total Credits			<b>14</b>	
<b>Level -2 Term-1(Fourth Semester) Asiful [BATCH 28]</b>				
MCT 231	Object Oriented Programming (A)	MSU	3	CSE122
MCT 232	Object Oriented Programming Lab (A)	MSU	1	CSE123

MCT 213	Motion Graphics (A)	<b>MIM</b>	<b>3</b>	MCT211
MCT 124	Figure Drawing (A)	<b>MSH</b>	<b>1</b>	MCT113
MCT 134	Calligraphy (A)	<b>MR</b>	<b>1</b>	MCT133
MCT 212	2D Animation lab (A)	<b>MR</b>	<b>1</b>	MCT 112
MCT 221	3D Design and Modeling (B)	<b>KJH</b>	<b>3</b>	MCT138
Total Credits			<b>13</b>	
<b>Level -2 Term-2 (Fifth Semester) Talat [BATCH 27]</b>				
MCT 417	Web Engineering (A)	<b>MSU</b>	<b>3</b>	CSE112
MCT 418	Web Engineering Lab (A)	<b>MSU</b>	<b>1</b>	CSE112
MCT 332	Graphic Novel (A)	<b>AH</b>	<b>3</b>	
MCT 138	Fundamental of 3D Design and Modeling (B)	<b>KJH</b>	<b>3</b>	
MCT 314	Creative writing (B)	<b>DSMA</b>	<b>3</b>	MCT 111, MCT 112
Total Credits			<b>13</b>	
<b>Level -2 Term-3 (Sixth Semester) Utshab [BATCH 26]</b>				
MCT 223	Mathematics- 2 (A)	<b>MH</b>	<b>3</b>	MCT223
MCT 235	Brand Design and Packaging (A)	<b>MR</b>	<b>3</b>	MCT121,MCT122, MCT112
MCT 432	Lighting and Rendering (A)	<b>AA</b>	<b>3</b>	
MCT 433	Lighting and Rendering lab (A)	<b>AA</b>	<b>1</b>	
MCT 135	Film Studies and Apparition (A)	<b>SM</b>	<b>3</b>	MCT223
MCT336	Texturing	<b>AA</b>	<b>1</b>	
Total Credits			<b>14</b>	
<b>Level -3 Term-1 (Seventh Semester) LAIBA [BATCH 25]</b>				
MCT233	Video Production	<b>MIM</b>	<b>3</b>	MCT222
CIS 332	Human and Computer Interaction (A)	<b>DSMA</b>	<b>3</b>	CIS332
MCT315	3D Environment Design	<b>AA</b>	<b>3</b>	MCT315
MCT311	Audio and Video Streaming & Editing	<b>FF</b>	<b>3</b>	MCT 235
MIS 575	Project Management (A)	<b>KI</b>	<b>3</b>	MIS575
Total Credits			<b>15</b>	

<b>Level -3 Term-2 (Eight Semester) FAKRUL [BATCH 24]</b>				
MCT413	New Typeface Design	<b>MR</b>	<b>3</b>	MCT213, MCT322, MCT324
MCT 313	3D Animation 1 (A)	<b>AA</b>	<b>3</b>	MCT313
MCT 331	Physics based animation (A)	<b>AA</b>	<b>3</b>	MCT324
MCT 432	Digital cinematography (A)	<b>MB</b>	<b>3</b>	MCT222
MCT 317	Industrial Design & Innovation Technology	<b>KJH</b>	<b>1</b>	MCT138 MCT221
Total Credits			<b>13</b>	
<b>Level -3 Term-3 (Ninth Semester) [Safin] [BATCH-23]</b>				
Total Credits				
<b>Level -4 Term-1 (Tenth Semester) [Fahad] [BATCH-22]</b>				
MCT 331	Visual Effects and Production (A)	<b>MIM</b>	<b>3</b>	MCT213,MCT322, MCT324
MCT 411	Digital matte painting (A)	<b>MIM</b>	<b>1</b>	MCT432,MCT112, MCT221
MCT 421	Game Analysis & Development (A)	<b>MSU</b>	<b>3</b>	MCT431,MCT334
MCT 422	Game Analysis & Development lab (A)	<b>MSU</b>	<b>1</b>	MCT431,MCT334
MCT424	Augmented and Virtual Reality Development/AR/VR Development	<b>DIPU</b>	<b>3</b>	
CSE414	Simulation and Modeling	<b>AA</b>	<b>3</b>	MCT432
CSE415	Simulation and Modeling Lab	<b>AA</b>	<b>1</b>	MCT313
Total Credits			<b>15</b>	
<b>Level -4 Term-2 (Eleventh Semester) [Jawad] [BATCH-21]</b>				
CSE414	Simulation and modeling (B)	<b>AA</b>	<b>3</b>	MCT432
CSE415	Simulation and modeling Lab(B)	<b>AA</b>	<b>1</b>	MCT313
MCT 425	Projected Area for Phase1: Film and Media 3D Animation and VFX Engineering Game Design and Development Visual Arts and Communication		<b>3</b>	

<b>Total Credits of Phase1</b>		<b>7</b>	
<b>Level -4 Term-3 (Final Semester) [Jannat] [BATCH-20]</b>			
MCT499	Projected Area for Phase2: Film and Media 3D Animation and VFX Engineering Game Design and Development Visual Arts and Communication	<b>3</b>	
<b>Total Credits of Phase2</b>		<b>3</b>	
<b>Total Credit Course Offer Spring 2022</b>		<b>136</b>	