**Course Offer Fall 2021**

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| **Course Curriculum**Department of Multimedia and Creative Technology (MCT)Faculty of Science and Information Technology (FSIT)**Daffodil International University** |
| **Course Code** | **Course Title** | **Credit** | **Prerequisite** |
| **Level-1 Term-1 (First Semester) [BATCH 30]** |
| MCT 111 | ­Fundamental of Graphic Design (A) | **MSH** | 3 |  |
| MCT 112  | Fundamental of Graphic Design Lab (A) | **MSH** | 1 |  |
| MCT 113  | Drawing & Sketching (A) | **MSH** | 3 |  |
| CSE 112 | Computer Fundamentals (A)  | **TBA** | 3 |  |
| ENG 113  | Basic Functional English and English Spoken (A) | **TBA** | 3 |  |
| Total Credits  |  | **13** |  |
| **Level -1 Term-2 (Second Semester) Rajesh [BATCH 29]** |
| 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) | TBA | 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 | **16** |  |
| **Level -1 Term-3 (Third Semester) Asiful [BATCH 28]** |
| 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) | DSMA | 3 | CSE112 |
| CSE 123 | Structured Programming lab (A) | MSU | 1 |  |
| MCT 138 | ­Fundamental of 3D Design and Modeling (B) | **KJH** | 3 |  |
| Total Credits | **14** |  |
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| **Level -2 Term-1(Fourth Semester) Talat [BATCH 27]** |
| MCT 231 | Object Oriented Programming(A) | **MSU** | 3 | CSE122 |
| MCT 232 | Object Oriented Programming Lab (A) | **MSU** | 1 | CSE123 |
| MCT 213 | Motion Graphics (A) | **MIM** | 3 | MCT211 |
| MCT 124 | Figure Drawing (A) | MSH | 1 | MCT113 |
| MCT 134 | Calligraphy (A) | **MR** | 1 | MCT133 |
| MCT 212 | 2D Animation lab (A) | MR | 1 | MCT 112  |
| MCT 138 | ­Fundamental of 3D Design and Modeling (C) | **KJH** | 3 |  |
| BDS101 | Bangladesh studies (A) | MSH | 3 |  |
| Total Credits |  | **16** |  |
| **Level -2 Term-2 (Fifth Semester) Utshab [BATCH 26]** |
| MCT 417 | Web Engineering (A) | MSU | 3 | CSE112 |
| MCT 418 | Web Engineering Lab (A) | MSU | 1 | CSE112 |
| MCT 332 | Graphic Novel (A) | AH | 3 |  |
| MCT 221 | 3D Design and Modeling (A) | KJH |  |  |
| CIS 112 | Mathematics- 1 (Fundamental of mathematics) (A) | TBA |  |  |
| Total Credits | **13** |  |
| **Level -2 Term-3 (Sixth Semester) LAIBA [BATCH 25]** |
| MCT 223 | Mathematics- 2 (A) | TBA | 3 | MCT223 |
| MCT 235 | Brand Design and Packaging (A) | **MR** | 3 | MCT121,MCT122,MCT112 |
| MCT 314 | Creative writing (A) | DSMA | 3 | MCT 111, MCT 112 |
| MCT 432 | Lighting and Rendering (A) | **AA** | 3 |  |
| MCT 433 | Lighting and Rendering lab (A) | **AA** | 1 |  |
| Total Credits | **13** |  |
| **Level -3 Term-1 (Seventh Semester) FAKRUL [BATCH 24]** |
| MCT 336 | Texturing (A) | **AA** | 1 |  |
| CIS 332 | Human and Computer Interaction (A)  | DSMA | 3 | CIS332 |
| MCT 432 | Lighting & Rendering (A)  | AA | 3 | MCT432 |
| MCT 433 | Lighting & Rendering Lab (A)  | AA | 1 | MCT432 |
| MCT 135 | Film Studies and Apparition (A) | MB | 3 | MCT223 |
| MIS 575 | Project Management (A)  | KI | 3 | MIS575 |
|  Total Credits  | **14** |  |
| **Level -3 Term-2 (Eight Semester) [Safin] [BATCH-23]** |
| MCT 334 | Script programming (A) | MSU | 1 | MCT221 |
| MIS 575 | Project Management (A)  | KI | 3 |  |
| MCT 313 | 3D Animation 1 (A)  | AA | 3 | MCT313 |
| MCT 322 | Physics based animation (A) | AA | 3 | MCT324 |
| MCT 432 | Digital cinematography (A)  | MB | 3 |  |
| Total Credits  | **13** |  |
| **Level -3 Term-3 (Ninth Semester) [Fahad] [BATCH-22]** |
| MCT 337 | Character Animation (A) | **DONE** | 3 | MCT322,MCT324,MCT313 |
| MCT 338 | Character Animation Lab (A) | **DONE** | 1 | MCT322,MCT324,MCT313 |
| MCT 431 | Multimedia Authoring (A)  | MSU | 3 | MCT334 |
| MCT 413 | New Typeface Design (A)  | MR | 3 | MCT133,MCT134 |
| MCT 324 | 3D Animation 2 (A) |  | 1 |  |
| MCT 315 | 3D Environment Design (A) | AA | 3 |  |
| Total Credits |  | **14** |  |
| **Level -4 Term-1 (Tenth Semester) [Rifat] [BATCH-21]** |
| MCT 333 | Visual Effects and Production (A)  | MIM | 3 | MCT213,MCT322, MCT324 |
| MCT 411 | Digital matte painting (A)  | MIM | 1 | MCT432,MCT112,MCT221 |
| MCT 421 | Game Analysis & Development (A) | MSU | 3 | MCT431,MCT334 |
| MCT 422 | Game Analysis & Development lab (A) | MSU | 1 | MCT431,MCT334 |
| MCT 432 | Digital cinematography (A) | MB | 3 | MCT213 |
| MCT 138 | ­Fundamental of 3D Design and Modeling (D) | DA | 3 |  |
| Total Credits  | **14** |  |
| **Level -4 Term-2 (Eleventh Semester) [Jannat] [BATCH-20]** |
| MCT 432 | Digital cinematography (A)  | MB | 3 | MCT432 |
| MCT 313 | Physic Based Animation (A) | AA | 3 | MCT313 |
| MCT 138 | ­Fundamental of 3D Design and Modeling (D) | DA | 3 | MCT315 |
|  MCT 425 | Projected Area for Phase1:Film and Media 3D Animation and VFX EngineeringGame Design and DevelopmentVisual Arts and Communication | 3 |  |
| **Total Credits of Phase1** | **12** |  |
| **Level -4 Term-3 (Final Semester)** |
| MCT499 | Projected Area for Phase2:Film and Media 3D Animation and VFX EngineeringGame Design and DevelopmentVisual Arts and Communication | 3 |  |
| **Total Credits of Phase2** | **3** |  |
| **Total Credit for 4 years B.Sc. in MCT** | **155** |  |