

## **Daffodil International University**

## **Department of Multimedia and Creative Technology (MCT)**

## Faculty of Science & Information Technology (FSIT)

Mid Term Examination Schedule (Project Based), Spring-2023

	Slot A: 9.00 – 10.30 am Course Code & Course Title	No of Student	Total	Slot B: 11.30 – 1.00 pm Course Code & Course Title	No of Student	Total	Slot C: 02.00 – 03.30 pm Course Code & Course Title	No of Student	Total
"11 March 2023 Saturday"									
"12 March 2023 Sunday"							MCT431 Multimedia Authoring(A) [Batch 26] (Project Based)	20	20
"13 March 2023 Monday"									
"14 March 2023 Tuesday"	MCT421 Game Analysis & Development [A] [Batch-25] (Project Based)	45	45						

"15 March 2023 Wednesday"							MCT 138 Fundamentals of 3D Design and Modeling [A&B] [32- Batch] (Project Based) MCT 138 Fundamentals of 3D Design and Modeling [B] [33- Batch] (Project Based)	33	53
"16 March 2023 Thursday"	MCT 123 Composition Study [A] [32- Batch] (Project Based)	27	55	MCT333 Character Design & composition (Z brush)[A] [Batch-27] (Project Based)	32	65			
	MCT 123 Composition Study [B] [ 33- Batch] (Project Based)	28		MCT333 Character Design & composition (Z brush)[A][Batch-26] (Project Based)					
				MCT333 Character Design & composition (Z brush)[B][Batch-25] (Project Based)	33				
"18 March	0213-113 Drawing &	42	42				MCT221 3D Design		
2023 Saturday"	Sketching [A] [34- Batch] (Project Based)	42	42				and Modeling(A&B) [Batch-31] (Project Based)		

3D Environment Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)	22	66		62	137	MCT 121 Principles and Elements of Design [A] [32Batch] (Project Based) MCT 121 Principles and Elements of Design [B] [33- Batch] (Project Based)	30	58
3D Environment Design[B] [28- Batch] (Project Based)	18							
3D Environment Design[C] [27- Batch] (Project Based)	26							
MCT450 Lighting & Rendering (A) [Batch-29] (Project Based)	35	35	0212-111 Fundamentals of Graphic Design [A] [34- Batch] (Project Based)	42	42	MCT213 Motion Graphics [A] [32- Batch] (Project Based)	34	34
MCT450 Lighting & Rendering (A) [Batch-27] (Project Based)								
						N. COMPANY D		
						MCT235 Brand Design and Packaging(A) [Batch-28] (Project Based)	28	28
	Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[C] [27- Batch] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-29] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-27]	Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[C] [27- Batch] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-29] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-27]	Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[C] [27- Batch] (Project Based)  MCT450 Lighting & 35 Rendering (A) [Batch-29] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-27]	Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[C] [27- Batch] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-29] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-27]	Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[C] [27- Batch] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-29] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-27]	Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[C] [27- Batch] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-29] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-27]	Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[C] [27- Batch] (Project Based)  MCT450 Lighting & Rendering (A) (Batch-29) (Project Based)  MCT450 Lighting & Rendering (A) (Batch-27] (Project Based)	Design[A] [29- Batch] (Project Based)  3D Environment Design[A] [26- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[B] [28- Batch] (Project Based)  3D Environment Design[C] [27- Batch] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-29] (Project Based)  MCT450 Lighting & Rendering (A) [Batch-27] (Project Based)  MCT235 Brand Design and Packaging(A) [Batch-28]

"22 March			MCT211 2D Animation	20+23=43	43
2023			(A&B)		
Wednesday"			[31- Batch]		
			(Project Based)		
"23 March			MCT414 Simulation	40	88
2023			and Modeling[A]		
Thursday"			[25- Batch]		
			(Project Based)		
			MCT414 Simulation	23	
			and Modeling[B]		
			[24- Batch]		
			(Project Based)		
			MCT 413 New	25	
			Typeface (A)		
			[Batch 27]		
			(Project Based)		

## "Instructions for Students

- 1. No student will be allowed to sit for examination without clearing their payment to the university or Showing proper document.
- 2. Each student is instructed to collect his/her Admit Card or Payment Document from Accounts Section and bring it to examination hall. No student will be allowed to sit for Examination without Admit Card.
- 3. It is mandatory to attend the examination according to the sitting arrangement; if not, students will be strictly redirected to follow the sitting arrangement.
- 4. Students are strongly advised to write their teachers' initials (for respective courses & sections) correctly to avoid inconvenient circumstances.
- 5. ID card is mandatory to enter into exam hall.
- 6. Hang your student ID card with DIU Ribbon with clear visibility."

Starm	Shah Md. Tanvir Siddiquee
Dr. Md. Samaun Hasan Member	Chairman Examination Committee, FSIT
Examination Committee, FSIT	