

# Savitribai Phule Pune University

## Department of Technology

### B.Sc. In 3D Animation and VFX

#### Entrance Exam Syllabus

#### **SECTION A: Creative Aptitude & Visual Skills Assessment**

- 1. Visual Reasoning:** Pattern Recognition (Shapes, Images), Visual Sequences, Odd Image Out, Mirror & Rotation Concepts
- 2. Observation Skills:** Spot the Difference, Visual Memory (Recall Objects/Scenes) Detail Identification, Image-Based Questions
- 3. Logical Reasoning (Analytical Thinking):** Series (Number, Alphabet, Mixed), Coding-Decoding, Blood Relations, Direction Sense Seating Arrangement (linear/circular), Syllogisms, Logical Puzzles
- 4. Non-Verbal Reasoning (Visual Logic):** Pattern Completion, Mirror & Water Images, Paper Folding & Cutting, Embedded Figures, Figure Series, Cube & Dice problems

#### **SECTION B: Creative & Technical Knowledge**

- 1. Basics of Animation & VFX:** What is Animation?, Types of Animation (2D, 3D, Stop Motion), Principles of Animation (Timing, Squash & Stretch, etc.), Introduction to VFX (Visual Effects), Real-life Applications of Animation & VFX
- 2. Drawing & Visualization Skills:** Basic Sketching, Perspective Drawing, Human & Object Proportion, Imagination & Visualization Ability
- 3. Design Fundamentals:** Elements of Design (Line, Shape, Color, Texture, Space), Principles of Design (Balance, Contrast, Unity, Rhythm), Composition & Layout
- 4. Color Theory:** Primary, Secondary, Tertiary Colors, Color Harmony, Warm & Cool Colors, Color Psychology
- 5. Graphics & Digital Media Basics:** Introduction to Graphic Design, Raster vs Vector Graphics, Basics of Image Editing, Awareness of Software (Photoshop, Illustrator, 3d Maya, Brush , etc.)
- 6. General Awareness (Creative Field):** Film & Animation Industry Basics, Popular Animated Movies & Studios, Current Trends in Animation & VFX, Basic Knowledge of Gaming & Media Industry

**7. Computer Basics:** Fundamentals of Computer, Input & Output Devices, Hardware & Software, Operating System Basics, File Management

**8. Creative Thinking & Imagination:** Story Visualization, Scene Interpretation, Idea Generation from Images, Completing Incomplete Drawings