

Ahmednagar Jilha Maratha Vidya Prasarak samaj's
New Arts, Commerce and Science College, Ahmednagar (Autonomous)
Lal Taki Road, Ahmednagar, Maharashtra-414001

RESULT SUMMARY
T.Y.B.Sc Animation :

RESULT SUMMARY	
Total Number of Students	29
Pass	24
FAIL	5

Date of Result :

Head of Department

Vice Principal

Signature of COE

Signature of Principal

T.Y.B.Sc Animation

Seat No. 2100020 Name : SAYYED SAHIL SHAKIL
Mother's Name : GULNAJ

Eligibility No. 12021144009

PRN No. AU00002442

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	7	28	35	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	10	11	21	D	2	4.0
BSC-AN102T	FOUNDATION OF ART	9	19	28	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	10	18	28	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	7	34	41	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	18	28	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	35	44	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	15	26	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	7	17	24	C	2	5.0	BSC-AN205T	3D VISUALIZATION-II	8	17	25	B	2	6.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	35	42	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	8	16	24*	C	2	5.0
BSC-AN107T	CREATIVE WRITING	8	29	37	A+	2	9.0	BSC-AN207T	2D ANIMATION	8	24	32	A	2	8.0
BSC-AN108T	ART IN GAME	7	25	32	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	21	28	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	12	20	32*	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	7	25	32	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	16	26*	B	2	6.0	BSC-AN210P	2D ANIMATION	12	17	29	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	6	14	20	D	2	4.0	BSC-AN211P	3D VISUALIZATION-II	9	18	27	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	6	17	23	C	2	5.0	BSC-AN212P	DIGITAL GRAPHICS-II	6	16	22	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	10	21	31	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	7	14	21	D	2	4.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	16	26	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	8	23	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	11	21	32	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	8	19	27	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	8	23	31	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	26	36	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	26	36	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	17	24	C	2	5.0
BSC-AN301T	3D PRODUCTION-I	10	23	33	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	14	26	B	2	6.0
BSC-AN308P	3D PRODUCTION-I	7	18	25	B	2	6.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	28	38	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	7	21	28	B+	2	7.0	BSC-AN408P	3D PRODUCTION-II	7	18	25	B	2	6.0
BSC-AN309P	GRAPHICS ARTS	6	18	24	C	2	5.0	BSC-AN409P	WEB DEVELOPMENT	8	20	28	B+	2	7.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	10	20	30	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	14	17	31	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	19	29	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	25	35	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	8	25	33	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	7	21	28	B+	2	7.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	20	30	A	2	8.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	19	28	B+	2	7.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	9	25	34	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	9	26	35	A	2	8.0
BSC-AN502T	GAME DESIGN	9	22	31	A	2	8.0	BSC-AN602T	GAME PRODUCTION	9	25	34	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	10	27	37	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	10	22	32	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	10	25	35	A	2	8.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	35	47	O	2	10.0
BSC-AN505T	DIGITAL MARKETING	10	22	32	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	8	24	32	A	2	8.0
BSC-AN506T	DIGITAL EDITING-I	10	23	33	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	8	21	29	B+	2	7.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	29	37	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	7	16	23	C	2	5.0
BSC-AN508P	GAME DESIGN	7	17	24	C	2	5.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	7	22	29	B+	2	7.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	17	25	B	2	6.0	BSC-AN609P	INTERNSHIP	9	28	37	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	10	21	31	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	10	25	35	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	20	29	B+	2	7.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	7	20	27	B+	2	7.0

SGPA(1) : 7.39 (2):6.39 (3):7.31 (4):6.92 (5):7.64 (6):7.73 TOTAL CREDITS : 140/140 GRADE POINTS:1011 TOT.MARKS : 2180/3600 (60.56%)

CGPA :7.23 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100021 Name : KULKARNI VAISHNAVI MUKUND
Mother's Name : ANITA

Eligibility No. 12021144012

PRN No. AU00002443

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	14	35	49	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	15	26	41	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	10	35	45	O	2	10.0	BSC-AN202T	DIGITAL FILMMAKING	14	27	41	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	34	48	O	2	10.0	BSC-AN203T	DIGITAL GRAPHICS-II	15	29	44	A+	2	9.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	13	32	45	O	2	10.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	15	21	36	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	14	25	39	A+	2	9.0	BSC-AN205T	3D VISUALIZATION-II	15	26	41	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	14	35	49	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	14	25	39	A+	2	9.0
BSC-AN107T	CREATIVE WRITING	14	28	42	A+	2	9.0	BSC-AN207T	2D ANIMATION	14	26	40	A+	2	9.0
BSC-AN108T	ART IN GAME	14	29	43	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	15	26	41	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	14	19	33	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	13	30	43	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	14	32	46	O	2	10.0	BSC-AN210P	2D ANIMATION	14	33	47	O	2	10.0
BSC-AN111P	3D VISUALIZATION-I	14	33	47	O	2	10.0	BSC-AN211P	3D VISUALIZATION-II	14	32	46	O	2	10.0
BSC-AN112P	DIGITAL GRAPHICS-I	13	33	46	O	2	10.0	BSC-AN212P	DIGITAL GRAPHICS-II	14	28	42	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	15	33	48	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	15	22	37	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	15	25	40	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	7	34	41	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	33	46	O	2	10.0	BSC-AN403T	WEB DEVELOPMENT	12	20	32	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	15	23	38	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	14	30	44	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	31	44	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	13	30	43	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	15	29	44	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	14	18	32	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	14	33	47	O	2	10.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	30	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	15	30	45	O	2	10.0	BSC-AN408P	3D PRODUCTION-II	14	34	48	O	2	10.0
BSC-AN309P	GRAPHICS ARTS	13	32	45	O	2	10.0	BSC-AN409P	WEB DEVELOPMENT	8	18	26	B	2	6.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	27	41	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	23	35	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	15	24	39	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	30	43	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	15	35	50	O	2	10.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	14	31	45	O	2	10.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	15	31	46	O	2	10.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	30	41	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	14	33	47	O	2	10.0	BSC-AN601T	IPR & CYBER SECURITY	14	27	41	A+	2	9.0
BSC-AN502T	GAME DESIGN	15	30	45	O	2	10.0	BSC-AN602T	GAME PRODUCTION	14	32	46	O	2	10.0
BSC-AN503T	VISUAL EFFECTS-I	15	30	45	O	2	10.0	BSC-AN603T	VISUAL EFFECTS-II	13	33	46	O	2	10.0
BSC-AN504T	ADVANCED PROGRAMMING	14	28	42	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	14	35	49	O	2	10.0
BSC-AN505T	DIGITAL MARKETING	14	34	48	O	2	10.0	BSC-AN605T	MEDIA COMMUNICATION	14	25	39	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	14	21	35	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	14	29	43	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	29	39	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	14	34	48	O	2	10.0
BSC-AN508P	GAME DESIGN	12	27	39	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	10	34	44	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	28	39	A+	2	9.0	BSC-AN609P	INTERNSHIP	14	34	48	O	2	10.0
BSC-AN510T	3D CHARACTER ANIMATION	15	30	45	O	2	10.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	14	30	44	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	34	47	O	2	10.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	13	34	47	O	2	10.0

SGPA(1) : 9.59 (2):9.05 (3):9.54 (4):8.69 (5):9.45 (6):9.55 TOTAL CREDITS : 140/140 GRADE POINTS:1302 TOT.MARKS : 3082/3600 (85.61%)

CGPA :9.31 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100022 Name : WALKE OMKAR RAJENDRA
Mother's Name : ASHA

Eligibility No. 12021144004

PRN No. AU00002444

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	11	25	36	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	12	10	22	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	8	19	27	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	13	14	27	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	28	40	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	15	27	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	21	31	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	19	31	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	12	23	35	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	13	21	34	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	27	38	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	12	15	27	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	9	19	28	B+	2	7.0	BSC-AN207T	2D ANIMATION	13	19	32	A	2	8.0
BSC-AN108T	ART IN GAME	12	21	33	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	22	29	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	11	14	25	B	2	6.0	BSC-AN209P	STOP MOTION AND C#	10	20	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	16	26	B	2	6.0	BSC-AN210P	2D ANIMATION	12	27	39	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	10	26	36	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	12	28	40	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	24	35	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	20	32	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	21	34	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	10	14	24	C	2	5.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	21	33	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	11	16	27	B+	2	7.0
BSC-AN305T	PRODUCTION PROCESS	12	21	33	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	25	35	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	21	33	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	19	29	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	25	35	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	14	24	C	2	5.0
BSC-AN301T	3D PRODUCTION-I	13	21	34	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	15	26	B	2	6.0
BSC-AN308P	3D PRODUCTION-I	10	28	38	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	28	38	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	13	19	32	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	9	30	39	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	8	30	38	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	8	14	22	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	15	28	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	23	34	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	20	32	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	20	30	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	13	20	33	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	9	17	26	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	20	32	A	2	8.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	8	27	35	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	13	25	38	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	13	19	32	A	2	8.0
BSC-AN502T	GAME DESIGN	14	14	28	B+	2	7.0	BSC-AN602T	GAME PRODUCTION	14	24	38	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	14	24	38	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	13	21	34	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	13	25	38	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	14	23	37	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	10	23	33	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	31	43	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	14	19	33	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	13	27	40	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	17	25	B	2	6.0	BSC-AN607P	GAME PRODUCTION	12	34	46	O	2	10.0
BSC-AN508P	GAME DESIGN	9	26	35	A	2	8.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	9	32	41	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	20	29	B+	2	7.0	BSC-AN609P	INTERNSHIP	12	31	43	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	13	24	37	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	13	29	42	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	28	37	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	30	40	A+	2	9.0

SGPA(1) : 7.73 (2):7.50 (3):8.08 (4):7.00 (5):8.09 (6):8.91 TOTAL CREDITS : 140/140 GRADE POINTS:1101 TOT.MARKS : 2391/3600 (66.42%)

CGPA :7.89 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100023 Name : VYAVAHARE OMKAR BABASAHEB
Mother's Name : MEENA

Eligibility No. 12021144033

PRN No. AU00002445

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	11	35	46	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	13	21	34	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	10	25	35	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	13	25	38	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	9	34	43	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	23	33	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	32	42	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	25	37	A+	2	9.0
BSC-AN105T	3D VISUALIZATION-I	13	22	35	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	12	25	37	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	9	35	44	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	12	18	30	A	2	8.0
BSC-AN107T	CREATIVE WRITING	10	30	40	A+	2	9.0	BSC-AN207T	2D ANIMATION	13	26	39	A+	2	9.0
BSC-AN108T	ART IN GAME	12	27	39	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	14	24	38	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	13	14	27	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	10	33	43	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	15	25	B	2	6.0	BSC-AN210P	2D ANIMATION	14	25	39	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	12	30	42	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	13	28	41	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	24	35	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	25	37	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	32	46	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	11	29	40	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	31	44	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	12	29	41	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	12	29	41	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	10	29	39	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	14	28	42	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	24	34	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	27	40	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	24	34	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	13	31	44	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	9	18	27	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	12	26	38	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	32	44	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	12	18	30	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	10	31	41	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	12	32	44	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	8	14	22	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	9	23	32	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	28	41	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	28	40	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	25	37	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	13	30	43	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	10	27	37	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	14	30	44	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	27	36	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	13	31	44	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	14	27	41	A+	2	9.0
BSC-AN502T	GAME DESIGN	14	31	45	O	2	10.0	BSC-AN602T	GAME PRODUCTION	13	31	44	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	14	34	48	O	2	10.0	BSC-AN603T	VISUAL EFFECTS-II	13	34	47	O	2	10.0
BSC-AN504T	ADVANCED PROGRAMMING	12	27	39	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	13	35	48	O	2	10.0
BSC-AN505T	DIGITAL MARKETING	12	31	43	A+	2	9.0	BSC-AN605T	MEDIA COMMUNICATION	13	35	48	O	2	10.0
BSC-AN506T	DIGITAL EDITING-I	13	29	42	A+	2	9.0	BSC-AN606T	DIGITAL EDITING-II	13	35	48	O	2	10.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	25	33	A	2	8.0	BSC-AN607P	GAME PRODUCTION	12	34	46	O	2	10.0
BSC-AN508P	GAME DESIGN	12	30	42	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	12	33	45	O	2	10.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	22	32	A	2	8.0	BSC-AN609P	INTERNSHIP	12	30	42	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	14	29	43	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	13	34	47	O	2	10.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	30	40	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	12	33	45	O	2	10.0

SGPA(1) : 8.50 (2):8.73 (3):8.92 (4):8.23 (5):9.00 (6):9.73 TOTAL CREDITS : 140/140 GRADE POINTS:1237 TOT.MARKS : 2852/3600 (79.22%)

CGPA :8.85 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100024 Name : SAWANT GANESH SANTOSH
Mother's Name : ALKA

Eligibility No. 12021144005

PRN No. AU00002446

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	8	27	35	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	12	11	23	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	9	22	31	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	12	15	27	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	8	24	32	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	11	9	20	D	2	4.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	25	35	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	18	30*	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	11	19	30	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	12	20	32	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	8	35	43	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	12	14	26*	B	2	6.0
BSC-AN107T	CREATIVE WRITING	8	27	35	A	2	8.0	BSC-AN207T	2D ANIMATION	13	24	37	A+	2	9.0
BSC-AN108T	ART IN GAME	8	27	35	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	13	20	D	2	4.0
BSC-AN109P	FOUNDATION OF ART	8	23	31*	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	10	20	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	8	17	25	B	2	6.0	BSC-AN210P	2D ANIMATION	10	19	29	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	6	20	26	B	2	6.0	BSC-AN211P	3D VISUALIZATION-II	12	22	34	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	15	24	C	2	5.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	25	37	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	21	33	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	13	18	31	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	19	32	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	13	22	35	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	11	24	35	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	13	23	36	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	25	38	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	28	41	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	26	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	9	20	29	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	12	23	35	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	16	28	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	9	26	35	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	11	32	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	12	18	30	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	12	34	46	O	2	10.0
BSC-AN309P	GRAPHICS ARTS	8	27	35	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	15	23	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	18	31	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	24	35	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	16	28	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	11	24	35	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	11	22	33	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	12	28	40	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	25	37	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	28	37	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	13	24	37	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	13	18	31	A	2	8.0
BSC-AN502T	GAME DESIGN	12	24	36	A	2	8.0	BSC-AN602T	GAME PRODUCTION	14	22	36	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	12	26	38	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	13	29	42	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	10	26	36	A	2	8.0	BSC-AN604T	CONCEPT DEVELOPMENT	14	31	45	O	2	10.0
BSC-AN505T	DIGITAL MARKETING	13	22	35	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	33	45	O	2	10.0
BSC-AN506T	DIGITAL EDITING-I	10	27	37	A+	2	9.0	BSC-AN606T	DIGITAL EDITING-II	13	24	37	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	12	31	43	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	9	34	43	A+	2	9.0
BSC-AN508P	GAME DESIGN	12	30	42	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	9	34	43	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	12	29	41	A+	2	9.0	BSC-AN609P	INTERNSHIP	13	32	45	O	2	10.0
BSC-AN510T	3D CHARACTER ANIMATION	12	27	39	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	14	32	46	O	2	10.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	8	30	38	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	31	41	A+	2	9.0

SGPA(1) : 7.61 (2):6.82 (3):8.15 (4):8.08 (5):8.73 (6):9.18 TOTAL CREDITS : 140/140 GRADE POINTS:1134 TOT.MARKS : 2501/3600 (69.47%)

CGPA :8.10 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100025 Name : SAWANT RAVINDRA PADMANATH
Mother's Name : VANDANA

Eligibility No. 12021144015

PRN No. AU00002447

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	8	25	33	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	12	12	24	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	8	20	28	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	12	15	27	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	8	28	36	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	11	11	22	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	27	36	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	14	25	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	7	20	27	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	12	20	32	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	35	45	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	13	7	20	D	2	4.0
BSC-AN107T	CREATIVE WRITING	8	27	35	A	2	8.0	BSC-AN207T	2D ANIMATION	12	17	29	B+	2	7.0
BSC-AN108T	ART IN GAME	8	20	28	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	7	18	25	B	2	6.0
BSC-AN109P	FOUNDATION OF ART	8	25	33*	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	17	27*	B+	2	7.0	BSC-AN210P	2D ANIMATION	9	20	29	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	6	15	21	D	2	4.0	BSC-AN211P	3D VISUALIZATION-II	9	19	28	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	8	15	23	C	2	5.0	BSC-AN212P	DIGITAL GRAPHICS-II	11	20	31	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	15	22	37	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	12	16	28	B+	2	7.0
BSC-AN304T	DIGITAL TECHNOLOGIES	14	17	31	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	19	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	11	14	25	B	2	6.0	BSC-AN403T	WEB DEVELOPMENT	13	25	38	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	11	22	33	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	14	19	33	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	29	41	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	17	28	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	13	21	34	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	18	30	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	12	24	36	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	31	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	11	16	27	B+	2	7.0	BSC-AN408P	3D PRODUCTION-II	12	20	32	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	9	29	38	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	8	15	23	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	11	14	25	B	2	6.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	17	30	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	24	36	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	21	33	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	13	17	30	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	12	19	31	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	25	37	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	29	38	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	14	24	38	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	14	18	32	A	2	8.0
BSC-AN502T	GAME DESIGN	11	28	39	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	14	18	32	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	13	21	34	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	12	28	40	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	11	30	41	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	26	38	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	11	17	28	B+	2	7.0	BSC-AN605T	MEDIA COMMUNICATION	14	24	38	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	13	21	34	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	13	24	37	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	30	38	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	10	27	37	A+	2	9.0
BSC-AN508P	GAME DESIGN	7	19	26	B	2	6.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	7	29	36	A	2	8.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	28	39	A+	2	9.0	BSC-AN609P	INTERNSHIP	10	32	42	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	13	24	37	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	24	36	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	30	39	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	11	32	43	A+	2	9.0

SGPA(1) : 7.36 (2):6.34 (3):7.92 (4):7.77 (5):8.36 (6):8.64 TOTAL CREDITS : 140/140 GRADE POINTS:1084 TOT.MARKS : 2344/3600 (65.11%)

CGPA :7.73 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100027 Name : KADEKAR YASH DIPAK
Mother's Name : JYOTI

Eligibility No. 12021144023

PRN No. AU00002449

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	8	35	43*	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	8	18	26	B	2	6.0
BSC-AN102T	FOUNDATION OF ART	7	28	35	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	8	30	38	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	7	35	42	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	29	39	A+	2	9.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	35	44	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	17	25*	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	7	22	29	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	8	16	24	C	2	5.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	35	42	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	8	14	22	C	2	5.0
BSC-AN107T	CREATIVE WRITING	7	35	42	A+	2	9.0	BSC-AN207T	2D ANIMATION	9	19	28	B+	2	7.0
BSC-AN108T	ART IN GAME	7	31	38	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	7	20	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	6	15	21	D	2	4.0	BSC-AN209P	STOP MOTION AND C#	7	16	23*	C	2	5.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	17	27*	B+	2	7.0	BSC-AN210P	2D ANIMATION	10	17	27	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	8	14	22	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	8	16	24	C	2	5.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	20	30	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	23	30	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	10	26	36	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	7	21	28	B+	2	7.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	18	28*	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	8	19	27	B+	2	7.0
BSC-AN305T	PRODUCTION PROCESS	10	27	37	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	8	16	24	C	2	5.0
BSC-AN306T	AUDIO PRODUCTION	9	17	26	B	2	6.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	22	33	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	6	16	22	C	2	5.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	18	25	B	2	6.0
BSC-AN301T	3D PRODUCTION-I	7	18	25*	B	2	6.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	16	28	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	7	16	23	C	2	5.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	7	30	37	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	7	16	23	C	2	5.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	10	22	32	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	15	23	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	7	19	26*	B	2	6.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	14	16	30	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	7	18	25	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	7	23	30*	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	8	17	25	B	2	6.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	7	14	21*	D	2	4.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	20	28*	B+	2	7.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	7	22	29	B+	2	7.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	10	24	34	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	9	20	29	B+	2	7.0
BSC-AN502T	GAME DESIGN	10	18	28	B+	2	7.0	BSC-AN602T	GAME PRODUCTION	8	22	30	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	11	20	31	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	9	22	31	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	8	28	36	A	2	8.0	BSC-AN604T	CONCEPT DEVELOPMENT	10	24	34	A	2	8.0
BSC-AN505T	DIGITAL MARKETING	9	21	30	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	10	14	24	C	2	5.0
BSC-AN506T	DIGITAL EDITING-I	9	22	31	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	9	24	33	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	17	25	B	2	6.0	BSC-AN607P	GAME PRODUCTION	7	21	28	B+	2	7.0
BSC-AN508P	GAME DESIGN	7	17	24	C	2	5.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	10	31	41	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	17	27	B+	2	7.0	BSC-AN609P	INTERNSHIP	10	29	39	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	10	18	28	B+	2	7.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	10	22	32	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	8	20	28	B+	2	7.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	25	35	A	2	8.0

SGPA(1) : 7.91 (2):6.61 (3):6.46 (4):6.69 (5):7.18 (6):7.73 TOTAL CREDITS : 140/140 GRADE POINTS:990 TOT.MARKS : 2144/3600 (59.56%)

CGPA :7.10 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100028 Name : LAWANDE PRATIK SUNIL
Mother's Name : ASHA

Eligibility No. 12021144010

PRN No. AU00002450

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	10	32	42	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	8	15	23	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	6	22	28	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	10	15	25	B	2	6.0
BSC-AN103T	DIGITAL GRAPHICS-I	8	18	26*	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	13	23	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	7	29	36*	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	20	32	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	9	23	32	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	Ab	21	21	D	2	0.0
BSC-AN106T	INFORMATION TECHNOLOGY	9	35	44	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	8	16	24*	C	2	5.0
BSC-AN107T	CREATIVE WRITING	9	32	41	A+	2	9.0	BSC-AN207T	2D ANIMATION	10	22	32	A	2	8.0
BSC-AN108T	ART IN GAME	8	22	30	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	21	28	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	11	20	31*	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	10	20	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	17	27*	B+	2	7.0	BSC-AN210P	2D ANIMATION	11	25	36	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	11	22	33	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	10	20	30	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	8	20	28*	B+	2	7.0	BSC-AN212P	DIGITAL GRAPHICS-II	11	17	28	B+	2	7.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	15	21	36	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	10	18*	F	0	0.0
BSC-AN304T	DIGITAL TECHNOLOGIES	14	19	33*	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	13	15	28	B+	2	7.0
BSC-AN305T	PRODUCTION PROCESS	12	19	31	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	19	31	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	10	19	29	B+	2	7.0	BSC-AN403T	WEB DEVELOPMENT	11	15	26	B	2	6.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	30	43	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	20	31	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	12	17	29	B+	2	7.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	18	28	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	8	18	26	B	2	6.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	17	29	B+	2	7.0
BSC-AN303T	GRAPHICS ARTS	11	16	27	B+	2	7.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	9	32	41	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	6	24	30	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	8	18	26	B	2	6.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	15	22	37	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	11	22	F	0	0.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	16	28	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	9	17	26	B	2	6.0
BSC-AN312T	ADVANCE ANATOMY	11	28	39	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	8	22	30	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	20	32	A	2	8.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	8	19	27	B+	2	7.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	13	25	38	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	12	21	33	A	2	8.0
BSC-AN502T	GAME DESIGN	13	22	35	A	2	8.0	BSC-AN602T	GAME PRODUCTION	12	26	38	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	13	25	38	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	11	28	39	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	10	25	35	A	2	8.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	29	41	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	10	20	30	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	21	33	A	2	8.0
BSC-AN506T	DIGITAL EDITING-I	12	20	32	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	12	26	38	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	20	28	B+	2	7.0	BSC-AN607P	GAME PRODUCTION	11	25	36	A	2	8.0
BSC-AN508P	GAME DESIGN	7	20	27	B+	2	7.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	9	32	41	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	12	27	39	A+	2	9.0	BSC-AN609P	INTERNSHIP	11	30	41	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	10	21	31	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	20	32	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	32	42	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	25	35	A	2	8.0

SGPA(1) : 7.86 (2):6.48 (3):7.77 (4) :- (5):8.18 (6):8.55 TOTAL CREDITS : 136/114 GRADE POINTS:878 TOT.MARKS : 2295/3600 (63.75%)

CGPA : _____ FINAL GRADE : _____ ADD ON CR : 8 / 8 Result : Fail

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100029 Name : KALE SHRUTI ANKUSH
Mother's Name : SANGITA

Eligibility No. 12021144002

PRN No. AU00002451

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	14	35	49	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	14	17	31	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	9	25	34	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	14	18	32	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	32	46	O	2	10.0	BSC-AN203T	DIGITAL GRAPHICS-II	14	23	37	A+	2	9.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	33	43	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	14	22	36	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	11	25	36	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	14	27	41	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	35	46	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	14	18	32	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	34	46	O	2	10.0	BSC-AN207T	2D ANIMATION	14	22	36	A	2	8.0
BSC-AN108T	ART IN GAME	11	32	43	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	13	24	37	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	13	14	27	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	13	25	38	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	17	29	B+	2	7.0	BSC-AN210P	2D ANIMATION	13	30	43	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	13	28	41	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	13	32	45	O	2	10.0
BSC-AN112P	DIGITAL GRAPHICS-I	14	31	45	O	2	10.0	BSC-AN212P	DIGITAL GRAPHICS-II	13	25	38	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	15	31	46	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	14	27	41	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	15	24	39	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	13	30	43	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	34	47	O	2	10.0	BSC-AN403T	WEB DEVELOPMENT	13	19	32	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	14	27	41	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	14	32	46	O	2	10.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	26	37	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	14	30	44	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	26	38	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	13	31	44	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	32	44	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	15	20	35	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	12	32	44	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	13	32	45	O	2	10.0	BSC-AN409P	WEB DEVELOPMENT	8	20	28	B+	2	7.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	22	36	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	22	35	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	21	35	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	25	37	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	14	31	45	O	2	10.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	12	32	44	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	14	30	44	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	27	38	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	14	33	47	O	2	10.0	BSC-AN601T	IPR & CYBER SECURITY	14	28	42	A+	2	9.0
BSC-AN502T	GAME DESIGN	13	31	44	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	14	28	42	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	14	29	43	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	14	35	49	O	2	10.0
BSC-AN504T	ADVANCED PROGRAMMING	12	30	42	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	14	31	45	O	2	10.0
BSC-AN505T	DIGITAL MARKETING	10	31	41	A+	2	9.0	BSC-AN605T	MEDIA COMMUNICATION	14	32	46	O	2	10.0
BSC-AN506T	DIGITAL EDITING-I	14	21	35	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	12	34	46	O	2	10.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	29	37	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	12	32	44	A+	2	9.0
BSC-AN508P	GAME DESIGN	10	30	40	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	8	32	40	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	27	38	A+	2	9.0	BSC-AN609P	INTERNSHIP	13	32	45	O	2	10.0
BSC-AN510T	3D CHARACTER ANIMATION	14	22	36	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	14	28	42	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	33	46	O	2	10.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	12	33	45	O	2	10.0

SGPA(1) : 8.98 (2):8.61 (3):9.08 (4):8.77 (5):9.00 (6):9.55 TOTAL CREDITS : 140/140 GRADE POINTS:1259 TOT.MARKS : 2916/3600 (81.00%)

CGPA :9.00 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100031 Name : NAIKWADI ADITYA MAHESH
Mother's Name : ARCHANA

Eligibility No. 12021143998

PRN No. AU00002453

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	14	35	49	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	14	22	36	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	9	30	39	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	14	31	45	O	2	10.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	31	45	O	2	10.0	BSC-AN203T	DIGITAL GRAPHICS-II	14	28	42	A+	2	9.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	32	43	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	14	20	34	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	13	28	41	A+	2	9.0	BSC-AN205T	3D VISUALIZATION-II	14	25	39	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	13	33	46	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	14	23	37	A+	2	9.0
BSC-AN107T	CREATIVE WRITING	13	34	47	O	2	10.0	BSC-AN207T	2D ANIMATION	14	27	41	A+	2	9.0
BSC-AN108T	ART IN GAME	13	30	43	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	11	24	35	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	9	27	36	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	12	30	42	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	13	30	43	A+	2	9.0	BSC-AN210P	2D ANIMATION	13	30	43	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	13	32	45	O	2	10.0	BSC-AN211P	3D VISUALIZATION-II	13	30	43	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	12	30	42	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	13	25	38	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	32	45	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	11	31	42	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	28	41	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	13	35	48	O	2	10.0
BSC-AN305T	PRODUCTION PROCESS	12	31	43	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	16	28	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	14	23	37	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	31	43	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	30	41	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	24	36	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	14	30	44	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	19	29	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	9	32	41	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	30	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	13	22	35	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	12	30	42	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	14	32	46	O	2	10.0	BSC-AN409P	WEB DEVELOPMENT	8	20	28	B+	2	7.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	24	37	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	25	38	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	21	35	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	25	38	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	13	23	36	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	12	16	28	B+	2	7.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	25	37	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	27	36	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	13	28	41	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	14	30	44	A+	2	9.0
BSC-AN502T	GAME DESIGN	15	28	43	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	14	31	45	O	2	10.0
BSC-AN503T	VISUAL EFFECTS-I	14	30	44	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	13	31	44	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	14	27	41	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	13	29	42	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	11	32	43	A+	2	9.0	BSC-AN605T	MEDIA COMMUNICATION	14	30	44	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	12	23	35	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	14	33	47	O	2	10.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	11	32	43	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	12	34	46	O	2	10.0
BSC-AN508P	GAME DESIGN	14	34	48	O	2	10.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	7	32	39	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	25	33	A	2	8.0	BSC-AN609P	INTERNSHIP	13	31	44	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	15	26	41	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	13	28	41	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	14	34	48	O	2	10.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	11	30	41	A+	2	9.0

SGPA(1) : 9.36 (2):8.82 (3):8.92 (4):8.31 (5):9.00 (6):9.27 TOTAL CREDITS : 140/140 GRADE POINTS:1250 TOT.MARKS : 2928/3600 (81.33%)

CGPA :8.95 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100032 Name : SHINDE HARSHADA SANDEEP
Mother's Name : SUREKHA

Eligibility No. 12021144027

PRN No. AU00002454

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	7	33	40*	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	7	23	30	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	9	24	33	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	7	27	34	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	7	26	33	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	8	26	34	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	8	26	34	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	22	30	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	8	16	24	C	2	5.0	BSC-AN205T	3D VISUALIZATION-II	7	21	28	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	29	36	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	8	16	24	C	2	5.0
BSC-AN107T	CREATIVE WRITING	7	28	35	A	2	8.0	BSC-AN207T	2D ANIMATION	8	27	35	A	2	8.0
BSC-AN108T	ART IN GAME	8	19	27	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	7	29	36	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	8	14	22	C	2	5.0	BSC-AN209P	STOP MOTION AND C#	7	16	23*	C	2	5.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	16	26*	B	2	6.0	BSC-AN210P	2D ANIMATION	10	16	26	B	2	6.0
BSC-AN111P	3D VISUALIZATION-I	11	24	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	9	18	27	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	8	22	30	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	16	23	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	11	23	34	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	7	18	25	B	2	6.0
BSC-AN304T	DIGITAL TECHNOLOGIES	8	17	25*	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	7	21	28	B+	2	7.0
BSC-AN305T	PRODUCTION PROCESS	10	25	35	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	7	21	28	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	10	18	28	B+	2	7.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	9	21	30	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	8	20	28	B+	2	7.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	19	26	B	2	6.0
BSC-AN301T	3D PRODUCTION-I	10	25	35	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	16	27	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	7	17	24	C	2	5.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	30	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	7	19	26	B	2	6.0	BSC-AN408P	3D PRODUCTION-II	10	18	28	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	8	25	33*	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	14	22	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	18	32	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	14	21	35	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	9	22	31	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	25	38	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	8	24	32	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	10	15	25	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	21	29*	B+	2	7.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	27	36	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	11	23	34	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	8	25	33	A	2	8.0
BSC-AN502T	GAME DESIGN	13	20	33	A	2	8.0	BSC-AN602T	GAME PRODUCTION	9	28	37	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	12	28	40	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	9	25	34	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	12	29	41	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	10	27	37	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	10	23	33	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	9	29	38	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	12	22	34	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	9	27	36	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	12	29	41	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	12	22	34	A	2	8.0
BSC-AN508P	GAME DESIGN	9	25	34	A	2	8.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	9	30	39	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	29	39	A+	2	9.0	BSC-AN609P	INTERNSHIP	10	28	38	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	14	22	36	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	10	21	31	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	27	37	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	7	20	27	B+	2	7.0

SGPA(1) : 7.39 (2):7.02 (3):7.23 (4):7.08 (5):8.45 (6):8.36 TOTAL CREDITS : 140/140 GRADE POINTS:1059 TOT.MARKS : 2294/3600 (63.72%)

CGPA :7.59 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100033 Name : BORKAR SNEHAL RAMESH
Mother's Name : VIJAYA

Eligibility No. 12021144003

PRN No. AU00002455

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	7	33	40*	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	8	25	33	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	8	28	36	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	12	28	40	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	27	37	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	23	35	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	29	38	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	18	26	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	11	23	34	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	8	24	32	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	9	34	43	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	10	17	27	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	11	29	40	A+	2	9.0	BSC-AN207T	2D ANIMATION	12	26	38	A+	2	9.0
BSC-AN108T	ART IN GAME	8	23	31	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	28	35	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	12	21	33	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	7	18	25*	B	2	6.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	18	28	B+	2	7.0	BSC-AN210P	2D ANIMATION	10	17	27	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	10	24	34	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	12	18	30	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	20	31	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	9	17	26	B	2	6.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	31	44	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	10	28	38	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	18	30	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	10	31	41	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	11	27	38	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	9	25	34	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	10	26	36	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	29	41	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	26	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	21	28	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	12	24	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	16	27	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	10	28	38	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	30	42	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	7	28	35	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	11	20	31	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	10	25	35	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	15	23	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	23	36	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	21	32	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	20	33	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	21	33	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	12	32	44	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	11	30	41	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	25	37	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	29	40	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	9	30	39	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	13	19	32	A	2	8.0
BSC-AN502T	GAME DESIGN	10	27	37	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	14	20	34	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	12	24	36	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	13	24	37	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	10	32	42	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	23	35	A	2	8.0
BSC-AN505T	DIGITAL MARKETING	11	25	36	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	20	32	A	2	8.0
BSC-AN506T	DIGITAL EDITING-I	12	18	30	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	14	27	41	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	30	38	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	12	30	42	A+	2	9.0
BSC-AN508P	GAME DESIGN	12	30	42	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	9	30	39	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	13	30	43	A+	2	9.0	BSC-AN609P	INTERNSHIP	10	29	39	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	12	21	33	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	13	30	43	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	31	43	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	11	31	42	A+	2	9.0

SGPA(1) : 8.39 (2):7.57 (3):8.46 (4):8.08 (5):8.64 (6):8.64 TOTAL CREDITS : 140/140 GRADE POINTS:1161 TOT.MARKS : 2564/3600 (71.22%)

CGPA :8.30 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100035 Name : ARUN VIKAS SANJAY
Mother's Name : LALITA

Eligibility No. 12021144030

PRN No. AU00002457

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	8	23	31	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	7	14	21	D	2	4.0
BSC-AN102T	FOUNDATION OF ART	7	25	32	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	7	14	21	D	2	4.0
BSC-AN103T	DIGITAL GRAPHICS-I	8	32	40	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	7	14	21*	D	2	4.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	7	28	35	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	14	22	C	2	5.0
BSC-AN105T	3D VISUALIZATION-I	7	20	27	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	8	14	22	C	2	5.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	35	42	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	7	21	28*	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	7	24	31	A	2	8.0	BSC-AN207T	2D ANIMATION	7	19	26*	B	2	6.0
BSC-AN108T	ART IN GAME	7	25	32	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	15	22	C	2	5.0
BSC-AN109P	FOUNDATION OF ART	7	22	29	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	7	16	23	C	2	5.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	15	25	B	2	6.0	BSC-AN210P	2D ANIMATION	11	20	31	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	8	16	24	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	9	18	27	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	7	21	28	B+	2	7.0	BSC-AN212P	DIGITAL GRAPHICS-II	6	16	22	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	10	15	25	B	2	6.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	7	17	24*	C		5.0
BSC-AN304T	DIGITAL TECHNOLOGIES	9	Ab	9*	F	0	0.0	BSC-AN401T	3D PRODUCTION-II	7	15	22*	C		5.0
BSC-AN305T	PRODUCTION PROCESS	8	Ab	8*	F	0	0.0	BSC-AN409P	WEB DEVELOPMENT	8	Ab	8*	F	0	0.0
BSC-AN306T	AUDIO PRODUCTION	8	17	25	B	2	6.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	7	12	19*	F	0	0.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	7	15	22	C	2	5.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	Ab	7*	F	0	0.0
BSC-AN301T	3D PRODUCTION-I	8	Ab	8*	F	0	0.0	BSC-AN402T	MOTION GRAPHICS	7	14	21	D	2	4.0
BSC-AN308P	3D PRODUCTION-I	9	16	25	B	2	6.0	BSC-AN403T	WEB DEVELOPMENT	7	15	22	C	2	5.0
BSC-AN303T	GRAPHICS ARTS	7	16	23	C	2	5.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	18	28	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	9	24	33	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	16	26	B	2	6.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	6	Ab	6*	F	0	0.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	9	24	33	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	7	18	25	B	2	6.0	BSC-AN408P	3D PRODUCTION-II	8	18	26	B	2	6.0
BSC-AN312T	ADVANCE ANATOMY	8	Ab	8*	F	0	0.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	9	15	24	C	2	5.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	20	28	B+	2	7.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	8	10	18	F	0	0.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	10	-	10*	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	10	-	10	F	0	0.0
BSC-AN502T	GAME DESIGN	11	-	11*	A	2	8.0	BSC-AN602T	GAME PRODUCTION	13	-	13	F	0	0.0
BSC-AN503T	VISUAL EFFECTS-I	9	-	9*	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	12	-	12	F	0	0.0
BSC-AN504T	ADVANCED PROGRAMMING	8	-	8*	B	2	6.0	BSC-AN604T	CONCEPT DEVELOPMENT	9	-	9	F	0	0.0
BSC-AN505T	DIGITAL MARKETING	11	-	11*	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	10	-	10	F	0	0.0
BSC-AN506T	DIGITAL EDITING-I	10	-	10*	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	10	-	10	F	0	0.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	12	28	40*	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	8	16	24	C	2	5.0
BSC-AN508P	GAME DESIGN	8	22	30*	A	2	8.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	9	23	32	A	2	8.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	18	28*	B+	2	7.0	BSC-AN609P	INTERNSHIP	9	30	39	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	8	-	8*	B	2	6.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	10	-	10	F	0	0.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	8	22	30*	A	2	8.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	28	38	A+	2	9.0

SGPA(1) : 7.61 (2):5.34 (3) :- (4) :- (5):7.73 (6) :-

TOTAL CREDITS : 104/114 GRADE POINTS:613 TOT.MARKS : 1587/3355 (47.30%)

CGPA : _____ FINAL GRADE : _____ ADD ON CR : 8 / 8 Result : Fail

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100036 Name : UGALE SHRAVANI SACHIN
Mother's Name : SHILPA

Eligibility No. 12021144021

PRN No. AU00002458

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	10	31	41	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	13	25	38	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	9	25	34	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	12	25	37	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	29	39	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	23	33	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	29	38	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	15	25	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	11	25	36	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	10	21	31	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	34	41	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	10	18	28	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	9	28	37	A+	2	9.0	BSC-AN207T	2D ANIMATION	12	21	33	A	2	8.0
BSC-AN108T	ART IN GAME	10	18	28	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	7	22	29	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	8	15	23	C	2	5.0	BSC-AN209P	STOP MOTION AND C#	7	19	26*	B	2	6.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	11	14	25	B	2	6.0	BSC-AN210P	2D ANIMATION	12	28	40	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	12	28	40	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	12	22	34	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	20	30	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	23	35	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	29	42	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	10	26	36	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	23	36	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	13	32	45	O	2	10.0
BSC-AN305T	PRODUCTION PROCESS	12	31	43	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	13	29	42	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	13	26	39	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	14	32	46	O	2	10.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	25	36	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	24	35	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	14	23	37	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	21	33	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	12	29	41	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	32	45	O	2	10.0
BSC-AN303T	GRAPHICS ARTS	13	25	38	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	12	32	44	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	12	30	42	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	8	18	26	B	2	6.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	16	29	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	24	37	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	20	33	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	25	38	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	13	24	37	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	12	33	45	O	2	10.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	13	30	43	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	28	38	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	13	32	45	O	2	10.0	BSC-AN601T	IPR & CYBER SECURITY	12	24	36	A	2	8.0
BSC-AN502T	GAME DESIGN	13	28	41	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	14	24	38	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	13	28	41	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	12	35	47	O	2	10.0
BSC-AN504T	ADVANCED PROGRAMMING	12	30	42	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	27	39	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	13	23	36	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	13	31	44	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	13	20	33	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	12	33	45	O	2	10.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	31	39	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	12	31	43	A+	2	9.0
BSC-AN508P	GAME DESIGN	10	31	41	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	12	34	46	O	2	10.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	14	26	40	A+	2	9.0	BSC-AN609P	INTERNSHIP	12	30	42	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	13	28	41	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	29	41	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	11	30	41	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	12	32	44	A+	2	9.0

SGPA(1) : 8.09 (2):7.75 (3):8.62 (4):8.85 (5):8.91 (6):9.18 TOTAL CREDITS : 140/140 GRADE POINTS:1201 TOT.MARKS : 2712/3600 (75.33%)

CGPA :8.57 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100037 Name : HIRE SUSHANT ARUN
Mother's Name : VANDANA

Eligibility No. 12021144013

PRN No. AU00002459

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	9	31	40	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	9	12	21	D	2	4.0
BSC-AN102T	FOUNDATION OF ART	8	18	26	B	2	6.0	BSC-AN202T	DIGITAL FILMMAKING	9	17	26	B	2	6.0
BSC-AN103T	DIGITAL GRAPHICS-I	8	20	28	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	23	33*	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	22	31	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	14	25	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	7	21	28	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	10	15	25	B	2	6.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	34	41	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	12	11	23	C	2	5.0
BSC-AN107T	CREATIVE WRITING	10	31	41	A+	2	9.0	BSC-AN207T	2D ANIMATION	10	19	29	B+	2	7.0
BSC-AN108T	ART IN GAME	7	23	30	A	2	8.0	BSC-AN208T	TYPOGRAPHY	8	17	25	B	2	6.0
BSC-AN109P	FOUNDATION OF ART	8	27	35*	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	15	25	B	2	6.0	BSC-AN210P	2D ANIMATION	12	20	32	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	8	18	26*	B	2	6.0	BSC-AN211P	3D VISUALIZATION-II	11	25	36	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	8	15	23	C	2	5.0	BSC-AN212P	DIGITAL GRAPHICS-II	6	16	22	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	11	14	25	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	7	18	25	B		6.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	14	25	B	2	6.0	BSC-AN405T	ANIMATION FILM AND PROCESS	8	14	22	C		5.0
BSC-AN305T	PRODUCTION PROCESS	10	15	25	B	2	6.0	BSC-AN401T	3D PRODUCTION-II	7	14	21	D	2	4.0
BSC-AN306T	AUDIO PRODUCTION	9	19	28	B+	2	7.0	BSC-AN403T	WEB DEVELOPMENT	8	16	24	C	2	5.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	9	21	30	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	17	29	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	10	14	24	C	2	5.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	15	25	B	2	6.0
BSC-AN308P	3D PRODUCTION-I	10	24	34	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	7	28	35	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	7	14	21	D	2	4.0	BSC-AN408P	3D PRODUCTION-II	11	18	29	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	10	20	30	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	20	28	B+	2	7.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	7	14	21	D	2	4.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	8	18	F	0	0.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	7	18	25	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	7	14	21*	D	2	4.0
BSC-AN312T	ADVANCE ANATOMY	8	18	26*	B	2	6.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	11	15	26	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	18	26	B	2	6.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	7	25	32	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	12	24	36*	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	12	21	33	A	2	8.0
BSC-AN502T	GAME DESIGN	12	27	39*	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	12	23	35	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	10	20	30*	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	12	24	36	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	11	18	29*	B+	2	7.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	16	28	B+	2	7.0
BSC-AN505T	DIGITAL MARKETING	13	25	38*	A+	2	9.0	BSC-AN605T	MEDIA COMMUNICATION	11	18	29	B+	2	7.0
BSC-AN506T	DIGITAL EDITING-I	12	18	30*	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	12	25	37	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	13	30	43*	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	8	26	34	A	2	8.0
BSC-AN508P	GAME DESIGN	12	24	36*	A	2	8.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	7	26	33	A	2	8.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	12	20	32*	A	2	8.0	BSC-AN609P	INTERNSHIP	11	29	40	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	11	24	35*	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	10	21	31	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	24	37*	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	12	28	40	A+	2	9.0

SGPA(1) : 7.43 (2):6.27 (3):6.15 (4) :- (5):8.27 (6):8.09 TOTAL CREDITS : 134/140 GRADE POINTS:968 TOT.MARKS : 2135/3600 (59.31%)

CGPA : _____ FINAL GRADE : _____ ADD ON CR : 8 / 8 Result : Fail

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100039 Name : AGAWANE ROHIT MANOJ
Mother's Name : CHHAYA

Eligibility No. 12021144000

PRN No. AU00002461

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	13	34	47	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	14	17	31	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	9	26	35	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	14	17	31	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	13	28	41	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	13	10	23	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	33	43	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	16	28	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	13	25	38	A+	2	9.0	BSC-AN205T	3D VISUALIZATION-II	13	21	34	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	35	47	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	12	18	30	A	2	8.0
BSC-AN107T	CREATIVE WRITING	13	28	41	A+	2	9.0	BSC-AN207T	2D ANIMATION	14	14	28	B+	2	7.0
BSC-AN108T	ART IN GAME	13	28	41	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	11	20	31	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	13	19	32	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	12	20	32	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	18	28	B+	2	7.0	BSC-AN210P	2D ANIMATION	13	32	45	O	2	10.0
BSC-AN111P	3D VISUALIZATION-I	13	31	44	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	13	31	44	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	12	31	43	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	14	28	42	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	15	18	33	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	14	16	30	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	14	17	31*	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	14	18	32	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	16	28	B+	2	7.0	BSC-AN403T	WEB DEVELOPMENT	14	21	35	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	23	36	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	19	31	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	30	43	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	14	25	B	2	6.0
BSC-AN301T	3D PRODUCTION-I	14	16	30	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	15	27	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	8	33	41	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	31	44	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	12	14	26	B	2	6.0	BSC-AN408P	3D PRODUCTION-II	11	31	42	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	12	31	43	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	8	25	33	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	11	19	30*	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	17	29	B+	2	7.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	23	36*	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	16	29*	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	14	23	37	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	11	21	32	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	14	31	45	O	2	10.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	25	36	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	10	21	31	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	14	22	36	A	2	8.0
BSC-AN502T	GAME DESIGN	13	26	39	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	14	27	41	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	14	20	34	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	13	22	35	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	10	31	41	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	13	24	37	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	11	23	34	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	14	26	40	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	10	18	28	B+	2	7.0	BSC-AN606T	DIGITAL EDITING-II	14	21	35	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	29	39	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	12	30	42	A+	2	9.0
BSC-AN508P	GAME DESIGN	14	34	48	O	2	10.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	8	30	38	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	29	40	A+	2	9.0	BSC-AN609P	INTERNSHIP	9	30	39	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	14	17	31	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	13	24	37	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	32	42	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	12	32	44	A+	2	9.0

SGPA(1) : 8.89 (2):7.82 (3):8.23 (4):7.69 (5):8.55 (6):8.73 TOTAL CREDITS : 140/140 GRADE POINTS:1162 TOT.MARKS : 2594/3600 (72.06%)

CGPA :8.32 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100040 Name : KALHAPURE SAMPADA DATTATRAYA Eligibility No. 12021144026 PRN No. AU00002462
Mother's Name : ROHINI

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	14	35	49	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	14	23	37	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	11	26	37	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	14	27	41	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	34	48	O	2	10.0	BSC-AN203T	DIGITAL GRAPHICS-II	14	22	36	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	35	46	O	2	10.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	14	23	37	A+	2	9.0
BSC-AN105T	3D VISUALIZATION-I	13	22	35	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	14	28	42	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	35	47	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	14	23	37	A+	2	9.0
BSC-AN107T	CREATIVE WRITING	12	30	42	A+	2	9.0	BSC-AN207T	2D ANIMATION	14	28	42	A+	2	9.0
BSC-AN108T	ART IN GAME	13	35	48	O	2	10.0	BSC-AN208T	TYPOGRAPHY	15	24	39	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	14	18	32	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	10	30	40	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	16	28	B+	2	7.0	BSC-AN210P	2D ANIMATION	13	31	44	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	13	32	45	O	2	10.0	BSC-AN211P	3D VISUALIZATION-II	13	31	44	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	12	32	44	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	13	26	39	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	35	49	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	11	35	46	O	2	10.0
BSC-AN304T	DIGITAL TECHNOLOGIES	15	21	36	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	34	46	O	2	10.0
BSC-AN305T	PRODUCTION PROCESS	13	30	43	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	9	31	40	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	14	34	48	O	2	10.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	34	47	O	2	10.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	28	40	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	25	36	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	15	31	46	O	2	10.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	29	41	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	13	32	45	O	2	10.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	30	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	14	22	36	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	13	30	43	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	14	32	46	O	2	10.0	BSC-AN409P	WEB DEVELOPMENT	8	15	23	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	19	33	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	14	24	38	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	30	44	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	21	34	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	14	34	48	O	2	10.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	13	32	45	O	2	10.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	13	30	43	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	30	40	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	14	34	48	O	2	10.0	BSC-AN601T	IPR & CYBER SECURITY	14	28	42	A+	2	9.0
BSC-AN502T	GAME DESIGN	15	32	47	O	2	10.0	BSC-AN602T	GAME PRODUCTION	14	23	37	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	14	32	46	O	2	10.0	BSC-AN603T	VISUAL EFFECTS-II	13	34	47	O	2	10.0
BSC-AN504T	ADVANCED PROGRAMMING	13	35	48	O	2	10.0	BSC-AN604T	CONCEPT DEVELOPMENT	14	35	49	O	2	10.0
BSC-AN505T	DIGITAL MARKETING	13	34	47	O	2	10.0	BSC-AN605T	MEDIA COMMUNICATION	14	34	48	O	2	10.0
BSC-AN506T	DIGITAL EDITING-I	14	29	43	A+	2	9.0	BSC-AN606T	DIGITAL EDITING-II	14	33	47	O	2	10.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	30	40	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	13	32	45	O	2	10.0
BSC-AN508P	GAME DESIGN	11	30	41	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	7	33	40	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	29	39	A+	2	9.0	BSC-AN609P	INTERNSHIP	10	29	39	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	14	27	41	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	14	30	44	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	14	33	47	O	2	10.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	13	33	46	O	2	10.0

SGPA(1) : 9.23 (2):8.91 (3):9.23 (4):8.85 (5):9.55 (6):9.55 TOTAL CREDITS : 140/140 GRADE POINTS:1289 TOT.MARKS : 3029/3600 (84.14%)

CGPA :9.22 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100043 Name : KALE AJAY SAMADHAN
 Mother's Name : SHITAL

Eligibility No. 12021144019

PRN No. AU00002465

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	11	27	38	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	13	12	25	B	2	6.0
BSC-AN102T	FOUNDATION OF ART	10	20	30	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	14	15	29	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	27	37	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	14	8	22	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	29	38	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	14	15	29	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	11	21	32	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	14	18	32	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	34	46	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	14	9	23	C	2	5.0
BSC-AN107T	CREATIVE WRITING	12	22	34	A	2	8.0	BSC-AN207T	2D ANIMATION	14	9	23	C	2	5.0
BSC-AN108T	ART IN GAME	12	14	26	B	2	6.0	BSC-AN208T	TYPOGRAPHY	8	16	24	C	2	5.0
BSC-AN109P	FOUNDATION OF ART	12	25	37	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	10	25	35	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	18	28	B+	2	7.0	BSC-AN210P	2D ANIMATION	12	31	43	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	12	30	42	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	12	30	42	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	27	36	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	13	25	38	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	21	34	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	12	19	31*	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	14	26	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	12	14	26	B	2	6.0
BSC-AN305T	PRODUCTION PROCESS	12	14	26	B	2	6.0	BSC-AN403T	WEB DEVELOPMENT	12	15	27	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	14	27	B+	2	7.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	18	31	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	27	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	17	28	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	14	16	30	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	19	31	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	8	30	38	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	28	41	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	11	14	25	B	2	6.0	BSC-AN408P	3D PRODUCTION-II	10	31	41	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	7	30	37	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	8	18	26	B	2	6.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	11	14	25	B	2	6.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	7	6	13*	F	0	0.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	23	37*	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	14	27	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	14	29	43	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	10	24	34	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	14	31	45	O	2	10.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	29	38	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	10	25	35	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	14	14	28	B+	2	7.0
BSC-AN502T	GAME DESIGN	13	19	32	A	2	8.0	BSC-AN602T	GAME PRODUCTION	13	23	36	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	13	23	36	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	12	29	41	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	11	29	40	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	27	39	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	12	22	34	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	21	33	A	2	8.0
BSC-AN506T	DIGITAL EDITING-I	12	15	27	B+	2	7.0	BSC-AN606T	DIGITAL EDITING-II	13	24	37	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	28	38	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	13	32	45	O	2	10.0
BSC-AN508P	GAME DESIGN	10	30	40	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	9	33	42	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	29	37	A+	2	9.0	BSC-AN609P	INTERNSHIP	13	33	46	O	2	10.0
BSC-AN510T	3D CHARACTER ANIMATION	13	20	33	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	13	22	35	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	30	40	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	30	40	A+	2	9.0

SGPA(1) : 8.34 (2):6.75 (3):7.85 (4) :- (5):8.36 (6):8.73 TOTAL CREDITS : 138/140 GRADE POINTS:1094 TOT.MARKS : 2427/3600 (67.42%)

CGPA : _____ FINAL GRADE : _____ ADD ON CR : 8 / 8 Result : Fail

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100044 Name : DEVKATE DINESH RAJENDRA
Mother's Name : MIRA

Eligibility No. 12021144025

PRN No. AU00002466

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	8	31	39	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	12	10	22	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	8	26	34	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	11	14	25	B	2	6.0
BSC-AN103T	DIGITAL GRAPHICS-I	8	22	30	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	11	23	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	29	38	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	18	30	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	7	18	25	B	2	6.0	BSC-AN205T	3D VISUALIZATION-II	12	19	31	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	35	42	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	11	14	25	B	2	6.0
BSC-AN107T	CREATIVE WRITING	8	31	39	A+	2	9.0	BSC-AN207T	2D ANIMATION	13	15	28	B+	2	7.0
BSC-AN108T	ART IN GAME	8	25	33	A	2	8.0	BSC-AN208T	TYPOGRAPHY	9	18	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	8	19	27*	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	8	17	25*	B	2	6.0	BSC-AN210P	2D ANIMATION	10	20	30	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	6	22	28*	B+	2	7.0	BSC-AN211P	3D VISUALIZATION-II	10	20	30	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	18	27*	B+	2	7.0	BSC-AN212P	DIGITAL GRAPHICS-II	8	12	20	D	2	4.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	14	26	B	2	6.0	BSC-AN401T	3D PRODUCTION-II	9	15	24	C	2	5.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	14	25	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	9	14	23	C	2	5.0
BSC-AN305T	PRODUCTION PROCESS	12	18	30	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	8	17	25	B	2	6.0
BSC-AN306T	AUDIO PRODUCTION	9	19	28	B+	2	7.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	26	37	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	9	20	29	B+	2	7.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	15	22	C	2	5.0
BSC-AN301T	3D PRODUCTION-I	13	20	33	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	16	27	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	9	22	31	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	30	40	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	9	14	23	C	2	5.0	BSC-AN408P	3D PRODUCTION-II	10	15	25	B	2	6.0
BSC-AN309P	GRAPHICS ARTS	9	23	32	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	16	24	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	15	29	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	6	19	F	0	0.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	11	15	26	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	14	24	C	2	5.0
BSC-AN312T	ADVANCE ANATOMY	11	22	33	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	10	16	26	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	25	33	A	2	8.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	25	34	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	12	24	36	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	13	20	33	A	2	8.0
BSC-AN502T	GAME DESIGN	13	16	29	B+	2	7.0	BSC-AN602T	GAME PRODUCTION	12	21	33	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	12	20	32	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	13	20	33	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	10	24	34	A	2	8.0	BSC-AN604T	CONCEPT DEVELOPMENT	13	28	41	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	11	19	30	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	15	27	B+	2	7.0
BSC-AN506T	DIGITAL EDITING-I	12	21	33	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	12	24	36	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	17	25	B	2	6.0	BSC-AN607P	GAME PRODUCTION	8	25	33	A	2	8.0
BSC-AN508P	GAME DESIGN	10	29	39	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	10	27	37	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	24	34	A	2	8.0	BSC-AN609P	INTERNSHIP	12	32	44	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	14	19	33	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	20	32	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	25	34	A	2	8.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	7	28	35	A	2	8.0

SGPA(1) : 7.84 (2):6.57 (3):7.08 (4) :- (5):7.82 (6):8.18 TOTAL CREDITS : 138/140 GRADE POINTS:1003 TOT.MARKS : 2177/3600 (60.47%)

CGPA : _____ FINAL GRADE : _____ ADD ON CR : 8 / 8 Result : Fail

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100045 Name : GULGE DNYANESHWAR ABASAHEB
Mother's Name : LATA

Eligibility No. 12021144029

PRN No. AU00002467

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	9	32	41	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	10	17	27	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	8	25	33	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	12	19	31	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	26	36	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	16	28*	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	25	34	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	16	28	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	12	18	30	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	12	16	28	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	32	43	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	13	14	27*	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	9	25	34	A	2	8.0	BSC-AN207T	2D ANIMATION	12	13	25	B	2	6.0
BSC-AN108T	ART IN GAME	13	24	37	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	7	16	23*	C	2	5.0
BSC-AN109P	FOUNDATION OF ART	10	18	28	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	8	25	33	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	18	28*	B+	2	7.0	BSC-AN210P	2D ANIMATION	12	25	37	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	12	32	44	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	12	22	34	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	20	29	B+	2	7.0	BSC-AN212P	DIGITAL GRAPHICS-II	11	20	31	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	23	36	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	11	15	26	B	2	6.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	18	30*	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	11	14	25	B	2	6.0
BSC-AN305T	PRODUCTION PROCESS	12	18	30	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	16	26	B	2	6.0
BSC-AN306T	AUDIO PRODUCTION	8	14	22	C	2	5.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	20	32	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	25	35	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	15	22	C	2	5.0
BSC-AN301T	3D PRODUCTION-I	12	15	27	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	16	28	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	10	24	34	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	31	41	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	10	21	31	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	11	20	31	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	10	22	32	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	17	25	B	2	6.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	16	28	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	16	29	B+	2	7.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	17	29	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	19	29	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	10	16	26	B	2	6.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	11	22	33	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	19	29	B+	2	7.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	8	26	34	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	12	22	34	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	14	17	31	A	2	8.0
BSC-AN502T	GAME DESIGN	13	18	31	A	2	8.0	BSC-AN602T	GAME PRODUCTION	14	18	32	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	12	26	38	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	13	21	34	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	9	25	34	A	2	8.0	BSC-AN604T	CONCEPT DEVELOPMENT	13	21	34	A	2	8.0
BSC-AN505T	DIGITAL MARKETING	10	15	25	B	2	6.0	BSC-AN605T	MEDIA COMMUNICATION	12	15	27	B+	2	7.0
BSC-AN506T	DIGITAL EDITING-I	14	21	35	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	14	21	35	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	25	34	A	2	8.0	BSC-AN607P	GAME PRODUCTION	12	32	44	A+	2	9.0
BSC-AN508P	GAME DESIGN	7	22	29	B+	2	7.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	12	27	39	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	12	26	38	A+	2	9.0	BSC-AN609P	INTERNSHIP	12	30	42	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	10	15	25	B	2	6.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	13	15	28	B+	2	7.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	29	41	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	24	34	A	2	8.0

SGPA(1) : 8.14 (2):7.16 (3):7.31 (4):6.92 (5):7.82 (6):8.09 TOTAL CREDITS : 140/140 GRADE POINTS:1057 TOT.MARKS : 2283/3600 (63.42%)

CGPA :7.57 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100046 Name : DARKUNDE VAIBHAV SURESH
Mother's Name : SARASWATI

Eligibility No. 12021144006

PRN No. AU00002468

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	7	30	37	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	12	11	23	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	6	22	28	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	10	12	22	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	7	22	29	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	14	24*	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	8	30	38	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	16	26	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	8	22	30	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	10	18	28	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	8	35	43	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	12	14	26*	B	2	6.0
BSC-AN107T	CREATIVE WRITING	8	27	35	A	2	8.0	BSC-AN207T	2D ANIMATION	11	11	22	C	2	5.0
BSC-AN108T	ART IN GAME	9	27	36	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	14	21	D	2	4.0
BSC-AN109P	FOUNDATION OF ART	8	23	31*	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	7	16	23*	C	2	5.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	14	24	C	2	5.0	BSC-AN210P	2D ANIMATION	10	17	27	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	8	14	22	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	10	18	28	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	8	19	27*	B+	2	7.0	BSC-AN212P	DIGITAL GRAPHICS-II	6	16	22	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	10	14	24	C	2	5.0	BSC-AN401T	3D PRODUCTION-II	7	17	24	C	2	5.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	18	28*	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	7	14	21	D	2	4.0
BSC-AN305T	PRODUCTION PROCESS	10	16	26	B	2	6.0	BSC-AN403T	WEB DEVELOPMENT	8	18	26	B	2	6.0
BSC-AN306T	AUDIO PRODUCTION	7	14	21	D	2	4.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	23	33	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	8	20	28	B+	2	7.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	14	21*	D	2	4.0
BSC-AN301T	3D PRODUCTION-I	8	16	24*	C	2	5.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	15	27	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	8	18	26	B	2	6.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	7	30	37	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	7	15	22	C	2	5.0	BSC-AN408P	3D PRODUCTION-II	8	18	26	B	2	6.0
BSC-AN309P	GRAPHICS ARTS	9	21	30*	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	15	23	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	9	18	27*	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	14	24	C	2	5.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	8	23	31*	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	7	15	22	C	2	5.0
BSC-AN312T	ADVANCE ANATOMY	8	20	28	B+	2	7.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	8	19	27	B+	2	7.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	18	26	B	2	6.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	7	22	29	B+	2	7.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	13	19	32	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	13	22	35	A	2	8.0
BSC-AN502T	GAME DESIGN	13	22	35	A	2	8.0	BSC-AN602T	GAME PRODUCTION	13	25	38	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	14	21	35	A	2	8.0	BSC-AN603T	VISUAL EFFECTS-II	12	25	37	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	13	30	43	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	13	28	41	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	13	17	30	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	25	37	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	14	16	30	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	13	33	46	O	2	10.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	17	25	B	2	6.0	BSC-AN607P	GAME PRODUCTION	13	32	45	O	2	10.0
BSC-AN508P	GAME DESIGN	7	18	25	B	2	6.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	10	29	39	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	27	37	A+	2	9.0	BSC-AN609P	INTERNSHIP	11	30	41	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	12	19	31	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	20	32	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	7	25	32	A	2	8.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	11	29	40	A+	2	9.0

SGPA(1) : 7.61 (2):5.55 (3):6.23 (4):5.92 (5):7.82 (6):9.00 TOTAL CREDITS : 140/140 GRADE POINTS:976 TOT.MARKS : 2139/3600 (59.42%)

CGPA :7.02 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100047 Name : TAMBOLI ARBAJ JAHANGIR
Mother's Name : SHARIFA

Eligibility No. 12021144024

PRN No. AU00002469

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	10	34	44	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	13	17	30	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	7	15	22	C	2	5.0	BSC-AN202T	DIGITAL FILMMAKING	13	23	36	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	23	33	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	16	28	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	28	38	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	13	18	31	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	11	23	34	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	12	18	30	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	35	46	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	13	17	30	A	2	8.0
BSC-AN107T	CREATIVE WRITING	10	28	38	A+	2	9.0	BSC-AN207T	2D ANIMATION	11	15	26	B	2	6.0
BSC-AN108T	ART IN GAME	12	27	39	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	7	20	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	12	24	36*	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	25	33	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	21	31	A	2	8.0	BSC-AN210P	2D ANIMATION	11	20	31	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	10	28	38	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	11	24	35	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	24	35	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	11	20	31	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	24	36	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	10	16	26	B	2	6.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	14	27	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	10	24	34	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	11	17	28	B+	2	7.0	BSC-AN403T	WEB DEVELOPMENT	9	15	24	C	2	5.0
BSC-AN306T	AUDIO PRODUCTION	11	19	30	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	19	32	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	25	36	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	15	22	C	2	5.0
BSC-AN301T	3D PRODUCTION-I	13	14	27	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	16	26	B	2	6.0
BSC-AN308P	3D PRODUCTION-I	7	28	35	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	28	40	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	10	15	25	B	2	6.0	BSC-AN408P	3D PRODUCTION-II	11	18	29	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	7	20	27	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	8	15	23	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	15	29	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	19	32	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	21	33	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	21	33	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	12	16	28*	B+	2	7.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	11	14	25	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	20	31	A	2	8.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	27	36	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	12	23	35	A	2	8.0	BSC-AN601T	IPR & CYBER SECURITY	13	20	33	A	2	8.0
BSC-AN502T	GAME DESIGN	12	22	34	A	2	8.0	BSC-AN602T	GAME PRODUCTION	13	23	36	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	12	26	38	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	13	20	33	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	12	25	37	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	27	39	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	14	21	35*	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	23	35	A	2	8.0
BSC-AN506T	DIGITAL EDITING-I	12	18	30	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	13	31	44	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	20	30	A	2	8.0	BSC-AN607P	GAME PRODUCTION	10	25	35	A	2	8.0
BSC-AN508P	GAME DESIGN	10	19	29	B+	2	7.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	8	27	35	A	2	8.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	22	33	A	2	8.0	BSC-AN609P	INTERNSHIP	13	32	45	O	2	10.0
BSC-AN510T	3D CHARACTER ANIMATION	10	19	29	B+	2	7.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	31	43	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	30	40	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	27	37	A+	2	9.0

SGPA(1) : 8.34 (2):7.64 (3):7.38 (4):6.77 (5):8.09 (6):8.55 TOTAL CREDITS : 140/140 GRADE POINTS:1086 TOT.MARKS : 2361/3600 (65.58%)

CGPA :7.80 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100048 Name : KALE PRITAM RAVINDRA
Mother's Name : ARCHANA

Eligibility No. 12021144032

PRN No. AU00002470

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	14	35	49	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	13	18	31	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	6	29	35	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	14	15	29	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	30	44	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	14	24	38	A+	2	9.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	32	42	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	14	16	30	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	12	25	37	A+	2	9.0	BSC-AN205T	3D VISUALIZATION-II	14	22	36	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	35	47	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	14	16	30	A	2	8.0
BSC-AN107T	CREATIVE WRITING	13	32	45	O	2	10.0	BSC-AN207T	2D ANIMATION	14	21	35	A	2	8.0
BSC-AN108T	ART IN GAME	13	28	41	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	12	18	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	11	17	28	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	10	25	35	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	11	25	36	A	2	8.0	BSC-AN210P	2D ANIMATION	12	30	42	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	13	32	45	O	2	10.0	BSC-AN211P	3D VISUALIZATION-II	12	26	38	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	14	33	47	O	2	10.0	BSC-AN212P	DIGITAL GRAPHICS-II	14	28	42	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	27	40	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	12	21	33	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	20	33	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	13	19	32	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	21	33	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	13	20	33	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	18	31	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	14	26	40	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	26	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	13	20	33	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	14	21	35	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	16	28	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	13	22	35	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	11	32	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	14	20	34	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	10	30	40	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	14	34	48	O	2	10.0	BSC-AN409P	WEB DEVELOPMENT	8	20	28	B+	2	7.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	15	28	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	19	32	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	19	32	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	11	24	35	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	12	25	37	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	10	21	31	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	25	36	A	2	8.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	8	29	37	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	14	32	46	O	2	10.0	BSC-AN601T	IPR & CYBER SECURITY	14	22	36	A	2	8.0
BSC-AN502T	GAME DESIGN	14	22	36	A	2	8.0	BSC-AN602T	GAME PRODUCTION	14	26	40	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	14	24	38	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	13	28	41	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	12	29	41	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	13	29	42	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	11	27	38	A+	2	9.0	BSC-AN605T	MEDIA COMMUNICATION	13	27	40	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	13	19	32	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	14	28	42	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	31	41	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	12	28	40	A+	2	9.0
BSC-AN508P	GAME DESIGN	8	18	26	B	2	6.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	8	30	38	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	13	28	41	A+	2	9.0	BSC-AN609P	INTERNSHIP	10	32	42	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	12	19	31	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	13	24	37	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	14	34	48	O	2	10.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	12	31	43	A+	2	9.0

SGPA(1) : 9.11 (2):8.20 (3):8.31 (4):8.15 (5):8.64 (6):8.91 TOTAL CREDITS : 140/140 GRADE POINTS:1195 TOT.MARKS : 2675/3600 (74.31%)

CGPA :8.55 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100051 Name : PANDIT AJINKYA NANA
Mother's Name : JYOTI

Eligibility No. 12021143996

PRN No. AU00002473

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	10	29	39	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	12	15	27	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	9	22	31	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	11	17	28	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	19	29	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	11	15	26	B	2	6.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	27	37	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	13	17	30	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	10	14	24	C	2	5.0	BSC-AN205T	3D VISUALIZATION-II	12	15	27	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	29	39	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	10	15	25	B	2	6.0
BSC-AN107T	CREATIVE WRITING	8	23	31	A	2	8.0	BSC-AN207T	2D ANIMATION	12	14	26	B	2	6.0
BSC-AN108T	ART IN GAME	8	23	31	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	18	25	B	2	6.0
BSC-AN109P	FOUNDATION OF ART	9	15	24	C	2	5.0	BSC-AN209P	STOP MOTION AND C#	10	28	38	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	20	30	A	2	8.0	BSC-AN210P	2D ANIMATION	10	18	28	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	11	28	39	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	10	22	32	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	31	42	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	13	25	38	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	19	32	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	11	21	32	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	18	31*	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	14	26	B	2	6.0
BSC-AN305T	PRODUCTION PROCESS	12	17	29	B+	2	7.0	BSC-AN403T	WEB DEVELOPMENT	11	18	29	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	10	18	28	B+	2	7.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	28	40	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	28	40	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	14	24	C	2	5.0
BSC-AN301T	3D PRODUCTION-I	13	16	29*	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	9	16	25	B	2	6.0
BSC-AN308P	3D PRODUCTION-I	7	18	25	B	2	6.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	9	30	39	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	14	18	32	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	10	20	30	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	7	33	40	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	8	23	31	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	16	30*	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	14	16	30	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	11	20	31	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	9	22	31	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	11	19	30	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	10	23	33	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	25	33	A	2	8.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	8	27	35	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	10	27	37	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	12	19	31	A	2	8.0
BSC-AN502T	GAME DESIGN	10	19	29	B+	2	7.0	BSC-AN602T	GAME PRODUCTION	13	21	34	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	10	27	37	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	12	26	38	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	9	27	36	A	2	8.0	BSC-AN604T	CONCEPT DEVELOPMENT	14	23	37	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	10	20	30	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	12	24	36	A	2	8.0
BSC-AN506T	DIGITAL EDITING-I	11	19	30	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	12	23	35	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	20	30	A	2	8.0	BSC-AN607P	GAME PRODUCTION	10	20	30	A	2	8.0
BSC-AN508P	GAME DESIGN	7	26	33	A	2	8.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	7	28	35	A	2	8.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	30	39	A+	2	9.0	BSC-AN609P	INTERNSHIP	14	32	46	O	2	10.0
BSC-AN510T	3D CHARACTER ANIMATION	9	21	30	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	14	19	33	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	28	37	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	28	38	A+	2	9.0

SGPA(1) : 7.84 (2):7.07 (3):7.77 (4):7.54 (5):8.27 (6):8.45 TOTAL CREDITS : 140/140 GRADE POINTS:1094 TOT.MARKS : 2322/3600 (64.50%)

CGPA :7.82 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100052 Name : LANDE KUNAL BABASAHEB
Mother's Name : HIRA

Eligibility No. 12021143999

PRN No. AU00002474

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	7	29	36	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	7	17	24	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	9	16	25*	B	2	6.0	BSC-AN202T	DIGITAL FILMMAKING	7	16	23	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	7	22	29	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	7	16	23	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	28	37	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	18	26	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	7	15	22	C	2	5.0	BSC-AN205T	3D VISUALIZATION-II	10	13	23	C	2	5.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	33	40	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	8	15	23	C	2	5.0
BSC-AN107T	CREATIVE WRITING	8	23	31	A	2	8.0	BSC-AN207T	2D ANIMATION	10	20	30*	A	2	8.0
BSC-AN108T	ART IN GAME	7	24	31	A	2	8.0	BSC-AN208T	TYPOGRAPHY	8	22	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	11	25	36*	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	11	19	30*	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	8	18	26*	B	2	6.0	BSC-AN210P	2D ANIMATION	9	19	28*	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	7	18	25*	B	2	6.0	BSC-AN211P	3D VISUALIZATION-II	8	18	26*	B	2	6.0
BSC-AN112P	DIGITAL GRAPHICS-I	7	16	23*	C	2	5.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	20	27*	B+	2	7.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	21	34	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	11	20	31	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	16	28	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	10	23	33	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	11	23	34	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	20	30	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	9	19	28	B+	2	7.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	28	39	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	30	40	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	15	22	C	2	5.0
BSC-AN301T	3D PRODUCTION-I	10	19	29*	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	17	28	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	7	18	25	B	2	6.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	30	40	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	11	17	28	B+	2	7.0	BSC-AN408P	3D PRODUCTION-II	11	20	31	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	10	26	36	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	25	33	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	10	14	24	C	2	5.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	14	17	31	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	7	22	29	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	22	32	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	12	32	44	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	11	20	31	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	25	37	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	25	34	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	12	28	40	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	12	25	37	A+	2	9.0
BSC-AN502T	GAME DESIGN	13	24	37	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	12	23	35	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	12	29	41	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	10	31	41	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	12	25	37	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	32	44	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	12	25	37	A+	2	9.0	BSC-AN605T	MEDIA COMMUNICATION	10	29	39	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	10	20	30	A	2	8.0	BSC-AN606T	DIGITAL EDITING-II	12	25	37	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	12	33	45	O	2	10.0	BSC-AN607P	GAME PRODUCTION	9	28	37	A+	2	9.0
BSC-AN508P	GAME DESIGN	10	20	30	A	2	8.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	10	34	44	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	25	35	A	2	8.0	BSC-AN609P	INTERNSHIP	11	28	39	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	13	22	35	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	29	41	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	29	39	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	9	28	37	A+	2	9.0

SGPA(1) : 7.16 (2):6.18 (3):7.46 (4):7.77 (5):8.73 (6):8.91 TOTAL CREDITS : 140/140 GRADE POINTS:1078 TOT.MARKS : 2342/3600 (65.06%)

CGPA :7.70 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100054 Name : KALE SURAJ BABASAHEB
Mother's Name : USHA

Eligibility No. 12021144014

PRN No. AU00002476

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	11	35	46	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	14	20	34	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	9	28	37	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	13	26	39	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	33	44	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	14	20	34	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	31	42	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	14	18	32	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	12	30	42	A+	2	9.0	BSC-AN205T	3D VISUALIZATION-II	14	31	45	O	2	10.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	35	47	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	14	18	32	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	29	41	A+	2	9.0	BSC-AN207T	2D ANIMATION	14	17	31	A	2	8.0
BSC-AN108T	ART IN GAME	11	30	41	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	12	25	37	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	11	29	40*	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	13	30	43	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	26	38	A+	2	9.0	BSC-AN210P	2D ANIMATION	13	29	42	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	11	29	40	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	13	26	39	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	20	31	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	13	27	40	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	33	46	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	14	22	36	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	29	42	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	14	27	41	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	12	29	41	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	15	26	41	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	14	26	40	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	29	42	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	26	36	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	15	27	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	13	32	45	O	2	10.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	19	31	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	12	28	40	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	14	30	44	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	13	26	39	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	13	33	46	O	2	10.0
BSC-AN309P	GRAPHICS ARTS	14	32	46	O	2	10.0	BSC-AN409P	WEB DEVELOPMENT	9	30	39	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	15	20	35	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	19	30	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	23	36	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	14	30	44	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	12	34	46	O	2	10.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	13	29	42	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	13	30	43	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	28	37	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	14	34	48	O	2	10.0	BSC-AN601T	IPR & CYBER SECURITY	14	25	39	A+	2	9.0
BSC-AN502T	GAME DESIGN	15	27	42	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	14	33	47	O	2	10.0
BSC-AN503T	VISUAL EFFECTS-I	15	32	47	O	2	10.0	BSC-AN603T	VISUAL EFFECTS-II	13	27	40	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	14	32	46	O	2	10.0	BSC-AN604T	CONCEPT DEVELOPMENT	14	27	41	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	12	22	34	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	14	33	47	O	2	10.0
BSC-AN506T	DIGITAL EDITING-I	15	24	39	A+	2	9.0	BSC-AN606T	DIGITAL EDITING-II	13	32	45	O	2	10.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	14	35	49	O	2	10.0	BSC-AN607P	GAME PRODUCTION	10	30	40	A+	2	9.0
BSC-AN508P	GAME DESIGN	13	30	43	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	11	29	40	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	13	31	44	A+	2	9.0	BSC-AN609P	INTERNSHIP	14	33	47	O	2	10.0
BSC-AN510T	3D CHARACTER ANIMATION	15	24	39	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	14	33	47	O	2	10.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	32	45	O	2	10.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	13	32	45	O	2	10.0

SGPA(1) : 9.11 (2):8.64 (3):9.08 (4):8.69 (5):9.36 (6):9.55 TOTAL CREDITS : 140/140 GRADE POINTS:1269 TOT.MARKS : 2926/3600 (81.28%)

CGPA :9.07 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100058 Name : BRAHMANE NIKHIL JEETENDRA
Mother's Name : SARIKA

Eligibility No. 12021175666

PRN No. AU00002480

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	9	34	43	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	12	19	31	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	9	23	32	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	12	22	34	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	9	27	36	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	13	19	32	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	34	43	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	18	28	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	13	22	35	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	10	27	37	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	35	46	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	13	21	34	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	32	44	A+	2	9.0	BSC-AN207T	2D ANIMATION	12	23	35	A	2	8.0
BSC-AN108T	ART IN GAME	12	26	38	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	7	23	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	10	20	30	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	7	19	26*	B	2	6.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	14	24	C	2	5.0	BSC-AN210P	2D ANIMATION	13	20	33	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	12	32	44	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	12	30	42	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	20	29	B+	2	7.0	BSC-AN212P	DIGITAL GRAPHICS-II	10	20	30	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	32	46	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	12	22	34	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	19	32	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	25	37	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	12	25	37	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	24	36	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	23	35	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	21	33	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	28	39	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	9	20	29	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	12	30	42	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	19	31	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	13	28	41	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	30	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	11	20	31	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	9	34	43	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	13	14	27	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	8	22	30	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	14	28	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	20	33	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	21	33	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	24	37	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	13	31	44	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	9	30	39	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	14	30	44	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	22	31	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	13	28	41	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	12	25	37	A+	2	9.0
BSC-AN502T	GAME DESIGN	12	24	36	A	2	8.0	BSC-AN602T	GAME PRODUCTION	12	27	39	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	13	33	46	O	2	10.0	BSC-AN603T	VISUAL EFFECTS-II	13	29	42	A+	2	9.0
BSC-AN504T	ADVANCED PROGRAMMING	12	29	41	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	10	25	35	A	2	8.0
BSC-AN505T	DIGITAL MARKETING	12	24	36	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	13	28	41	A+	2	9.0
BSC-AN506T	DIGITAL EDITING-I	10	29	39	A+	2	9.0	BSC-AN606T	DIGITAL EDITING-II	14	29	43	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	13	33	46	O	2	10.0	BSC-AN607P	GAME PRODUCTION	10	30	40	A+	2	9.0
BSC-AN508P	GAME DESIGN	12	32	44	A+	2	9.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	7	29	36	A	2	8.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	23	34	A	2	8.0	BSC-AN609P	INTERNSHIP	11	32	43	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	14	23	37	A+	2	9.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	31	43	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	28	37	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	10	27	37	A+	2	9.0

SGPA(1) : 8.34 (2):7.93 (3):8.46 (4):8.23 (5):8.91 (6):8.82 TOTAL CREDITS : 140/140 GRADE POINTS:1182 TOT.MARKS : 2644/3600 (73.44%)

CGPA :8.45 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2100060 Name : SINGH GURPREET PARAMJEET
Mother's Name : NIRMAL KAUR

Eligibility No. 12021175664

PRN No. AU00002482

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	10	35	45	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	14	23	37	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	9	27	36	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	14	23	37	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	9	32	41	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	14	21	35	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	34	46	O	2	10.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	14	16	30	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	11	23	34	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	14	31	45	O	2	10.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	35	45	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	14	21	35	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	35	47	O	2	10.0	BSC-AN207T	2D ANIMATION	14	27	41	A+	2	9.0
BSC-AN108T	ART IN GAME	12	32	44	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	13	24	37	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	13	14	27	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	10	32	42	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	13	32	45	O	2	10.0	BSC-AN210P	2D ANIMATION	12	25	37	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	8	22	30	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	11	24	35	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	23	32	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	11	16	27	B+	2	7.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	15	34	49	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	14	19	33	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	14	21	35	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	24	36	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	28	40	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	13	23	36	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	29	41	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	31	44	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	30	43	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	19	29	B+	2	7.0
BSC-AN301T	3D PRODUCTION-I	14	29	43	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	13	19	32	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	12	29	41	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	14	28	42	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	13	24	37	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	12	25	37	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	9	26	35	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	26	34	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	19	32	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	13	25	38	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	23	36	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	14	27	41	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	14	25	39	A+	2	9.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	12	28	40	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	14	30	44	A+	2	9.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	20	32	A	2	8.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	14	29	43	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	14	28	42	A+	2	9.0
BSC-AN502T	GAME DESIGN	14	26	40	A+	2	9.0	BSC-AN602T	GAME PRODUCTION	14	29	43	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	14	29	43	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	12	34	46	O	2	10.0
BSC-AN504T	ADVANCED PROGRAMMING	13	32	45	O	2	10.0	BSC-AN604T	CONCEPT DEVELOPMENT	13	24	37	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	12	23	35	A	2	8.0	BSC-AN605T	MEDIA COMMUNICATION	13	33	46	O	2	10.0
BSC-AN506T	DIGITAL EDITING-I	12	28	40	A+	2	9.0	BSC-AN606T	DIGITAL EDITING-II	12	27	39	A+	2	9.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	13	30	43	A+	2	9.0	BSC-AN607P	GAME PRODUCTION	10	29	39	A+	2	9.0
BSC-AN508P	GAME DESIGN	7	20	27	B+	2	7.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	7	30	37	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	30	40	A+	2	9.0	BSC-AN609P	INTERNSHIP	12	33	45	O	2	10.0
BSC-AN510T	3D CHARACTER ANIMATION	13	17	30	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	31	43	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	31	40	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	11	30	41	A+	2	9.0

SGPA(1) : 8.98 (2):8.61 (3):8.77 (4):8.38 (5):8.73 (6):9.27 TOTAL CREDITS : 140/140 GRADE POINTS:1229 TOT.MARKS : 2783/3600 (77.31%)

CGPA :8.79 FINAL GRADE :A+ ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.

T.Y.B.Sc Animation

Seat No. 2103967 Name : BHINGARDIVE DIKSHANT MANOHAR Eligibility No. 12021184019 PRN No. AU00002483
Mother's Name : KALPANA

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	9	35	44	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	12	17	29	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	8	27	35	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	12	17	29	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	8	35	43	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	20	30	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	35	44	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	15	25	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	11	23	34	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	9	22	31	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	35	45	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	12	18	30	A	2	8.0
BSC-AN107T	CREATIVE WRITING	10	30	40	A+	2	9.0	BSC-AN207T	2D ANIMATION	12	17	29	B+	2	7.0
BSC-AN108T	ART IN GAME	10	25	35	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	20	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	10	17	27	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	12	32	44	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	11	25	36*	A	2	8.0	BSC-AN210P	2D ANIMATION	13	22	35	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	11	30	41	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	11	22	33	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	23	32	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	11	23	34	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
								ACUG-I	PRIZE IN CURRICULAR/EXTRACURRICULAR/CULTURAL ACTIVITIES AT COLLEGE LEVEL	-	-	-	SA	-	-
								ACUG-J	ACTIVE PARTICIPATION IN EXCURSION TOURS/STUDY TOURS AND EXPERIENTIAL LEARNING ACTIVITIES	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	11	23	34	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	7	18	25	B	2	6.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	22	32	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	7	23	30	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	17	29*	B+	2	7.0	BSC-AN403T	WEB DEVELOPMENT	7	21	28*	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	11	14	25	B	2	6.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	20	30	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	22	32	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	15	22	C	2	5.0
BSC-AN301T	3D PRODUCTION-I	12	21	33	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	16	27	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	11	24	35	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	28	40	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	10	17	27	B+	2	7.0	BSC-AN408P	3D PRODUCTION-II	9	20	29	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	8	24	32	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	8	25	33	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	20	34	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	14	19	33	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	23	33	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	21	33	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	9	22	31	A	2	8.0	BSC-AN412T2D	DIGITAL CHARACTER ANIMATION	9	17	26	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	20	28	B+	2	7.0	BSC-AN413P2D	DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	27	39	A+	2	9.0
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	12	27	39	A+	2	9.0	BSC-AN601T	IPR & CYBER SECURITY	12	23	35	A	2	8.0
BSC-AN502T	GAME DESIGN	12	19	31	A	2	8.0	BSC-AN602T	GAME PRODUCTION	12	20	32	A	2	8.0
BSC-AN503T	VISUAL EFFECTS-I	12	25	37	A+	2	9.0	BSC-AN603T	VISUAL EFFECTS-II	14	20	34	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	9	28	37	A+	2	9.0	BSC-AN604T	CONCEPT DEVELOPMENT	12	21	33	A	2	8.0
BSC-AN505T	DIGITAL MARKETING	10	18	28	B+	2	7.0	BSC-AN605T	MEDIA COMMUNICATION	12	15	27	B+	2	7.0
BSC-AN506T	DIGITAL EDITING-I	10	17	27	B+	2	7.0	BSC-AN606T	DIGITAL EDITING-II	12	20	32	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	14	33	47	O	2	10.0	BSC-AN607P	GAME PRODUCTION	11	34	45	O	2	10.0
BSC-AN508P	GAME DESIGN	14	33	47	O	2	10.0	BSC-AN608P	VISUAL EFFECTS-II AND DIGITAL EDITING-II	12	34	46	O	2	10.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	21	31	A	2	8.0	BSC-AN609P	INTERNSHIP	11	31	42	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	15	17	32	A	2	8.0	BSC-AN610T	DIGITAL PAINTING & ILLUSTRATION	12	18	30	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	31	40	A+	2	9.0	BSC-AN611P	DIGITAL PAINTING & ILLUSTRATION (PRACTICAL)	8	29	37	A+	2	9.0

SGPA(1) : 8.55 (2):7.52 (3):7.62 (4):7.31 (5):8.55 (6):8.45 TOTAL CREDITS : 140/140 GRADE POINTS:1116 TOT.MARKS : 2421/3600 (67.25%)

CGPA :8.00 FINAL GRADE :A ADD ON CR : 8 / 8 Result : Pass

The student has completed mandatory add-on credits for this programme.