

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

RESULT SUMMARY NOV / DEC 2024
T.Y.B.Sc Animation :

RESULT	SUMMARY
Total Number of Students	40
Pass	35
ATKT	0
FAIL	5

Date of Result :

Head of Department

Vice Principal

Signature of COE

Signature of Principal

Seat No. 2100038 Name : THANGE PRATIK NAGNATH
Mother's Name : SAVITA

Eligibility No. 12021143997

PRN No. AU00002460

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	14	22	C	2	5.0	BSC-AN201T	BASICS OF ANIMATION-II	7	16	23	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	6	15	21*	D	2	4.0	BSC-AN202T	DIGITAL FILMMAKING	8	15	23	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	7	18	25	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	8	14	22	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	7	15	22	C	2	5.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	7	14	21	D	2	4.0
BSC-AN105T	3D VISUALIZATION-I	7	14	21	D	2	4.0	BSC-AN205T	3D VISUALIZATION-II	Ab	21	21	D	2	0.0
BSC-AN106T	INFORMATION TECHNOLOGY	8	24	32	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	8	25	33*	A	2	8.0
BSC-AN107T	CREATIVE WRITING	7	15	22	C	2	5.0	BSC-AN207T	2D ANIMATION	8	22	30*	A	2	8.0
BSC-AN108T	ART IN GAME	7	20	27	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	8	17	25	B	2	6.0
BSC-AN109P	FOUNDATION OF ART	8	18	26	B	2	6.0	BSC-AN209P	STOP MOTION AND C#	8	15	23	C	2	5.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	14	24	C	2	5.0	BSC-AN210P	2D ANIMATION	8	18	26	B	2	6.0
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	15	21	D	2	4.0	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-AN412T	2D DIGITAL CHARACTER ANIMATION	9	22	31*	A		8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	22	33	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	11	22	33	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	24	36	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	9	18	27	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	27	40	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	10	29	39	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	9	25	34	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	23	35	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	10	15	25	B	2	6.0	BSC-AN405T	ANIMATION FILM AND PROCESS	8	21	29	B+	2	7.0
BSC-AN308P	3D PRODUCTION-I	8	18	26	B	2	6.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	8	22	30	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	11	16	27	B+	2	7.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	20	28	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	7	25	32	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	16	23	C	2	5.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	6	26	32*	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	10	24	34	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	16	26	B	2	6.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	19	29	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	10	14	24	C	2	5.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	23	36	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	24	32	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	26	35	A	2	8.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	9	20	29	B+	2	7.0								
BSC-AN502T	GAME DESIGN	12	21	33	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	10	20	30	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	10	24	34	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	12	17	29	B+	2	7.0								
BSC-AN506T	DIGITAL EDITING-I	12	15	27	B+	2	7.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	17	25	B	2	6.0								
BSC-AN508P	GAME DESIGN	Ab	Ab	0	F	0	0.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	Ab	Ab	0	F	0	0.0								
BSC-AN510T	3D CHARACTER ANIMATION	9	29	38	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	22	34	A	2	8.0								

SGPA(1) : 5.30 (2):5.66 (3):7.31 (4) :- (5) :- TOTAL CREDITS : 112/92 GRADE POINTS:559 TOT.MARKS : 1665/3050 (54.59%)

ADD ON CR : 8/8 Result : Fail

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

Seat No. 2100042 Name : Kartik Nitin Waghmare
Mother's Name : Pooja

Eligibility No. 12021144031

PRN No. AU00002464

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	34	41	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	8	14	22	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	6	18	24*	C	2	5.0	BSC-AN202T	DIGITAL FILMMAKING	7	14	21	D	2	4.0
BSC-AN103T	DIGITAL GRAPHICS-I	7	29	36	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	15	25*	B	2	6.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	34	43	A+	2	9.0	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	7	14	21	D	2	4.0
BSC-AN106T	INFORMATION TECHNOLOGY	7	35	42	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	8	21	29	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	7	22	29	B+	2	7.0	BSC-AN207T	2D ANIMATION	7	18	25	B	2	6.0
BSC-AN108T	ART IN GAME	7	24	31	A	2	8.0	BSC-AN208T	TYPOGRAPHY	7	25	32*	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	7	14	21	D	2	4.0	BSC-AN209P	STOP MOTION AND C#	10	15	25	B	2	6.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	7	18	25	B	2	6.0	BSC-AN210P	2D ANIMATION	6	16	22	C	2	5.0
BSC-AN111P	3D VISUALIZATION-I	6	16	22	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	6	16	22	C	2	5.0
BSC-AN112P	DIGITAL GRAPHICS-I	6	15	21	D	2	4.0	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	8	20	28	B+	2	7.0	BSC-AN401T	3D PRODUCTION-II	11	23	34	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	16	27	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	12	25	37	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	9	20	29	B+	2	7.0	BSC-AN403T	WEB DEVELOPMENT	12	24	36	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	22	34	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	25	35	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	20	30	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	21	31	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	7	21	28	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	16	26	B	2	6.0
BSC-AN308P	3D PRODUCTION-I	8	17	25	B	2	6.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	7	18	25	B	2	6.0
BSC-AN303T	GRAPHICS ARTS	11	26	37	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	7	16	23	C	2	5.0
BSC-AN309P	GRAPHICS ARTS	6	22	28	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	12	29	41	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	6	15	21*	D	2	4.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	9	16	25	B	2	6.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	9	20	29	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	14	26	B	2	6.0
BSC-AN312T	ADVANCE ANATOMY	9	17	26	B	2	6.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	14	26	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	9	23	32	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	26	35	A	2	8.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	24	35	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	20	32	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	12	22	34	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	17	29	B+	2	7.0								
BSC-AN505T	DIGITAL MARKETING	9	26	35	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	10	23	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	17	25	B	2	6.0								
BSC-AN508P	GAME DESIGN	9	18	27	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	27	35	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	8	26	34	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	7	18	25	B	2	6.0								

SGPA(1) : 6.93 (2):5.52 (3):7.00 (4):7.15 (5):7.45 TOTAL CREDITS : 118/118 GRADE POINTS:806 TOT.MARKS : 1768/3050 (57.97%)

ADD ON CR : 8/8 Result : Pass

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

Seat No. 2201047 Name : CHOBHE ROHAN RAJENDRA
Mother's Name : HIRABAI

Eligibility No.

PRN No. SU00001524

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	16	29	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	8	29	37*	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	12	18	30	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	8	14	22	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	13	18	31	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	11	17	28	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	13	15	28	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	22	34	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	14	18	32	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	13	18	31	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	19	31	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	12	27	39*	A+	2	9.0
BSC-AN107T	CREATIVE WRITING	11	16	27	B+	2	7.0	BSC-AN207T	2D ANIMATION	13	14	27	B+	2	7.0
BSC-AN108T	ART IN GAME	13	19	32	A	2	8.0	BSC-AN208T	TYPOGRAPHY	13	14	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	11	24	35	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	22	32	A	2	8.0	BSC-AN210P	2D ANIMATION	11	27	38	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	12	31	43	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	11	26	37	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	30	41	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	28	40	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	11	26	37	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	12	24	36	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	15	25	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	12	19	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	23	35	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	11	25	36	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	26	39	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	18	28	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	23	35	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	13	19	32	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	28	40	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	10	25	35	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	23	33	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	14	25	39	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	10	30	40	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	12	30	42	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	11	28	39	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	14	26	B	2	6.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	18	28	B+	2	7.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	14	24	C	2	5.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	18	28	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	10	18	28	B+	2	7.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	11	21	32	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	28	40	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	28	39	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	12	28	40	A+	2	9.0								
BSC-AN502T	GAME DESIGN	12	25	37	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	10	22	32	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	27	39	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	12	20	32	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	11	20	31	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	20	29	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	19	26	B	2	6.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	27	35	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	27	37	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	7	23	30	A	2	8.0								

SGPA(1) : 7.86 (2):7.84 (3):7.85 (4):8.08 (5):8.09 TOTAL CREDITS : 118/118 GRADE POINTS:938 TOT.MARKS : 2038/3050 (66.82%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201300 Name : SHEWALE OMKAR YUVRAJ
Mother's Name : SAVITA

Eligibility No.

PRN No. SU00001550

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	17	30	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	10	27	37*	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	12	25	37	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	11	15	26	B	2	6.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	22	36	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	19	31	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	14	15	29	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	9	21	30	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	14	19	33	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	13	24	37	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	24	36	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	12	15	27	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	11	25	36	A	2	8.0	BSC-AN207T	2D ANIMATION	12	29	41*	A+	2	9.0
BSC-AN108T	ART IN GAME	13	20	33	A	2	8.0	BSC-AN208T	TYPOGRAPHY	14	20	34	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	9	25	34	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	23	31	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	11	21	32	A	2	8.0	BSC-AN210P	2D ANIMATION	12	31	43	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	11	29	40	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	12	28	40	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	13	31	44	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	30	42	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	27	39	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	12	26	38	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	20	32	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	13	24	37	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	12	24	36	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	12	19	31	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	28	41	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	26	38	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	24	34	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	13	21	34	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	30	42	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	10	24	34	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	25	33	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	11	22	33	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	13	30	43	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	7	28	35	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	12	26	38	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	18	30	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	14	25	B	2	6.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	17	27	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	11	19	30	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	10	18	28	B+	2	7.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	9	30	39	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	13	32	45	O	2	10.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	28	40	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	28	38	A+	2	9.0								
BSC-AN502T	GAME DESIGN	12	27	39	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	12	25	37	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	11	23	34	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	10	23	33	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	10	21	31	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	20	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	18	25	B	2	6.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	7	28	35	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	9	29	38	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	28	37	A+	2	9.0								

SGPA(1) : 8.14 (2):8.20 (3):8.23 (4):8.38 (5):8.18 TOTAL CREDITS : 118/118 GRADE POINTS:972 TOT.MARKS : 2138/3050 (70.10%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2201301 Name : GHAWAT TEJAS ANIL
Mother's Name : CHHAYA

Eligibility No.

PRN No. SU00001529

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	16	29	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	10	14	24	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	12	19	31	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	10	15	25	B	2	6.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	16	27	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	8	22	30	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	15	26	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	23	33	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	13	19	32	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	13	22	35	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	22	33	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	10	15	25	B	2	6.0
BSC-AN107T	CREATIVE WRITING	13	21	34	A	2	8.0	BSC-AN207T	2D ANIMATION	12	18	30	A	2	8.0
BSC-AN108T	ART IN GAME	13	17	30*	A	2	8.0	BSC-AN208T	TYPOGRAPHY	13	14	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	11	30	41	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	22	34	A	2	8.0	BSC-AN210P	2D ANIMATION	9	25	34	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	10	25	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	10	27	37	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	20	31	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	22	34	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	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	12	25	37	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	23	33	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	11	27	38	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	26	39	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	27	39	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	14	28	42	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	21	34	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	27	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	27	37	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	12	16	28	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	29	39	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	11	21	32	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	23	33	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	22	35	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	8	24	32	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	11	27	38	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	11	28	39	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	15	27	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	19	30	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	24	34*	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	17	27	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	7	22	29	B+	2	7.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	26	38	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	27	38	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	30	42	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	9	28	37	A+	2	9.0								
BSC-AN502T	GAME DESIGN	12	30	42	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	12	27	39	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	27	39	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	11	22	33	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	25	37	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	18	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	21	28	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	23	31	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	11	33	44	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	15	25	B	2	6.0								

SGPA(1) : 7.70 (2):7.27 (3):8.15 (4):8.46 (5):8.18 TOTAL CREDITS : 118/118 GRADE POINTS:942 TOT.MARKS : 2041/3050 (66.92%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201302 Name : WALKE DARSHAN DADASAHEB Eligibility No. PRN No. SU00001563

Mother's Name : NILIMA

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	15	26	B	2	6.0	BSC-AN201T	BASICS OF ANIMATION-II	8	29	37*	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	12	19	31	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	8	22	30*	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	13	16	29	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	14	24	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	17	28	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	18	29	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	13	20	33	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	12	18	30	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	23	34	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	12	14	26	B	2	6.0
BSC-AN107T	CREATIVE WRITING	11	28	39	A+	2	9.0	BSC-AN207T	2D ANIMATION	9	24	33*	A	2	8.0
BSC-AN108T	ART IN GAME	13	17	30	A	2	8.0	BSC-AN208T	TYPOGRAPHY	8	14	22	C	2	5.0
BSC-AN109P	FOUNDATION OF ART	10	25	35	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	22	34	A	2	8.0	BSC-AN210P	2D ANIMATION	10	27	37	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	9	26	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	10	29	39	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	12	32	44	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	13	24	37	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	11	22	33	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	10	29	39	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	23	34	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	13	18	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	13	21	34	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	13	16	29	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	22	35	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	8	17	25	B	2	6.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	7	30	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	8	23	31	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	11	16	27	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	25	37	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	11	24	35	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	22	30	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	12	18	30	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	26	33	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	7	30	37	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	11	25	36	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	18	30	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	20	30	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	20	30*	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	11	23	34	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	10	21	31	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	13	22	35	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	9	25	34	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	28	39	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	23	33	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	24	36	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	10	24	34	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	26	38	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	12	19	31	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	21	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	18	26	B	2	6.0								
BSC-AN508P	GAME DESIGN	9	30	39	A+	2	9.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	26	34	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	25	35	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	17	27	B+	2	7.0								

SGPA(1) : 7.80 (2):7.48 (3):8.08 (4):8.00 (5):7.91 TOTAL CREDITS : 118/118 GRADE POINTS:928 TOT.MARKS : 1994/3050 (65.38%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2201344 Name : BARATE NISHA BAPU
Mother's Name : SANTOSHI

Eligibility No.

PRN No. SU00001518

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	23	37	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	12	14	26	B	2	6.0
BSC-AN102T	FOUNDATION OF ART	14	19	33	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	12	14	26	B	2	6.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	21	35	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	14	19	33	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	13	25	38	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	14	21	35	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	13	19	32	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	14	26	40	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	13	25	38	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	13	17	30	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	28	40	A+	2	9.0	BSC-AN207T	2D ANIMATION	15	20	35	A	2	8.0
BSC-AN108T	ART IN GAME	13	17	30	A	2	8.0	BSC-AN208T	TYPOGRAPHY	13	20	33	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	10	30	40	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	9	24	33	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	14	32	46	O	2	10.0	BSC-AN210P	2D ANIMATION	12	31	43	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	10	25	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	13	33	46	O	2	10.0
BSC-AN112P	DIGITAL GRAPHICS-I	13	30	43	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	14	30	44	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	30	43	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	13	30	43	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	29	41	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	13	25	38	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	29	42	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	11	28	39	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	13	27	40	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	17	28	B+	2	7.0
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	13	25	38	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	30	41	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	13	30	43	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	23	33	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	14	30	44	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	13	32	45	O	2	10.0
BSC-AN309P	GRAPHICS ARTS	8	25	33	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	12	33	45	O	2	10.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	11	15	26	B	2	6.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	16	27	B+	2	7.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	25	39	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	11	19	30	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	12	27	39	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	32	44	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	30	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	30	42	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	33	43	A+	2	9.0								
BSC-AN502T	GAME DESIGN	12	25	37	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	10	27	37	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	25	37	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	12	30	42	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	14	24	38	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	11	20	31	A	2	8.0								
BSC-AN508P	GAME DESIGN	7	25	32	A	2	8.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	29	40	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	13	30	43	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	11	29	40	A+	2	9.0								

SGPA(1) : 8.64 (2):8.00 (3):8.69 (4):8.69 (5):8.82 TOTAL CREDITS : 118/118 GRADE POINTS:1012 TOT.MARKS : 2294/3050 (75.21%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201368 Name : SHELAR AKSHAY VIKAS
Mother's Name : SAVITA

Eligibility No.

PRN No. SU00001548

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	16	29	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	8	25	33*	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	12	19	31	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	8	15	23	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	14	25	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	8	15	23	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	15	26	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	9	21	30	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	11	17	28	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	10	19	29	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	14	24	C	2	5.0	BSC-AN206T	STOP MOTION ANIMATION	8	14	22	C	2	5.0
BSC-AN107T	CREATIVE WRITING	10	23	33	A	2	8.0	BSC-AN207T	2D ANIMATION	8	15	23	C	2	5.0
BSC-AN108T	ART IN GAME	12	14	26	B	2	6.0	BSC-AN208T	TYPOGRAPHY	10	20	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	9	25	34	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	8	20	28	B+	2	7.0	BSC-AN210P	2D ANIMATION	9	25	34	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	7	16	23	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	8	20	28	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	25	36	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	8	20	28	B+	2	7.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	10	27	37	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	11	28	39	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	21	33	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	24	36	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	10	23	33	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	25	35	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	21	32	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	7	20	27	B+	2	7.0	BSC-AN405T	ANIMATION FILM AND PROCESS	9	30	39	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	11	14	25	B	2	6.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	13	29	42	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	7	21	28	B+	2	7.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	25	33	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	12	23	35	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	7	20	27	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	12	27	39	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	20	32	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	9	20	29	B+	2	7.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	7	17	24	C	2	5.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	14	26	B	2	6.0
BSC-AN312T	ADVANCE ANATOMY	10	15	25	B	2	6.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	11	22	33	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	27	38	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	28	38	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	9	22	31	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	22	34	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	10	23	33	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	10	26	36	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	10	19	29	B+	2	7.0								
BSC-AN506T	DIGITAL EDITING-I	12	21	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	19	27	B+	2	7.0								
BSC-AN508P	GAME DESIGN	9	19	28	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	30	39	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	29	39	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	16	26	B	2	6.0								

SGPA(1) : 6.73 (2):6.68 (3):7.46 (4):8.00 (5):7.73 TOTAL CREDITS : 118/118 GRADE POINTS:867 TOT.MARKS : 1885/3050 (61.80%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201369 Name : SAWANT SAGAR VITTHAL
Mother's Name : SANGITA

Eligibility No.

PRN No. SU00001547

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	17	28	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	11	14	25	B	2	6.0
BSC-AN102T	FOUNDATION OF ART	13	17	30	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	10	23	33*	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	16	27	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	9	16	25	B	2	6.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	14	25	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	25	35	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	10	20	30	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	9	24	33	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	18	29	B+	2	7.0	BSC-AN206T	STOP MOTION ANIMATION	9	26	35*	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	19	31*	A	2	8.0	BSC-AN207T	2D ANIMATION	10	26	36*	A	2	8.0
BSC-AN108T	ART IN GAME	11	15	26	B	2	6.0	BSC-AN208T	TYPOGRAPHY	8	22	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	10	20	30	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	23	31	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	11	20	31	A	2	8.0	BSC-AN210P	2D ANIMATION	7	27	34	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	10	22	32	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	8	21	29	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	25	35	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	15	22	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	23	35	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	10	33	43	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	26	37	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	11	27	38	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	10	26	36	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	24	34	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	34	47	O	2	10.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	22	34	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	27	38	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	9	31	40	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	11	19	30	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	29	41	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	8	20	28	B+	2	7.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	22	32	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	23	36	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	10	25	35	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	11	27	38	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	24	36	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	18	28	B+	2	7.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	11	16	27	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	14	26	B	2	6.0
BSC-AN312T	ADVANCE ANATOMY	12	22	34	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	26	36	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	26	36	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	27	37	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	22	33	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	26	38	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	12	27	39	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	11	26	37	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	10	24	34	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	13	22	35	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	13	19	32	A	2	8.0								
BSC-AN508P	GAME DESIGN	9	17	26	B	2	6.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	26	34	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	12	30	42	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	20	32	A	2	8.0								

SGPA(1) : 7.36 (2):7.36 (3):8.15 (4):8.08 (5):8.18 TOTAL CREDITS : 118/118 GRADE POINTS:926 TOT.MARKS : 2013/3050 (66.00%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201721 Name : CHITALE RUSHIKESH LAXMAN Eligibility No. PRN No. SU00001523

Mother's Name : JIJABAI

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	12	14	26	B	2	6.0	BSC-AN201T	BASICS OF ANIMATION-II	8	23	31*	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	11	14	25	B	2	6.0	BSC-AN202T	DIGITAL FILMMAKING	8	24	32*	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	15	26	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	7	19	26*	B	2	6.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	15	26	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	24	32	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	8	19	27	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	9	20	29	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	14	25	B	2	6.0	BSC-AN206T	STOP MOTION ANIMATION	7	22	29*	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	13	17	30	A	2	8.0	BSC-AN207T	2D ANIMATION	11	18	29	B+	2	7.0
BSC-AN108T	ART IN GAME	12	16	28	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	12	18	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	7	19	26	B	2	6.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	16	28	B+	2	7.0	BSC-AN210P	2D ANIMATION	7	19	26	B	2	6.0
BSC-AN111P	3D VISUALIZATION-I	7	18	25	B	2	6.0	BSC-AN211P	3D VISUALIZATION-II	10	24	34	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	20	30	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	15	22	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	10	23	33	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	11	26	37	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	24	36	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	11	20	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	13	23	36	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	12	19	31	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	27	39	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	22	33	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	29	39	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	23	33	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	9	16	25	B	2	6.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	23	33	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	11	23	34	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	26	36	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	21	34	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	7	22	29	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	13	24	37	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	20	33	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	8	16	24	C	2	5.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	8	20	28*	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	20	32	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	9	15	24	C	2	5.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	28	40	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	25	35	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	27	36	A	2	8.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	22	33	A	2	8.0								
BSC-AN502T	GAME DESIGN	11	25	36	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	10	20	30	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	10	21	31	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	12	22	34	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	21	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	19	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	21	28	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	26	35	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	11	23	34	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	8	20	28	B+	2	7.0								

SGPA(1) : 6.57 (2):7.14 (3):7.62 (4):7.85 (5):7.73 TOTAL CREDITS : 118/118 GRADE POINTS:874 TOT.MARKS : 1875/3050 (61.48%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2201722 Name : GHODKAE VINAY NITIN
Mother's Name : PORNIMA

Eligibility No.

PRN No. SU00001530

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	15	28	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	10	16	26	B	2	6.0
BSC-AN102T	FOUNDATION OF ART	12	28	40	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	10	19	29	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	18	30*	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	22	32	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	23	35	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	9	26	35	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	8	20	28	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	9	27	36	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	25	37	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	8	16	24	C	2	5.0
BSC-AN107T	CREATIVE WRITING	12	21	33	A	2	8.0	BSC-AN207T	2D ANIMATION	10	21	31	A	2	8.0
BSC-AN108T	ART IN GAME	11	23	34	A	2	8.0	BSC-AN208T	TYPOGRAPHY	9	28	37	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	9	21	30	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	9	18	27	B+	2	7.0	BSC-AN210P	2D ANIMATION	9	22	31	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	8	16	24	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	10	22	32	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	25	35	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	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	33	45	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	11	34	45	O	2	10.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	31	42	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	11	29	40	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	31	44	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	10	14	24	C	2	5.0
BSC-AN306T	AUDIO PRODUCTION	12	32	44	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	35	47	O	2	10.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	29	39	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	30	41	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	12	26	38	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	35	47	O	2	10.0
BSC-AN308P	3D PRODUCTION-I	11	26	37	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	24	32	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	14	29	43	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	7	19	26	B	2	6.0
BSC-AN309P	GRAPHICS ARTS	8	33	41	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	12	28	40	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	25	37	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	26	38	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	9	16	25	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	23	35	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	10	28	38	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	34	44	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	27	37	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	29	40	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	22	32	A	2	8.0								
BSC-AN502T	GAME DESIGN	10	21	31	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	12	26	38	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	27	39	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	11	24	35	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	28	40	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	11	17	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	20	27	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	24	33	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	12	31	43	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	20	29	B+	2	7.0								

SGPA(1) : 7.73 (2):7.55 (3):8.85 (4):8.54 (5):8.09 TOTAL CREDITS : 118/118 GRADE POINTS:966 TOT.MARKS : 2138/3050 (70.10%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201723 Name : CHOURE VINOD PINTU
Mother's Name : Anita

Eligibility No.

PRN No. SU00001526

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	12	16	28	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	7	21	28	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	11	21	32	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	7	17	24	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	19	30	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	15	25	B	2	6.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	16	26	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	9	21	30	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	12	17	29	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	10	25	35	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	25	36	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	8	14	22	C	2	5.0
BSC-AN107T	CREATIVE WRITING	12	28	40	A+	2	9.0	BSC-AN207T	2D ANIMATION	11	18	29	B+	2	7.0
BSC-AN108T	ART IN GAME	10	20	30	A	2	8.0	BSC-AN208T	TYPOGRAPHY	10	20	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	9	20	29	B+	2	7.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	8	19	27	B+	2	7.0	BSC-AN210P	2D ANIMATION	8	27	35	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	8	26	34	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	11	22	33	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	21	30	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	22	29	B+	2	7.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	30	42	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	10	28	38	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	25	35	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	10	24	34	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	29	41	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	14	26	B	2	6.0
BSC-AN306T	AUDIO PRODUCTION	12	27	39	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	29	41	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	27	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	30	42	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	9	22	31	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	31	43	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	10	25	35	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	20	30	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	11	27	38	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	7	18	25	B	2	6.0
BSC-AN309P	GRAPHICS ARTS	9	30	39	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	10	29	39	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	29	41	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	26	36	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	9	16	25	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	14	24	C	2	5.0
BSC-AN312T	ADVANCE ANATOMY	8	24	32	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	26	38	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	25	36	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	28	39	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	22	32	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	29	41	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	11	27	38	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	27	39	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	12	21	33	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	23	35	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	19	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	19	26	B	2	6.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	21	29	B+	2	7.0								
BSC-AN510T	3D CHARACTER ANIMATION	9	24	33	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	22	35	A	2	8.0								

SGPA(1) : 7.59 (2):6.95 (3):8.38 (4):8.00 (5):7.91 TOTAL CREDITS : 118/118 GRADE POINTS:920 TOT.MARKS : 2014/3050 (66.03%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2201724 Name : WAGHCHAURE RUSHIKESH SURESH Eligibility No. PRN No. SU00001562
Mother's Name : SUNITA

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	14	25	B	2	6.0	BSC-AN201T	BASICS OF ANIMATION-II	7	17	24	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	12	16	28	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	8	14	22	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	17	27	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	7	17	24	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	18	28*	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	14	22	C	2	5.0
BSC-AN105T	3D VISUALIZATION-I	10	18	28	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	11	22	33	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	18	28	B+	2	7.0	BSC-AN206T	STOP MOTION ANIMATION	8	14	22	C	2	5.0
BSC-AN107T	CREATIVE WRITING	11	28	39	A+	2	9.0	BSC-AN207T	2D ANIMATION	10	14	24	C	2	5.0
BSC-AN108T	ART IN GAME	11	14	25	B	2	6.0	BSC-AN208T	TYPOGRAPHY	10	17	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	11	27	38	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	21	29	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	17	27	B+	2	7.0	BSC-AN210P	2D ANIMATION	8	27	35	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	11	30	41	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	8	23	31	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	20	30	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	10	26	36	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	30	42	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	12	22	34	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	24	36	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	11	19	30	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	10	23	33	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	18	28	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	19	32	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	23	34	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	7	30	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	9	26	35	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	11	18	29	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	34	46	O	2	10.0
BSC-AN308P	3D PRODUCTION-I	10	21	31	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	24	32	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	17	30	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	9	26	35	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	7	29	36	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	13	25	38	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	24	36	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	19	31	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	16	26	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	17	29	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	12	19	31	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	26	38	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	28	39	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	13	29	42	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	33	44	A+	2	9.0								
BSC-AN502T	GAME DESIGN	12	26	38	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	12	26	38	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	20	32	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	10	22	32	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	21	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	18	26	B	2	6.0								
BSC-AN508P	GAME DESIGN	9	22	31	A	2	8.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	30	39	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	30	40	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	18	27	B+	2	7.0								

SGPA(1) : 7.34 (2):6.20 (3):8.00 (4):8.15 (5):8.18 TOTAL CREDITS : 118/118 GRADE POINTS:898 TOT.MARKS : 1963/3050 (64.36%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201725 Name : SURWASE OMKAR SURESHRAO Eligibility No. PRN No. SU00001555

Mother's Name : ASHABAI

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	12	14	26	B	2	6.0	BSC-AN201T	BASICS OF ANIMATION-II	9	20	29*	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	13	20	33	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	9	23	32	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	16	27	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	8	19	27	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	23	34	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	19	27	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	14	27	41	A+	2	9.0	BSC-AN205T	3D VISUALIZATION-II	12	20	32	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	31	42	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	11	15	26	B	2	6.0
BSC-AN107T	CREATIVE WRITING	11	22	33	A	2	8.0	BSC-AN207T	2D ANIMATION	11	14	25	B	2	6.0
BSC-AN108T	ART IN GAME	13	15	28	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	13	17	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	11	30	41	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	22	34	A	2	8.0	BSC-AN210P	2D ANIMATION	10	30	40	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	11	29	40	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	14	27	41	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	30	41	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	30	42	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	24	37	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	13	28	41	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	25	37	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	9	28	37	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	11	31	42	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	25	37	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	14	28	42	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	26	39	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	21	33	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	13	22	35	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	29	39	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	10	22	32	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	9	25	34	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	12	27	39	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	8	27	35	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	6	27	33	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	12	29	41	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	28	40	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	28	39	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	11	18	29	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	24	36	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	9	27	36	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	20	30	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	27	37	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	30	40	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	25	35	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	27	39	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	12	26	38	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	25	37	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	12	26	38	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	10	23	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	18	27	B+	2	7.0								
BSC-AN508P	GAME DESIGN	9	22	31	A	2	8.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	30	38	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	26	36	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	17	27	B+	2	7.0								

SGPA(1) : 8.02 (2):7.50 (3):8.54 (4):8.54 (5):8.27 TOTAL CREDITS : 118/118 GRADE POINTS:968 TOT.MARKS : 2140/3050 (70.16%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2201727 Name : SHINDE DIVYA GANESH
Mother's Name : ANJALI

Eligibility No.

PRN No. SU00001552

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	29	43	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	12	22	34	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	15	28	43	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	10	22	32	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	30	44	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	22	34	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	13	18	31	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	13	35	48*	O	2	10.0
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	13	19	32	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	12	23	35	A	2	8.0
BSC-AN107T	CREATIVE WRITING	13	35	48	O	2	10.0	BSC-AN207T	2D ANIMATION	14	21	35	A	2	8.0
BSC-AN108T	ART IN GAME	13	23	36	A	2	8.0	BSC-AN208T	TYPOGRAPHY	13	23	36	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	13	30	43	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	25	37	A+	2	9.0	BSC-AN210P	2D ANIMATION	13	32	45	O	2	10.0
BSC-AN111P	3D VISUALIZATION-I	10	24	34	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	12	26	38	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	14	32	46	O	2	10.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	30	42	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	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	11	33	44	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	31	43	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	12	25	37	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	28	41	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	32	44	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	13	33	46	O	2	10.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	24	34	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	31	44	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	35	46	O	2	10.0
BSC-AN301T	3D PRODUCTION-I	15	23	38	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	34	46	O	2	10.0
BSC-AN308P	3D PRODUCTION-I	12	29	41	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	27	37	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	12	33	45	O	2	10.0	BSC-AN408P	3D PRODUCTION-II	11	33	44	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	10	32	42	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	12	28	40	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	11	27	38	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	27	38	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	26	38	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	28	38	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	13	21	34	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	34	46	O	2	10.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	31	43	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	25	36	A	2	8.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	12	32	44	A+	2	9.0								
BSC-AN502T	GAME DESIGN	14	24	38	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	12	25	37	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	14	25	39	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	13	28	41	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	11	24	35	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	28	38	A+	2	9.0								
BSC-AN508P	GAME DESIGN	10	27	37	A+	2	9.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	12	29	41	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	26	36	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	30	42	A+	2	9.0								

SGPA(1) : 8.82 (2):8.39 (3):9.15 (4):9.00 (5):8.82 TOTAL CREDITS : 118/118 GRADE POINTS:1045 TOT.MARKS : 2413/3050 (79.11%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201728 Name : MEHER JIYA NILESH
Mother's Name : POONAM

Eligibility No.

PRN No. SU00001540

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	23	37	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	12	20	32	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	14	30	44	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	11	21	32	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	25	39	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	18	30	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	13	24	37	A+	2	9.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	13	18	31	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	13	26	39	A+	2	9.0	BSC-AN205T	3D VISUALIZATION-II	14	26	40	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	14	31	45	O	2	10.0	BSC-AN206T	STOP MOTION ANIMATION	12	22	34	A	2	8.0
BSC-AN107T	CREATIVE WRITING	11	33	44	A+	2	9.0	BSC-AN207T	2D ANIMATION	14	24	38	A+	2	9.0
BSC-AN108T	ART IN GAME	13	25	38	A+	2	9.0	BSC-AN208T	TYPOGRAPHY	15	28	43	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	12	26	38	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	11	24	35	A	2	8.0	BSC-AN210P	2D ANIMATION	12	30	42	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	11	25	36	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	13	24	37	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	14	30	44	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	11	23	34	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	34	48	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	12	31	43	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	27	40	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	12	32	44	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	32	45	O	2	10.0	BSC-AN403T	WEB DEVELOPMENT	12	31	43	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	13	30	43	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	28	38	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	33	43	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	14	25	39	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	33	43	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	13	26	39	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	26	36	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	33	46	O	2	10.0	BSC-AN408P	3D PRODUCTION-II	12	32	44	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	7	30	37	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	14	31	45	O	2	10.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	26	38	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	26	38	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	23	37	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	28	40	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	12	30	42	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	11	34	45	O	2	10.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	31	43	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	30	41	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	12	33	45	O	2	10.0								
BSC-AN502T	GAME DESIGN	14	30	44	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	14	33	47	O	2	10.0								
BSC-AN504T	ADVANCED PROGRAMMING	14	29	43	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	13	26	39	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	12	29	41	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	20	30	A	2	8.0								
BSC-AN508P	GAME DESIGN	10	26	36	A	2	8.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	30	38	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	14	28	42	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	31	43	A+	2	9.0								

SGPA(1) : 8.95 (2):8.41 (3):9.23 (4):9.00 (5):9.00 TOTAL CREDITS : 118/118 GRADE POINTS:1054 TOT.MARKS : 2429/3050 (79.64%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2201978 Name : ROHOKALE ADITYA SHRINIWAS Eligibility No. PRN No. SU00001546

Mother's Name : SUNANDA

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	12	17	29	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	7	31	38*	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	11	17	28	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	7	20	27*	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	9	15	24*	C	2	5.0	BSC-AN203T	DIGITAL GRAPHICS-II	9	22	31*	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	9	16	25*	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	9	14	23	C	2	5.0
BSC-AN105T	3D VISUALIZATION-I	10	17	27	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	11	19	30	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	14	24	C	2	5.0	BSC-AN206T	STOP MOTION ANIMATION	8	23	31*	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	17	29	B+	2	7.0	BSC-AN207T	2D ANIMATION	9	23	32*	A	2	8.0
BSC-AN108T	ART IN GAME	11	14	25	B	2	6.0	BSC-AN208T	TYPOGRAPHY	10	27	37*	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	10	20	30	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	9	23	32	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	9	21	30	A	2	8.0	BSC-AN210P	2D ANIMATION	9	29	38	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	7	25	32	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	10	28	38	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	25	35	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	8	23	31	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	11	18	29	B+	2	7.0	BSC-AN401T	3D PRODUCTION-II	8	16	24	C	2	5.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	23	36*	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	10	21	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	11	23	34	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	9	18	27	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	25	38*	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	14	26	B	2	6.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	7	25	32	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	13	17	30	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	12	17	29	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	15	26	B	2	6.0
BSC-AN308P	3D PRODUCTION-I	8	18	26	B	2	6.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	20	28	B+	2	7.0
BSC-AN303T	GRAPHICS ARTS	12	14	26	B	2	6.0	BSC-AN408P	3D PRODUCTION-II	10	33	43	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	7	20	27	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	10	30	40	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	17	29	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	22	32	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	9	26	35*	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	11	0	11	F	0	0.0
BSC-AN312T	ADVANCE ANATOMY	14	26	40	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	18	30	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	30	42	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	27	37	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	17	27	B+	2	7.0								
BSC-AN502T	GAME DESIGN	13	17	30	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	11	15	26	B	2	6.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	Ab	12	F	0	0.0								
BSC-AN505T	DIGITAL MARKETING	12	16	28	B+	2	7.0								
BSC-AN506T	DIGITAL EDITING-I	12	15	27	B+	2	7.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	19	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	9	33	42	A+	2	9.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	25	36	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	11	15	26	B	2	6.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	19	32	A	2	8.0								

SGPA(1) : 6.73 (2):7.95 (3):7.62 (4) :- (5) :- TOTAL CREDITS : 114/118 GRADE POINTS:847 TOT.MARKS : 1848/3050 (60.59%)

ADD ON CR : 4/8 Result : Fail

Seat No. 2202003 Name : CHOUHAN DEVENDRA DHARMENDRA SINGH Eligibility No. PRN No. SU00001525

Mother's Name : AGNES

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	12	19	31	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	8	21	29	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	13	24	37	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	8	19	27	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	20	32	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	23	33	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	15	27	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	14	26	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	11	22	33	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	12	16	28	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	19	30	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	12	20	32	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	22	34	A	2	8.0	BSC-AN207T	2D ANIMATION	11	21	32	A	2	8.0
BSC-AN108T	ART IN GAME	12	17	29	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	12	17	29	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	10	21	31	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	11	21	32	A	2	8.0	BSC-AN210P	2D ANIMATION	9	25	34	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	11	30	41	A+	2	9.0	BSC-AN211P	3D VISUALIZATION-II	11	24	35	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	25	36	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	26	38	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	22	34	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	12	22	34	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	19	31	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	11	24	35	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	11	21	32	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	17	27	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	18	31	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	22	32	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	27	38	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	21	32	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	11	19	30	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	13	26	39	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	8	19	27	B+	2	7.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	9	30	39	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	12	21	33	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	6	26	32	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	11	29	40	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	6	20	26*	B	2	6.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	19	31	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	23	36	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	20	33	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	8	25	33	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	20	30	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	29	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	30	41	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	20	30	A	2	8.0								
BSC-AN502T	GAME DESIGN	11	20	31	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	13	21	34	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	22	34	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	10	21	31	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	10	20	30	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	25	34	A	2	8.0								
BSC-AN508P	GAME DESIGN	7	20	27	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	12	29	41	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	21	31	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	16	28	B+	2	7.0								

SGPA(1) : 7.98 (2):7.52 (3):7.92 (4):8.08 (5):7.91 TOTAL CREDITS : 118/118 GRADE POINTS:931 TOT.MARKS : 1981/3050 (64.95%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2202048 Name : TAWARE NILESH PRAKASH
Mother's Name : VIDYA

Eligibility No.

PRN No. SU00001558

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	12	18	30	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	11	15	26	B	2	6.0
BSC-AN102T	FOUNDATION OF ART	11	22	33	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	11	15	26	B	2	6.0
BSC-AN103T	DIGITAL GRAPHICS-I	14	22	36	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	9	14	23	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	13	20	33	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	22	32	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	11	19	30	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	10	24	34	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	23	34	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	10	20	30	A	2	8.0
BSC-AN107T	CREATIVE WRITING	11	29	40	A+	2	9.0	BSC-AN207T	2D ANIMATION	10	19	29	B+	2	7.0
BSC-AN108T	ART IN GAME	12	18	30	A	2	8.0	BSC-AN208T	TYPOGRAPHY	13	18	31	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	9	26	35	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	26	36	A	2	8.0	BSC-AN210P	2D ANIMATION	10	30	40	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	9	20	29	B+	2	7.0	BSC-AN211P	3D VISUALIZATION-II	11	22	33	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	13	30	43	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	9	30	39	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	29	43	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	12	29	41	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	21	32	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	13	29	42	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	12	29	41	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	11	28	39	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	14	27	41	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	33	45	O	2	10.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	29	39	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	33	45	O	2	10.0
BSC-AN301T	3D PRODUCTION-I	12	24	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	9	29	38	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	10	23	33	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	9	31	40	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	14	28	42	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	10	29	39	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	8	33	41	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	12	32	44	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	26	38	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	25	36	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	11	22	33	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	24	36	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	9	28	37	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	23	33	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	29	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	30	40	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	27	38	A+	2	9.0								
BSC-AN502T	GAME DESIGN	14	26	40	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	12	31	43	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	10	27	37	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	10	24	34	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	24	36	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	18	27	B+	2	7.0								
BSC-AN508P	GAME DESIGN	9	23	32	A	2	8.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	28	37	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	32	42	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	11	31	42	A+	2	9.0								

SGPA(1) : 8.09 (2):7.34 (3):8.69 (4):8.92 (5):8.55 TOTAL CREDITS : 118/118 GRADE POINTS:986 TOT.MARKS : 2203/3050 (72.23%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2202102 Name : SHINDE SHUBHAM VIJAY
Mother's Name : MANDA

Eligibility No.

PRN No. SU00001553

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	17	31	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	12	18	30	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	15	19	34	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	11	14	25	B	2	6.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	18	28	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	11	16	27	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	16	26	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	14	24	C	2	5.0
BSC-AN105T	3D VISUALIZATION-I	10	23	33	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	10	27	37	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	20	30	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	10	14	24	C	2	5.0
BSC-AN107T	CREATIVE WRITING	11	29	40	A+	2	9.0	BSC-AN207T	2D ANIMATION	10	14	24	C	2	5.0
BSC-AN108T	ART IN GAME	10	24	34	A	2	8.0	BSC-AN208T	TYPOGRAPHY	13	14	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	12	30	42	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	9	22	31	A	2	8.0	BSC-AN210P	2D ANIMATION	9	29	38	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	12	20	32	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	10	24	34	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	20	30	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	14	32	46	O	2	10.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	25	39	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	12	23	35	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	15	26	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	12	27	39	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	20	33	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	13	30	43	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	14	24	38	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	20	30	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	29	41	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	15	28	43	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	26	36	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	12	23	35	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	13	30	43	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	13	26	39	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	12	29	41	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	8	32	40	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	10	25	35	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	18	30	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	23	34	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	16	29	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	13	19	32	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	14	19	33*	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	11	26	37	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	28	39	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	13	31	44	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	13	22	35	A	2	8.0								
BSC-AN502T	GAME DESIGN	15	25	40	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	13	25	38	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	16	28	B+	2	7.0								
BSC-AN505T	DIGITAL MARKETING	11	16	27	B+	2	7.0								
BSC-AN506T	DIGITAL EDITING-I	14	24	38	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	14	29	43	A+	2	9.0								
BSC-AN508P	GAME DESIGN	13	32	45	O	2	10.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	24	35	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	15	14	29	B+	2	7.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	33	46	O	2	10.0								

SGPA(1) : 7.89 (2):7.11 (3):8.31 (4):8.46 (5):8.45 TOTAL CREDITS : 118/118 GRADE POINTS:952 TOT.MARKS : 2117/3050 (69.41%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2202104 Name : GHORPADE KARTIK BALASAHEB
Mother's Name : UJJWALA

Eligibility No.

PRN No. SU00001531

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	18	31	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	8	26	34*	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	14	19	33	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	8	14	22	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	14	26	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	7	23	30*	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	18	30	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	14	22	C	2	5.0
BSC-AN105T	3D VISUALIZATION-I	12	18	30	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	10	24	34	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	13	18	31	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	7	17	24	C	2	5.0
BSC-AN107T	CREATIVE WRITING	13	27	40	A+	2	9.0	BSC-AN207T	2D ANIMATION	10	14	24	C	2	5.0
BSC-AN108T	ART IN GAME	13	18	31	A	2	8.0	BSC-AN208T	TYPOGRAPHY	12	14	26	B	2	6.0
BSC-AN109P	FOUNDATION OF ART	13	28	41	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	23	31	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	25	37	A+	2	9.0	BSC-AN210P	2D ANIMATION	8	30	38	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	9	25	34	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	12	25	37	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	25	35	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	15	22	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	26	40	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	12	25	37	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	22	34	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	24	36	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	22	34	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	12	18	30	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	16	29	B+	2	7.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	14	25	39	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	29	39	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	29	41	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	13	22	35	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	25	37	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	11	22	33	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	22	30	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	25	38	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	7	25	32	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	7	27	34	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	11	29	40	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	10	19	29	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	20	32	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	11	17	28	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	23	33	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	9	23	32	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	11	20	31	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	29	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	30	42	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	24	35	A	2	8.0								
BSC-AN502T	GAME DESIGN	10	20	30	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	12	25	37	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	24	36	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	10	23	33	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	23	35	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	20	29	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	31	38	A+	2	9.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	32	40	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	24	34	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	8	15	23	C	2	5.0								

SGPA(1) : 8.05 (2):6.66 (3):8.08 (4):8.38 (5):7.91 TOTAL CREDITS : 118/118 GRADE POINTS:926 TOT.MARKS : 2019/3050 (66.20%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2202164 Name : BHARAT ABHISHEK SUNIL
Mother's Name : ANURADHA

Eligibility No.

PRN No. SU00001520

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	11	26	37	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	10	24	34	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	18	28	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	28	38	A+	2	9.0
BSC-AN105T	3D VISUALIZATION-I	12	24	36	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	19	29	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	11	30	41	A+	2	9.0
BSC-AN108T	ART IN GAME	10	19	29	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	12	25	37	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	22	32	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	10	22	32	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	26	37	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN201T	BASICS OF ANIMATION-II	7	17	24	C	2	5.0
BSC-AN202T	DIGITAL FILMMAKING	8	25	33*	A	2	8.0
BSC-AN203T	DIGITAL GRAPHICS-II	10	22	32	A	2	8.0
BSC-AN204T	PROGRAMMING LANGUAGES-II	9	29	38*	A+	2	9.0
BSC-AN205T	3D VISUALIZATION-II	12	23	35	A	2	8.0
BSC-AN206T	STOP MOTION ANIMATION	11	17	28	B+	2	7.0
BSC-AN207T	2D ANIMATION	11	23	34	A	2	8.0
BSC-AN208T	TYPOGRAPHY	9	23	32	A	2	8.0
BSC-AN209P	STOP MOTION AND C#	9	25	34	A	2	8.0
BSC-AN210P	2D ANIMATION	13	32	45	O	2	10.0
BSC-AN211P	3D VISUALIZATION-II	13	24	37	A+	2	9.0
BSC-AN212P	DIGITAL GRAPHICS-II	12	30	42	A+	2	9.0
UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	30	43	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	15	28	B+	2	7.0
BSC-AN305T	PRODUCTION PROCESS	12	18	30	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	24	37	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	30	40	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	13	17	30	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	10	28	38	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	13	16	29	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	8	33	41	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	14	26	B	2	6.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	11	19	30	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	10	20	30	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	13	31	44	A+	2	9.0

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN401T	3D PRODUCTION-II	13	18	31	A	2	8.0
BSC-AN402T	MOTION GRAPHICS	12	22	34	A	2	8.0
BSC-AN403T	WEB DEVELOPMENT	13	14	27	B+	2	7.0
BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	13	18	31	B+	2	7.0
BSC-AN405T	ANIMATION FILM AND PROCESS	11	32	43	A+	2	9.0
BSC-AN406T	DIGITAL PHOTOGRAPHY	10	23	33	A	2	8.0
BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	16	28	B+	2	7.0
BSC-AN408P	3D PRODUCTION-II	10	32	42	A+	2	9.0
BSC-AN409P	WEB DEVELOPMENT	14	33	47	O	2	10.0
BSC-AN410T	ENVIRONMENTAL AWARENESS	11	14	25	B	2	6.0
BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	-	10	F	0	0.0
BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	11	24	35	A	2	8.0
BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	25	37	A+	2	9.0

	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	10	26	36	A	2	8.0
BSC-AN502T	GAME DESIGN	13	26	39	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	12	16	28	B+	2	7.0
BSC-AN504T	ADVANCED PROGRAMMING	13	13	26	F	0	0.0
BSC-AN505T	DIGITAL MARKETING	10	19	29	B+	2	7.0
BSC-AN506T	DIGITAL EDITING-I	11	20	31	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	11	30	41	A+	2	9.0
BSC-AN508P	GAME DESIGN	10	27	37	A+	2	9.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	28	38	A+	2	9.0
BSC-AN510T	3D CHARACTER ANIMATION	12	22	34	A	2	8.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	30	42	A+	2	9.0

SGPA(1) : 8.14 (2):8.00 (3):8.15 (4) :- (5) :- TOTAL CREDITS : 114/118 GRADE POINTS:925 TOT.MARKS : 2074/3050 (68.00%)
ADD ON CR : 4/8 Result : Fail

Seat No. 2202340 Name : DHANAK PRATIK ANKUSH
Mother's Name : SUNITA

Eligibility No.

PRN No. SU00001527

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	13	14	27	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	14	19	33	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	14	25	B	2	6.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	17	28	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	10	17	27	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	14	25	B	2	6.0
BSC-AN107T	CREATIVE WRITING	12	16	28	B+	2	7.0
BSC-AN108T	ART IN GAME	12	19	31*	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	12	25	37	A+	2	9.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	8	17	25	B	2	6.0
BSC-AN111P	3D VISUALIZATION-I	8	17	25	B	2	6.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	24	33	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	27	40	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	20	30	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	29	41	A+	2	9.0
BSC-AN306T	AUDIO PRODUCTION	11	27	38	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	29	39	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	10	26	36	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	10	24	34	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	26	39	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	7	27	34	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	7	28	35	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	16	26*	B	2	6.0
BSC-AN312T	ADVANCE ANATOMY	7	24	31	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	26	36	A	2	8.0

	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN501T	USER INTERFACE	9	26	35	A	2	8.0
BSC-AN502T	GAME DESIGN	12	28	40	A+	2	9.0
BSC-AN503T	VISUAL EFFECTS-I	12	22	34	A	2	8.0
BSC-AN504T	ADVANCED PROGRAMMING	13	26	39	A+	2	9.0
BSC-AN505T	DIGITAL MARKETING	11	20	31	A	2	8.0
BSC-AN506T	DIGITAL EDITING-I	13	23	36	A	2	8.0
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	20	30	A	2	8.0
BSC-AN508P	GAME DESIGN	7	22	29	B+	2	7.0
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	20	28	B+	2	7.0
BSC-AN510T	3D CHARACTER ANIMATION	10	28	38	A+	2	9.0
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	19	32	A	2	8.0

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN201T	BASICS OF ANIMATION-II	10	14	24	C	2	5.0
BSC-AN202T	DIGITAL FILMMAKING	11	22	33*	A	2	8.0
BSC-AN203T	DIGITAL GRAPHICS-II	8	23	31*	A	2	8.0
BSC-AN204T	PROGRAMMING LANGUAGES-II	9	14	23	C	2	5.0
BSC-AN205T	3D VISUALIZATION-II	10	17	27	B+	2	7.0
BSC-AN206T	STOP MOTION ANIMATION	8	18	26	B	2	6.0
BSC-AN207T	2D ANIMATION	9	17	26	B	2	6.0
BSC-AN208T	TYPOGRAPHY	10	17	27	B+	2	7.0
BSC-AN209P	STOP MOTION AND C#	8	18	26	B	2	6.0
BSC-AN210P	2D ANIMATION	7	25	32	A	2	8.0
BSC-AN211P	3D VISUALIZATION-II	10	28	38	A+	2	9.0
BSC-AN212P	DIGITAL GRAPHICS-II	7	16	23	C	2	5.0
UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN401T	3D PRODUCTION-II	10	25	35	A	2	8.0
BSC-AN402T	MOTION GRAPHICS	13	29	42	A+	2	9.0
BSC-AN403T	WEB DEVELOPMENT	13	18	31	A	2	8.0
BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	30	42	A+	2	9.0
BSC-AN405T	ANIMATION FILM AND PROCESS	13	29	42	A+	2	9.0
BSC-AN406T	DIGITAL PHOTOGRAPHY	11	32	43	A+	2	9.0
BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	22	32	A	2	8.0
BSC-AN408P	3D PRODUCTION-II	9	26	35	A	2	8.0
BSC-AN409P	WEB DEVELOPMENT	10	30	40	A+	2	9.0
BSC-AN410T	ENVIRONMENTAL AWARENESS	11	24	35	A	2	8.0
BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	10	22	F	0	0.0
BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	13	34	47	O	2	10.0
BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	30	41	A+	2	9.0

SUBJECT NAME	TOT	GR	CR	PT
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SGPA(1) : 7.07 (2):6.64 (3):8.23 (4) :- (5):8.09 TOTAL CREDITS : 116/118 GRADE POINTS:902 TOT.MARKS : 1998/3050 (65.51%)
ADD ON CR : 4/8 Result : Fail

Seat No. 2202343 Name : THORAT RUCHITA PRAKASH Eligibility No. PRN No. SU00001560

Mother's Name : SADHANA

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	15	35	50	O	2	10.0	BSC-AN201T	BASICS OF ANIMATION-II	12	34	46	O	2	10.0
BSC-AN102T	FOUNDATION OF ART	14	30	44	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	11	27	38	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	29	41	A+	2	9.0	BSC-AN203T	DIGITAL GRAPHICS-II	11	23	34	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	16	28	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	21	31	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	12	23	35	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	14	23	37	A+	2	9.0
BSC-AN106T	INFORMATION TECHNOLOGY	13	27	40	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	11	24	35	A	2	8.0
BSC-AN107T	CREATIVE WRITING	13	35	48	O	2	10.0	BSC-AN207T	2D ANIMATION	12	18	30	A	2	8.0
BSC-AN108T	ART IN GAME	10	24	34	A	2	8.0	BSC-AN208T	TYPOGRAPHY	12	24	36	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	12	30	42	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	9	20	29	B+	2	7.0	BSC-AN210P	2D ANIMATION	8	29	37	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	11	22	33	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	8	28	36	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	12	29	41	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	28	40	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	34	47	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	12	34	46	O	2	10.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	33	45	O	2	10.0	BSC-AN402T	MOTION GRAPHICS	12	26	38	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	14	29	43	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	19	31	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	14	28	42	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	28	40	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	13	35	48	O	2	10.0
BSC-AN301T	3D PRODUCTION-I	14	23	37	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	8	31	39	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	8	18	26	B	2	6.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	11	24	35	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	15	31	46	O	2	10.0	BSC-AN408P	3D PRODUCTION-II	13	34	47	O	2	10.0
BSC-AN309P	GRAPHICS ARTS	8	27	35	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	12	30	42	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	18	31	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	26	38	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	28	41	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	8	24	32	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	13	34	47	O	2	10.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	9	33	42	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	29	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	30	42	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	13	28	41	A+	2	9.0								
BSC-AN502T	GAME DESIGN	14	27	41	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	14	31	45	O	2	10.0								
BSC-AN504T	ADVANCED PROGRAMMING	14	26	40	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	14	29	43	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	13	26	39	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	20	29	B+	2	7.0								
BSC-AN508P	GAME DESIGN	13	34	47	O	2	10.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	13	32	45	O	2	10.0								
BSC-AN510T	3D CHARACTER ANIMATION	15	27	42	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	33	46	O	2	10.0								

SGPA(1) : 8.61 (2):8.43 (3):8.92 (4):9.00 (5):9.18 TOTAL CREDITS : 118/118 GRADE POINTS:1043 TOT.MARKS : 2394/3050 (78.49%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2202344 Name : LANDE SAI RISHIKESH
Mother's Name : DEEPMALA

Eligibility No.

PRN No. SU00001539

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	15	24	39	A+	2	9.0	BSC-AN201T	BASICS OF ANIMATION-II	13	28	41	A+	2	9.0
BSC-AN102T	FOUNDATION OF ART	15	24	39	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	12	23	35	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	18	29	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	21	31	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	20	32	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	21	33	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	15	16	31	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	13	16	29	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	15	23	38	A+	2	9.0	BSC-AN206T	STOP MOTION ANIMATION	10	22	32	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	35	47	O	2	10.0	BSC-AN207T	2D ANIMATION	13	21	34	A	2	8.0
BSC-AN108T	ART IN GAME	12	23	35	A	2	8.0	BSC-AN208T	TYPOGRAPHY	12	29	41	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	14	32	46	O	2	10.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	9	22	31	A	2	8.0	BSC-AN210P	2D ANIMATION	10	30	40	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	10	26	36	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	11	26	37	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	26	37	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	10	24	34	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	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	12	25	37	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	29	40	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	12	27	39	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	25	38	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	13	20	33	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	25	38	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	9	25	34	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	27	40	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	24	36	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	14	22	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	29	40	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	9	20	29	B+	2	7.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	24	34	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	14	22	36	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	9	30	39	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	7	26	33	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	13	31	44	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	21	34	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	23	35	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	23	37	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	22	32	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	13	33	46	O	2	10.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	31	43	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	30	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	26	38	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	12	28	40	A+	2	9.0								
BSC-AN502T	GAME DESIGN	12	24	36	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	13	27	40	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	26	38	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	14	29	43	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	12	24	36	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	11	30	41	A+	2	9.0								
BSC-AN508P	GAME DESIGN	7	22	29	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	25	35	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	12	24	36	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	26	39	A+	2	9.0								

SGPA(1) : 8.57 (2):8.16 (3):8.69 (4):8.46 (5):8.45 TOTAL CREDITS : 118/118 GRADE POINTS:1000 TOT.MARKS : 2245/3050 (73.61%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2202640 Name : UNDARE VEDANT BABASAHEB Eligibility No. PRN No. SU00001561
Mother's Name : SAVITA

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	16	30	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	13	17	30	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	14	21	35	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	12	18	30	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	13	17	30	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	11	18	29	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	18	30	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	17	28	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	14	21	35	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	12	18	30	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	13	23	36	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	10	17	27	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	11	27	38	A+	2	9.0	BSC-AN207T	2D ANIMATION	11	17	28	B+	2	7.0
BSC-AN108T	ART IN GAME	12	18	30	A	2	8.0	BSC-AN208T	TYPOGRAPHY	12	16	28	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	12	30	42	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	21	29	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	21	31	A	2	8.0	BSC-AN210P	2D ANIMATION	8	27	35	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	8	27	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	8	28	36	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	12	29	41	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	28	40	A+	2	9.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	22	36	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	12	19	31	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	16	28	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	11	20	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	13	20	33	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	12	21	33	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	23	36	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	24	36	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	27	39	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	20	30	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	13	23	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	21	31	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	12	28	40	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	22	34	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	14	23	37	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	7	18	25	B	2	6.0
BSC-AN309P	GRAPHICS ARTS	12	20	32	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	13	28	41	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	15	27	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	19	31	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	14	26	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	9	18	27	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	12	23	35	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	8	18	26	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	30	42	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	13	33	46	O	2	10.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	18	29	B+	2	7.0								
BSC-AN502T	GAME DESIGN	14	20	34	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	13	20	33	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	17	29	B+	2	7.0								
BSC-AN505T	DIGITAL MARKETING	13	23	36	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	19	31	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	18	26	B	2	6.0								
BSC-AN508P	GAME DESIGN	10	30	40	A+	2	9.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	22	30	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	19	29	B+	2	7.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	15	27	B+	2	7.0								

SGPA(1) : 8.23 (2):7.55 (3):8.00 (4):7.85 (5):7.55 TOTAL CREDITS : 118/118 GRADE POINTS:925 TOT.MARKS : 1996/3050 (65.44%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2202642 Name : AHIRE KAPIL BABAN
Mother's Name : MANISHA

Eligibility No.

PRN No. SU00001516

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	14	28	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	9	19	28*	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	13	17	30	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	9	18	27	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	15	26	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	16	26	B	2	6.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	22	34*	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	15	26	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	9	17	26	B	2	6.0	BSC-AN205T	3D VISUALIZATION-II	9	15	24	C	2	5.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	16	28	B+	2	7.0	BSC-AN206T	STOP MOTION ANIMATION	9	14	23	C	2	5.0
BSC-AN107T	CREATIVE WRITING	12	21	33	A	2	8.0	BSC-AN207T	2D ANIMATION	10	23	33*	A	2	8.0
BSC-AN108T	ART IN GAME	12	16	28	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	12	15	27	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	12	27	39	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	19	27	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	11	23	34	A	2	8.0	BSC-AN210P	2D ANIMATION	12	25	37	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	7	22	29	B+	2	7.0	BSC-AN211P	3D VISUALIZATION-II	9	20	29	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	24	33	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	8	28	36	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	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	29	39	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	27	38*	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	10	26	36	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	10	24	34	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	22	32	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	21	33	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	26	36	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	7	29	36	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	22	32	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	10	21	31	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	25	35	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	8	17	25	B	2	6.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	20	30	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	14	15	29	B+	2	7.0	BSC-AN408P	3D PRODUCTION-II	9	26	35	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	10	20	30	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	12	28	40	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	10	19	29	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	16	26	B	2	6.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	18	28*	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	16	26	B	2	6.0
BSC-AN312T	ADVANCE ANATOMY	10	25	35	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	29	39	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	20	28	B+	2	7.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	30	40	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	8	21	29	B+	2	7.0								
BSC-AN502T	GAME DESIGN	11	24	35	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	12	24	36	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	10	25	35	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	11	24	35	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	22	34	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	18	27	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	29	36	A	2	8.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	28	37	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	11	27	38	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	19	29	B+	2	7.0								

SGPA(1) : 7.36 (2):6.75 (3):7.62 (4):8.00 (5):7.91 TOTAL CREDITS : 118/118 GRADE POINTS:891 TOT.MARKS : 1940/3050 (63.61%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2202843 Name : BHALERAO ANKIT RAFAYAL
Mother's Name : RAHEL

Eligibility No.

PRN No. SU00001519

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	14	24	C	2	5.0	BSC-AN201T	BASICS OF ANIMATION-II	7	21	28*	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	10	15	25	B	2	6.0	BSC-AN202T	DIGITAL FILMMAKING	8	20	28*	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	7	22	29*	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	7	22	29*	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	7	21	28*	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	7	14	21	D	2	4.0
BSC-AN105T	3D VISUALIZATION-I	7	17	24	C	2	5.0	BSC-AN205T	3D VISUALIZATION-II	9	15	24	C	2	5.0
BSC-AN106T	INFORMATION TECHNOLOGY	8	14	22	C	2	5.0	BSC-AN206T	STOP MOTION ANIMATION	7	21	28*	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	7	21	28	B+	2	7.0	BSC-AN207T	2D ANIMATION	7	24	31*	A	2	8.0
BSC-AN108T	ART IN GAME	7	14	21	D	2	4.0	BSC-AN208T	TYPOGRAPHY	8	14	22	C	2	5.0
BSC-AN109P	FOUNDATION OF ART	7	16	23	C	2	5.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	8	18	26	B	2	6.0	BSC-AN210P	2D ANIMATION	7	22	29	B+	2	7.0
BSC-AN111P	3D VISUALIZATION-I	8	25	33	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	8	17	25	B	2	6.0
BSC-AN112P	DIGITAL GRAPHICS-I	8	20	28	B+	2	7.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	24	31	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	F	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	8	24	32	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	12	17	29	B+	2	7.0
BSC-AN304T	DIGITAL TECHNOLOGIES	8	16	24	C	2	5.0	BSC-AN402T	MOTION GRAPHICS	12	16	28	B+	2	7.0
BSC-AN305T	PRODUCTION PROCESS	8	22	30*	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	12	18	30	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	9	27	36*	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	21	33	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	6	20	26	B	2	6.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	22	34	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	8	22	30	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	24	36	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	6	16	22	C	2	5.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	7	20	27	B+	2	7.0
BSC-AN303T	GRAPHICS ARTS	8	18	26	B	2	6.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	6	29	35	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	10	28	38	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	6	15	21*	D	2	4.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	9	14	23	C	2	5.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	14	24	C	2	5.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	17	29	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	8	26	34	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	17	27	B+	2	7.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	9	24	33	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	28	39	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	7	18	25	B	2	6.0								
BSC-AN502T	GAME DESIGN	11	21	32	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	12	22	34	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	11	15	26	B	2	6.0								
BSC-AN505T	DIGITAL MARKETING	12	19	31	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	21	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	19	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	15	22	C	2	5.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	26	34	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	12	23	35	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	15	27	B+	2	7.0								

SGPA(1) : 5.95 (2):6.45 (3):6.69 (4):7.38 (5):7.18 TOTAL CREDITS : 118/118 GRADE POINTS:797 TOT.MARKS : 1735/3050 (56.89%)

ADD ON CR : 2/8 Result : Pass

Seat No. 2203096 Name : BOBADE MONIKA MURLIDHAR Eligibility No. PRN No. SU00001522

Mother's Name : KISANBAI

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	14	28	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	10	22	32	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	13	14	27	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	9	28	37	A+	2	9.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	14	26	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	17	27	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	14	26	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	26	37	A+	2	9.0
BSC-AN105T	3D VISUALIZATION-I	12	20	32	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	11	25	36	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	16	28	B+	2	7.0	BSC-AN206T	STOP MOTION ANIMATION	10	18	28	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	11	24	35	A	2	8.0	BSC-AN207T	2D ANIMATION	10	16	26	B	2	6.0
BSC-AN108T	ART IN GAME	12	14	26	B	2	6.0	BSC-AN208T	TYPOGRAPHY	13	24	37	A+	2	9.0
BSC-AN109P	FOUNDATION OF ART	10	25	35	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	21	29	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	22	34	A	2	8.0	BSC-AN210P	2D ANIMATION	7	17	24	C	2	5.0
BSC-AN111P	3D VISUALIZATION-I	7	20	27	B+	2	7.0	BSC-AN211P	3D VISUALIZATION-II	8	23	31	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	25	35	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	8	23	31	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	23	35	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	10	34	44	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	23	34	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	27	39	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	13	26	39	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	14	26	B	2	6.0
BSC-AN306T	AUDIO PRODUCTION	12	28	40	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	35	47	O	2	10.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	9	25	34	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	9	35	44	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	10	26	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	8	34	42	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	12	25	37	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	25	33	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	12	32	44	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	10	28	38	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	7	20	27	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	11	29	40	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	10	23	33	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	22	34	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	9	14	23	C	2	5.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	24	34	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	10	26	36	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	32	44	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	25	35	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	28	39	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	31	42	A+	2	9.0								
BSC-AN502T	GAME DESIGN	12	35	47	O	2	10.0								
BSC-AN503T	VISUAL EFFECTS-I	12	28	40	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	26	38	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	13	35	48	O	2	10.0								
BSC-AN506T	DIGITAL EDITING-I	13	32	45	O	2	10.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	19	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	8	19	27	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	11	30	41	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	34	44	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	26	35	A	2	8.0								

SGPA(1) : 7.11 (2):7.64 (3):8.00 (4):8.62 (5):8.82 TOTAL CREDITS : 118/118 GRADE POINTS:951 TOT.MARKS : 2126/3050 (69.70%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2203097 Name : TAKALE GAYATRI SURESH
Mother's Name : JANABAI

Eligibility No.

PRN No. SU00001557

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	14	28	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	10	18	28	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	15	14	29	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	10	20	30	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	14	26	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	18	28	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	13	23	36*	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	20	31	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	12	20	32*	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	10	19	29	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	13	20	33*	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	10	18	28	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	13	21	34*	A	2	8.0	BSC-AN207T	2D ANIMATION	12	18	30	A	2	8.0
BSC-AN108T	ART IN GAME	12	18	30*	A	2	8.0	BSC-AN208T	TYPOGRAPHY	11	25	36	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	11	24	35	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	22	32	A	2	8.0	BSC-AN210P	2D ANIMATION	8	18	26	B	2	6.0
BSC-AN111P	3D VISUALIZATION-I	7	23	30	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	8	22	30	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	26	36	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	8	20	28	B+	2	7.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	26	38	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	10	31	41	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	23	34	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	11	27	38	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	12	25	37	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	12	15	27	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	26	39	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	32	44	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	27	39	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	33	44	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	12	24	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	9	30	39	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	12	24	36	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	11	24	35	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	33	46	O	2	10.0	BSC-AN408P	3D PRODUCTION-II	7	28	35	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	6	30	36	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	11	26	37	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	21	33	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	22	34	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	22	34*	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	25	35	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	9	25	34	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	34	44	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	11	30	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	24	34	A	2	8.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	30	40	A+	2	9.0								
BSC-AN502T	GAME DESIGN	14	35	49	O	2	10.0								
BSC-AN503T	VISUAL EFFECTS-I	12	34	46	O	2	10.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	29	41	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	12	30	42	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	12	30	42	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	30	38	A+	2	9.0								
BSC-AN508P	GAME DESIGN	9	21	30	A	2	8.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	22	30	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	9	31	40	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	22	34	A	2	8.0								

SGPA(1) : 7.64 (2):7.43 (3):8.54 (4):8.46 (5):8.91 TOTAL CREDITS : 118/118 GRADE POINTS:970 TOT.MARKS : 2137/3050 (70.07%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2203170 Name : KERNI SAKSHAM PAWAN
Mother's Name : NISHA

Eligibility No.

PRN No. SU00001535

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	16	30	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	10	17	27	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	13	26	39	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	10	23	33	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	19	31	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	21	31	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	13	14	27	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	18	28	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	13	18	31	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	11	18	29	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	14	19	33	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	12	14	26	B	2	6.0
BSC-AN107T	CREATIVE WRITING	12	29	41	A+	2	9.0	BSC-AN207T	2D ANIMATION	12	18	30	A	2	8.0
BSC-AN108T	ART IN GAME	14	17	31	A	2	8.0	BSC-AN208T	TYPOGRAPHY	13	16	29	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	11	30	41	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	9	23	32	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	22	32	A	2	8.0	BSC-AN210P	2D ANIMATION	9	29	38	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	10	25	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	10	24	34	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	26	36	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	8	20	28	B+	2	7.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	27	39	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	11	23	34	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	11	21	32	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	13	25	38	A+	2	9.0
BSC-AN305T	PRODUCTION PROCESS	10	20	30	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	12	22	34	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	24	37	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	23	35	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	25	37	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	7	24	31	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	13	19	32	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	7	24	31	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	11	18	29	B+	2	7.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	28	38	A+	2	9.0
BSC-AN303T	GRAPHICS ARTS	11	22	33	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	7	26	33	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	10	26	36	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	14	24	38*	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	25	37	A+	2	9.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	15	29	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	8	16	24	C	2	5.0
BSC-AN312T	ADVANCE ANATOMY	10	30	40	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	9	22	31	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	29	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	26	35	A	2	8.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	12	20	32	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	20	32	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	11	19	30	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	11	23	34	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	13	20	33	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	20	32	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	26	35	A	2	8.0								
BSC-AN508P	GAME DESIGN	7	20	27	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	20	28	B+	2	7.0								
BSC-AN510T	3D CHARACTER ANIMATION	13	14	27	B+	2	7.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	9	15	24	C	2	5.0								

SGPA(1) : 8.16 (2):7.45 (3):8.31 (4):7.92 (5):7.45 TOTAL CREDITS : 118/118 GRADE POINTS:930 TOT.MARKS : 1987/3050 (65.15%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2203174 Name : KHAJURIA MUNISH RANJEET Eligibility No. PRN No. SU00001536

Mother's Name : PREETI

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	17	30	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	13	17	30	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	14	25	39	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	10	20	30	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	13	19	32	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	14	24	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	14	26	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	15	26	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	13	17	30	A	2	8.0	BSC-AN205T	3D VISUALIZATION-II	13	19	32	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	13	21	34	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	11	14	25	B	2	6.0
BSC-AN107T	CREATIVE WRITING	11	28	39	A+	2	9.0	BSC-AN207T	2D ANIMATION	12	16	28	B+	2	7.0
BSC-AN108T	ART IN GAME	14	14	28	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	14	17	31	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	12	30	42	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	13	32	45	O	2	10.0	BSC-AN210P	2D ANIMATION	11	31	42	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	10	25	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	10	18	28	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	23	33	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	-	-
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	11	14	25	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	12	19	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	19	31	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	12	21	33	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	18	31	A	2	8.0	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	10	23	33	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	12	15	27	B+	2	7.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	11	21	32	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	11	19	30	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	9	24	33	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	17	30	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	8	20	28	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	7	22	29	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	11	28	39	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	8	21	29	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	20	32	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	17	30	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	8	23	31	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	11	27	38	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	15	25	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	31	43	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	28	38	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	12	18	30	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	19	31	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	13	19	32	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	20	32	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	12	19	31	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	13	16	29	B+	2	7.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	19	28	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	20	27	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	21	29	B+	2	7.0								
BSC-AN510T	3D CHARACTER ANIMATION	12	15	27	B+	2	7.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	16	26	B	2	6.0								

SGPA(1) : 8.11 (2):7.27 (3):7.85 (4):7.85 (5):7.36 TOTAL CREDITS : 118/118 GRADE POINTS:909 TOT.MARKS : 1923/3050 (63.05%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2205115 Name : KHAMKAR PRATIK BALASAHEB Eligibility No. PRN No. SU00001537
Mother's Name : SAVITA

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	12	15	27*	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	7	15	22	C	2	5.0
BSC-AN102T	FOUNDATION OF ART	13	17	30*	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	8	16	24	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	14	25	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	7	15	22	C	2	5.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	16	26*	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	9	20	29*	B+	2	7.0
BSC-AN105T	3D VISUALIZATION-I	8	19	27*	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	9	18	27	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	20	31*	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	6	24	30*	A	2	8.0
BSC-AN107T	CREATIVE WRITING	13	19	32*	A	2	8.0	BSC-AN207T	2D ANIMATION	7	15	22	C	2	5.0
BSC-AN108T	ART IN GAME	9	16	25*	B	2	6.0	BSC-AN208T	TYPOGRAPHY	9	14	23	C	2	5.0
BSC-AN109P	FOUNDATION OF ART	10	20	30	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	9	18	27	B+	2	7.0	BSC-AN210P	2D ANIMATION	7	15	22	C	2	5.0
BSC-AN111P	3D VISUALIZATION-I	6	16	22	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	8	18	26	B	2	6.0
BSC-AN112P	DIGITAL GRAPHICS-I	8	20	28*	B+	2	7.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	16	23	C	2	5.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	11	22	33	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	12	26	38	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	22	34*	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	12	19	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	25	37	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	11	25	36	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	27	39	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	15	25	B	2	6.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	7	25	32	A	2	8.0	BSC-AN405T	ANIMATION FILM AND PROCESS	8	27	35	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	10	20	30	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	26	36	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	7	16	23	C	2	5.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	16	24	C	2	5.0
BSC-AN303T	GRAPHICS ARTS	12	28	40*	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	7	17	24	C	2	5.0
BSC-AN309P	GRAPHICS ARTS	7	20	27	B+	2	7.0	BSC-AN409P	WEB DEVELOPMENT	12	29	41	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	15	27	B+	2	7.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	20	30	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	16	28	B+	2	7.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	9	19	28	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	10	30	40	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	9	24	33	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	9	20	29	B+	2	7.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	28	39	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	9	23	32	A	2	8.0								
BSC-AN502T	GAME DESIGN	10	24	34	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	9	24	33	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	9	21	30	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	8	24	32	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	10	21	31	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	9	18	27	B+	2	7.0								
BSC-AN508P	GAME DESIGN	9	15	24	C	2	5.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	26	34	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	25	35	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	18	30	A	2	8.0								

SGPA(1) : 6.93 (2):5.91 (3):7.77 (4):7.54 (5):7.64 TOTAL CREDITS : 118/118 GRADE POINTS:849 TOT.MARKS : 1811/3050 (59.38%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2205116 Name : KSHIRSAGAR SHIVANI VINAYAK Eligibility No. PRN No. SU00001538

Mother's Name : SUNITA

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	15	19	34	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	11	22	33	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	14	16	30	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	11	18	29	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	14	26	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	12	20	32	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	17	28	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	14	25	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	7	18	25	B	2	6.0	BSC-AN205T	3D VISUALIZATION-II	10	19	29	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	15	27	B+	2	7.0	BSC-AN206T	STOP MOTION ANIMATION	11	18	29	B+	2	7.0
BSC-AN107T	CREATIVE WRITING	13	19	32	A	2	8.0	BSC-AN207T	2D ANIMATION	9	15	24	C	2	5.0
BSC-AN108T	ART IN GAME	8	18	26	B	2	6.0	BSC-AN208T	TYPOGRAPHY	12	17	29	B+	2	7.0
BSC-AN109P	FOUNDATION OF ART	10	28	38	A+	2	9.0	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	30	40	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	6	16	22	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	9	26	35	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	25	36	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	12	22	34	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	26	38	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	10	23	33	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	15	25	B	2	6.0	BSC-AN402T	MOTION GRAPHICS	10	21	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	24	36	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	23	33	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	24	37	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	10	24	34	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	28	41	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	27	39	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	13	23	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	29	41	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	10	24	34*	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	26	34	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	22	35	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	9	28	37	A+	2	9.0
BSC-AN309P	GRAPHICS ARTS	8	32	40	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	12	29	41	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	11	27	38	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	16	28	B+	2	7.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	11	21	32	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	11	21	32	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	8	30	38	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	19	31	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	26	36	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	28	40	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	26	37	A+	2	9.0								
BSC-AN502T	GAME DESIGN	11	25	36	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	11	23	34	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	10	29	39	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	10	21	31	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	13	21	34	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	29	39	A+	2	9.0								
BSC-AN508P	GAME DESIGN	9	24	33	A	2	8.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	30	38	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	23	33	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	13	20	33	A	2	8.0								

SGPA(1) : 7.00 (2):7.18 (3):8.31 (4):8.23 (5):8.36 TOTAL CREDITS : 118/118 GRADE POINTS:926 TOT.MARKS : 2023/3050 (66.33%)

ADD ON CR : 4/8 Result : Pass

Seat No. 2205119 Name : JADHAV NITIN MARUTI
Mother's Name : SEEMA

Eligibility No.

PRN No. SU00001533

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	14	27	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	8	22	30*	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	12	15	27	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	7	16	23*	C	2	5.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	16	26	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	7	18	25*	B	2	6.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	20	31*	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	8	14	22	C	2	5.0
BSC-AN105T	3D VISUALIZATION-I	7	17	24	C	2	5.0	BSC-AN205T	3D VISUALIZATION-II	7	15	22	C	2	5.0
BSC-AN106T	INFORMATION TECHNOLOGY	10	14	24	C	2	5.0	BSC-AN206T	STOP MOTION ANIMATION	7	14	21	D	2	4.0
BSC-AN107T	CREATIVE WRITING	12	16	28	B+	2	7.0	BSC-AN207T	2D ANIMATION	9	19	28*	B+	2	7.0
BSC-AN108T	ART IN GAME	10	16	26	B	2	6.0	BSC-AN208T	TYPOGRAPHY	10	14	24	C	2	5.0
BSC-AN109P	FOUNDATION OF ART	10	25	35	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	21	29	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	23	35	A	2	8.0	BSC-AN210P	2D ANIMATION	7	25	32	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	7	17	24	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	8	19	27	B+	2	7.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	20	30	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	7	24	31	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	19	31	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	10	19	29	B+	2	7.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	17	27	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	13	17	30	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	11	18	29	B+	2	7.0	BSC-AN403T	WEB DEVELOPMENT	11	16	27	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	18	31	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	16	28	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	28	40	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	13	20	33	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	11	20	31	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	29	41	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	8	21	29	B+	2	7.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	24	32	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	12	15	27	B+	2	7.0	BSC-AN408P	3D PRODUCTION-II	7	26	33	A	2	8.0
BSC-AN309P	GRAPHICS ARTS	7	23	30	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	10	24	34	A	2	8.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	6	16	22*	C	2	5.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	14	24	C	2	5.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	8	17	25*	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	16	28	B+	2	7.0
BSC-AN312T	ADVANCE ANATOMY	9	19	28	B+	2	7.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	15	27	B+	2	7.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	8	21	29	B+	2	7.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	11	25	36	A	2	8.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	18	29	B+	2	7.0								
BSC-AN502T	GAME DESIGN	11	18	29	B+	2	7.0								
BSC-AN503T	VISUAL EFFECTS-I	12	20	32	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	10	16	26	B	2	6.0								
BSC-AN505T	DIGITAL MARKETING	12	20	32	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	12	21	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	19	29	B+	2	7.0								
BSC-AN508P	GAME DESIGN	7	22	29	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	9	20	29	B+	2	7.0								
BSC-AN510T	3D CHARACTER ANIMATION	12	17	29	B+	2	7.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	8	20	28	B+	2	7.0								

SGPA(1) : 6.61 (2):6.14 (3):7.23 (4):7.46 (5):7.18 TOTAL CREDITS : 118/118 GRADE POINTS:821 TOT.MARKS : 1757/3050 (57.61%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2205120		Name : BHOR ROHINI RAJU						Eligibility No.		PRN No. SU00001521						
Mother's Name : ALKA																
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	17	31	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	9	17	26	B	2	6.0	
BSC-AN102T	FOUNDATION OF ART	13	21	34	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	9	15	24	C	2	5.0	
BSC-AN103T	DIGITAL GRAPHICS-I	10	20	30	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	11	18	29	B+	2	7.0	
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	19	30	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	14	26	B	2	6.0	
BSC-AN105T	3D VISUALIZATION-I	7	18	25	B	2	6.0	BSC-AN205T	3D VISUALIZATION-II	12	20	32	A	2	8.0	
BSC-AN106T	INFORMATION TECHNOLOGY	10	21	31	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	11	18	29	B+	2	7.0	
BSC-AN107T	CREATIVE WRITING	12	27	39	A+	2	9.0	BSC-AN207T	2D ANIMATION	12	17	29	B+	2	7.0	
BSC-AN108T	ART IN GAME	7	18	25	B	2	6.0	BSC-AN208T	TYPOGRAPHY	10	19	29	B+	2	7.0	
BSC-AN109P	FOUNDATION OF ART	11	28	39	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	8	22	30	A	2	8.0	
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	16	26	B	2	6.0	BSC-AN210P	2D ANIMATION	12	31	43	A+	2	9.0	
BSC-AN111P	3D VISUALIZATION-I	6	16	22	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	10	31	41	A+	2	9.0	
BSC-AN112P	DIGITAL GRAPHICS-I	10	23	33	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	-	-	
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	
BSC-AN302T	ANIMATION TECHNIQUE	13	26	39	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	10	29	39	A+	2	9.0	
BSC-AN304T	DIGITAL TECHNOLOGIES	11	18	29	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	11	23	34	A	2	8.0	
BSC-AN305T	PRODUCTION PROCESS	11	23	34	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	15	25	B	2	6.0	
BSC-AN306T	AUDIO PRODUCTION	13	23	36	A	2	8.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	24	35	A	2	8.0	
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	11	29	40	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	20	30	A	2	8.0	
BSC-AN301T	3D PRODUCTION-I	11	25	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	9	29	38	A+	2	9.0	
BSC-AN308P	3D PRODUCTION-I	9	28	37	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	12	22	34	A	2	8.0	
BSC-AN303T	GRAPHICS ARTS	12	28	40	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	10	31	41	A+	2	9.0	
BSC-AN309P	GRAPHICS ARTS	8	22	30	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	13	27	40	A+	2	9.0	
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	10	27	37	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	25	36	A	2	8.0	
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	25	37	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	21	33	A	2	8.0	
BSC-AN312T	ADVANCE ANATOMY	10	31	41	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	15	27	B+	2	7.0	
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	10	22	32	A	2	8.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	28	40	A+	2	9.0	
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT				
BSC-AN501T	USER INTERFACE	10	21	31	A	2	8.0									
BSC-AN502T	GAME DESIGN	12	20	32	A	2	8.0									
BSC-AN503T	VISUAL EFFECTS-I	12	20	32	A	2	8.0									
BSC-AN504T	ADVANCED PROGRAMMING	12	29	41	A+	2	9.0									
BSC-AN505T	DIGITAL MARKETING	12	26	38	A+	2	9.0									
BSC-AN506T	DIGITAL EDITING-I	12	26	38	A+	2	9.0									
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	31	41	A+	2	9.0									
BSC-AN508P	GAME DESIGN	7	22	29	B+	2	7.0									
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	20	30	A	2	8.0									
BSC-AN510T	3D CHARACTER ANIMATION	12	27	39	A+	2	9.0									
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	15	25	B	2	6.0									
SGPA(1) : 7.45 (2):7.14 (3):8.46 (4):8.15 (5):8.18		TOTAL CREDITS : 118/118		GRADE POINTS:933		TOT.MARKS : 2034/3050 (66.69%)										
ADD ON CR : 4/8 Result : Pass																

Seat No. 2205121 Name : SHINGIRE SURAJ MALHARI
Mother's Name : MEERA

Eligibility No.

PRN No. SU00001554

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	12	14	26	B	2	6.0	BSC-AN201T	BASICS OF ANIMATION-II	11	23	34*	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	13	14	27	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	10	19	29	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	14	25	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	8	19	27	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	14	25	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	9	14	23	C	2	5.0
BSC-AN105T	3D VISUALIZATION-I	11	18	29	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	11	17	28	B+	2	7.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	24	36*	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	10	15	25	B	2	6.0
BSC-AN107T	CREATIVE WRITING	12	20	32*	A	2	8.0	BSC-AN207T	2D ANIMATION	12	16	28	B+	2	7.0
BSC-AN108T	ART IN GAME	12	19	31*	A	2	8.0	BSC-AN208T	TYPOGRAPHY	13	17	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	10	20	30	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	21	31	A	2	8.0	BSC-AN210P	2D ANIMATION	12	30	42	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	9	22	31	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	10	26	36	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	25	35	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	9	21	30	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	14	17	31	A	2	8.0	BSC-AN401T	3D PRODUCTION-II	12	24	36	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	15	27	B+	2	7.0	BSC-AN402T	MOTION GRAPHICS	13	23	36	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	22	34	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	11	17	28	B+	2	7.0
BSC-AN306T	AUDIO PRODUCTION	13	28	41	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	19	31	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	13	25	38	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	10	29	39	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	12	22	34	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	28	38	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	10	23	33	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	9	26	35	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	13	17	30	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	12	20	32	A	2	8.0	BSC-AN409P	WEB DEVELOPMENT	12	28	40	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	11	22	33	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	10	17	27	B+	2	7.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	10	15	25	B	2	6.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	10	14	24	C	2	5.0
BSC-AN312T	ADVANCE ANATOMY	10	25	35	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	22	34	A	2	8.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	28	40	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	9	29	38	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	11	24	35	A	2	8.0								
BSC-AN502T	GAME DESIGN	13	27	40	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	14	25	39	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	14	20	34	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	10	22	32	A	2	8.0								
BSC-AN506T	DIGITAL EDITING-I	13	Ab	13	F	0	0.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	18	26	B	2	6.0								
BSC-AN508P	GAME DESIGN	9	19	28	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	30	38	A+	2	9.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	Ab	10	F	0	0.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	25	37	A+	2	9.0								

SGPA(1) : 7.27 (2):7.18 (3):8.00 (4):7.77 (5) :- TOTAL CREDITS : 114/118 GRADE POINTS:874 TOT.MARKS : 1916/3050 (62.82%)
ADD ON CR : 4/8 Result : Fail

Seat No. 2205130 Name : ROHKALE SUJAL WAMAN
Mother's Name : LATA

Eligibility No.

PRN No. SU00001545

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	15	28	B+	2	7.0	BSC-AN201T	BASICS OF ANIMATION-II	10	24	34*	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	14	18	32	A	2	8.0	BSC-AN202T	DIGITAL FILMMAKING	11	19	30	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	12	15	27	B+	2	7.0	BSC-AN203T	DIGITAL GRAPHICS-II	9	22	31*	A	2	8.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	12	18	30	A	2	8.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	10	14	24	C	2	5.0
BSC-AN105T	3D VISUALIZATION-I	13	16	29	B+	2	7.0	BSC-AN205T	3D VISUALIZATION-II	10	16	26	B	2	6.0
BSC-AN106T	INFORMATION TECHNOLOGY	12	18	30	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	9	22	31*	A	2	8.0
BSC-AN107T	CREATIVE WRITING	13	25	38	A+	2	9.0	BSC-AN207T	2D ANIMATION	11	15	26	B	2	6.0
BSC-AN108T	ART IN GAME	10	15	25	B	2	6.0	BSC-AN208T	TYPOGRAPHY	12	18	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	11	25	36	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	8	20	28	B+	2	7.0	BSC-AN210P	2D ANIMATION	9	27	36	A	2	8.0
BSC-AN111P	3D VISUALIZATION-I	9	26	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	11	21	32	A	2	8.0
BSC-AN112P	DIGITAL GRAPHICS-I	11	26	37	A+	2	9.0	BSC-AN212P	DIGITAL GRAPHICS-II	10	21	31	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	SA	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	12	26	38	A+	2	9.0	BSC-AN401T	3D PRODUCTION-II	10	25	35	A	2	8.0
BSC-AN304T	DIGITAL TECHNOLOGIES	13	19	32	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	13	18	31	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	12	24	36	A	2	8.0	BSC-AN403T	WEB DEVELOPMENT	10	20	30	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	12	30	42	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	11	19	30	B+	2	7.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	29	41	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	11	24	35	A	2	8.0
BSC-AN301T	3D PRODUCTION-I	11	20	31	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	23	35	A	2	8.0
BSC-AN308P	3D PRODUCTION-I	9	22	31	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	24	32	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	10	26	36	A	2	8.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	12	31	43	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	10	27	37	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	12	24	36	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	24	35	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	13	24	37	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	24	36	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	11	24	35	A	2	8.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	10	16	26	B	2	6.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	29	41	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	27	37	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	10	20	30	A	2	8.0								
BSC-AN502T	GAME DESIGN	12	22	34	A	2	8.0								
BSC-AN503T	VISUAL EFFECTS-I	12	22	34	A	2	8.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	24	36	A	2	8.0								
BSC-AN505T	DIGITAL MARKETING	13	27	40	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	10	23	33	A	2	8.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	19	29	B+	2	7.0								
BSC-AN508P	GAME DESIGN	8	21	29	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	10	26	36	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	10	24	34	A	2	8.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	16	28	B+	2	7.0								

SGPA(1) : 7.64 (2):7.30 (3):8.46 (4):7.85 (5):7.82 TOTAL CREDITS : 118/118 GRADE POINTS:925 TOT.MARKS : 2002/3050 (65.64%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2206317 Name : SURYAWANSHI VAISHNAVI BHARAT Eligibility No. PRN No. SU00001556
Mother's Name : SEEMA

CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN101T	BASICS OF ANIMATION-I	15	18	33	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	13	20	33	A	2	8.0
BSC-AN102T	FOUNDATION OF ART	15	26	41	A+	2	9.0	BSC-AN202T	DIGITAL FILMMAKING	12	24	36	A	2	8.0
BSC-AN103T	DIGITAL GRAPHICS-I	11	25	36	A	2	8.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	18	28	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	11	14	25	B	2	6.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	12	14	26	B	2	6.0
BSC-AN105T	3D VISUALIZATION-I	13	24	37	A+	2	9.0	BSC-AN205T	3D VISUALIZATION-II	12	21	33	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	14	22	36	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	11	19	30	A	2	8.0
BSC-AN107T	CREATIVE WRITING	12	29	41	A+	2	9.0	BSC-AN207T	2D ANIMATION	13	19	32	A	2	8.0
BSC-AN108T	ART IN GAME	13	18	31	A	2	8.0	BSC-AN208T	TYPOGRAPHY	12	19	31	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	13	30	43	A+	2	9.0	BSC-AN209P	STOP MOTION AND C#	9	23	32	A	2	8.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	10	20	30	A	2	8.0	BSC-AN210P	2D ANIMATION	13	30	43	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	11	24	35	A	2	8.0	BSC-AN211P	3D VISUALIZATION-II	12	26	38	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	10	23	33	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	-	-
CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	CODE	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT
BSC-AN302T	ANIMATION TECHNIQUE	13	35	48	O	2	10.0	BSC-AN401T	3D PRODUCTION-II	12	34	46	O	2	10.0
BSC-AN304T	DIGITAL TECHNOLOGIES	12	25	37	A+	2	9.0	BSC-AN402T	MOTION GRAPHICS	10	26	36	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	13	27	40	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	11	25	36	A	2	8.0
BSC-AN306T	AUDIO PRODUCTION	13	32	45	O	2	10.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	12	32	44	A+	2	9.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	12	29	41	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	29	41	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	14	22	36	A	2	8.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	12	33	45	O	2	10.0
BSC-AN308P	3D PRODUCTION-I	13	27	40	A+	2	9.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	8	26	34	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	12	30	42	A+	2	9.0	BSC-AN408P	3D PRODUCTION-II	13	34	47	O	2	10.0
BSC-AN309P	GRAPHICS ARTS	7	32	39	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	12	26	38	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	10	24	34	A	2	8.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	12	24	36	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	14	29	43	A+	2	9.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	11	32	43	A+	2	9.0
BSC-AN312T	ADVANCE ANATOMY	10	35	45	O	2	10.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	12	29	41	A+	2	9.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	30	42	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	12	25	37	A+	2	9.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	12	35	47	O	2	10.0								
BSC-AN502T	GAME DESIGN	14	31	45	O	2	10.0								
BSC-AN503T	VISUAL EFFECTS-I	13	35	48	O	2	10.0								
BSC-AN504T	ADVANCED PROGRAMMING	13	31	44	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	13	35	48	O	2	10.0								
BSC-AN506T	DIGITAL EDITING-I	13	31	44	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	10	30	40	A+	2	9.0								
BSC-AN508P	GAME DESIGN	12	27	39	A+	2	9.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	13	23	36	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	14	35	49	O	2	10.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	10	30	40	A+	2	9.0								

SGPA(1) : 8.16 (2):7.86 (3):9.08 (4):8.92 (5):9.36 TOTAL CREDITS : 118/118 GRADE POINTS:1027 TOT.MARKS : 2353/3050 (77.15%)
ADD ON CR : 4/8 Result : Pass

Seat No. 2206318 Name : WANDHEKAR SAGAR SUDHAKAR
Mother's Name : MANGAL

Eligibility No.

PRN No. SU00001564

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	18	31*	A	2	8.0	BSC-AN201T	BASICS OF ANIMATION-II	11	16	27	B+	2	7.0
BSC-AN102T	FOUNDATION OF ART	12	15	27	B+	2	7.0	BSC-AN202T	DIGITAL FILMMAKING	11	18	29	B+	2	7.0
BSC-AN103T	DIGITAL GRAPHICS-I	10	15	25	B	2	6.0	BSC-AN203T	DIGITAL GRAPHICS-II	10	19	29	B+	2	7.0
BSC-AN104T	PROGRAMMING LANGUAGES-I	10	18	28	B+	2	7.0	BSC-AN204T	PROGRAMMING LANGUAGES-II	11	21	32	A	2	8.0
BSC-AN105T	3D VISUALIZATION-I	9	16	25	B	2	6.0	BSC-AN205T	3D VISUALIZATION-II	10	23	33	A	2	8.0
BSC-AN106T	INFORMATION TECHNOLOGY	11	20	31	A	2	8.0	BSC-AN206T	STOP MOTION ANIMATION	10	15	25	B	2	6.0
BSC-AN107T	CREATIVE WRITING	11	17	28	B+	2	7.0	BSC-AN207T	2D ANIMATION	11	21	32	A	2	8.0
BSC-AN108T	ART IN GAME	12	16	28*	B+	2	7.0	BSC-AN208T	TYPOGRAPHY	9	21	30	A	2	8.0
BSC-AN109P	FOUNDATION OF ART	10	20	30	A	2	8.0	BSC-AN209P	STOP MOTION AND C#	8	20	28	B+	2	7.0
BSC-AN110P	PROGRAMMING LANGUAGE-I	12	18	30	A	2	8.0	BSC-AN210P	2D ANIMATION	11	30	41	A+	2	9.0
BSC-AN111P	3D VISUALIZATION-I	6	17	23	C	2	5.0	BSC-AN211P	3D VISUALIZATION-II	11	28	39	A+	2	9.0
BSC-AN112P	DIGITAL GRAPHICS-I	9	23	32	A	2	8.0	BSC-AN212P	DIGITAL GRAPHICS-II	8	22	30	A	2	8.0
UGAC-01	DEMOCRACY, ELECTION AND GOVERNANCE	-	-	-	SA	-	-	UGAC-02	PHYSICAL EDUCATION	-	-	-	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	12	28	40	A+	2	9.0
BSC-AN304T	DIGITAL TECHNOLOGIES	10	22	32	A	2	8.0	BSC-AN402T	MOTION GRAPHICS	10	24	34	A	2	8.0
BSC-AN305T	PRODUCTION PROCESS	14	27	41	A+	2	9.0	BSC-AN403T	WEB DEVELOPMENT	11	14	25	B	2	6.0
BSC-AN306T	AUDIO PRODUCTION	14	27	41	A+	2	9.0	BSC-AN404T	AUGMENTED AND VIRTUAL REALITY	9	26	35	A	2	8.0
BSC-AN307P	ANIMATION TECHNIQUE & AUDIO PRODUCTION	10	30	40	A+	2	9.0	BSC-AN405T	ANIMATION FILM AND PROCESS	12	28	40	A+	2	9.0
BSC-AN301T	3D PRODUCTION-I	12	26	38	A+	2	9.0	BSC-AN406T	DIGITAL PHOTOGRAPHY	10	28	38	A+	2	9.0
BSC-AN308P	3D PRODUCTION-I	12	22	34	A	2	8.0	BSC-AN407P	MOTION GRAPHICS & DIGITAL PHOTOGRAPHY	10	26	36	A	2	8.0
BSC-AN303T	GRAPHICS ARTS	14	33	47	O	2	10.0	BSC-AN408P	3D PRODUCTION-II	7	20	27	B+	2	7.0
BSC-AN309P	GRAPHICS ARTS	11	30	41	A+	2	9.0	BSC-AN409P	WEB DEVELOPMENT	11	26	37	A+	2	9.0
BSC-AN310T	CRITICAL THINKING AND SCIENTIFIC TEMPER	13	27	40	A+	2	9.0	BSC-AN410T	ENVIRONMENTAL AWARENESS	11	19	30	A	2	8.0
BSC-AN311T	ENGLISH / HINDI COMMUNICATION	12	18	30	A	2	8.0	BSC-AN411T	ENGLISH/HINDI COMMUNICATION	12	22	34	A	2	8.0
BSC-AN312T	ADVANCE ANATOMY	12	25	37	A+	2	9.0	BSC-AN412T	2D DIGITAL CHARACTER ANIMATION	11	34	45	O	2	10.0
BSC-AN313P	ADVANCE ANATOMY (PRACTICAL)	12	30	42	A+	2	9.0	BSC-AN413P	2D DIGITAL CHARACTER ANIMATION (PRACTICAL)	10	25	35	A	2	8.0
	SUBJECT NAME	CIE	ESE	TOT	GR	CR	PT	SUBJECT NAME	TOT	GR	CR	PT			
BSC-AN501T	USER INTERFACE	12	25	37	A+	2	9.0								
BSC-AN502T	GAME DESIGN	13	29	42	A+	2	9.0								
BSC-AN503T	VISUAL EFFECTS-I	14	28	42	A+	2	9.0								
BSC-AN504T	ADVANCED PROGRAMMING	12	26	38	A+	2	9.0								
BSC-AN505T	DIGITAL MARKETING	13	29	42	A+	2	9.0								
BSC-AN506T	DIGITAL EDITING-I	13	29	42	A+	2	9.0								
BSC-AN507P	USER INTERFACE AND ADVANCED PROGRAMMING	8	18	26	B	2	6.0								
BSC-AN508P	GAME DESIGN	9	19	28	B+	2	7.0								
BSC-AN509P	VISUAL EFFECTS-I & DIGITAL EDITING-I	8	24	32	A	2	8.0								
BSC-AN510T	3D CHARACTER ANIMATION	12	27	39	A+	2	9.0								
BSC-AN511P	3D CHARACTER ANIMATION (PRACTICAL)	12	21	33	A	2	8.0								

SGPA(1) : 7.07 (2):7.61 (3):8.85 (4):8.23 (5):8.36 TOTAL CREDITS : 118/118 GRADE POINTS:951 TOT.MARKS : 2077/3050 (68.10%)

ADD ON CR : 4/8 Result : Pass