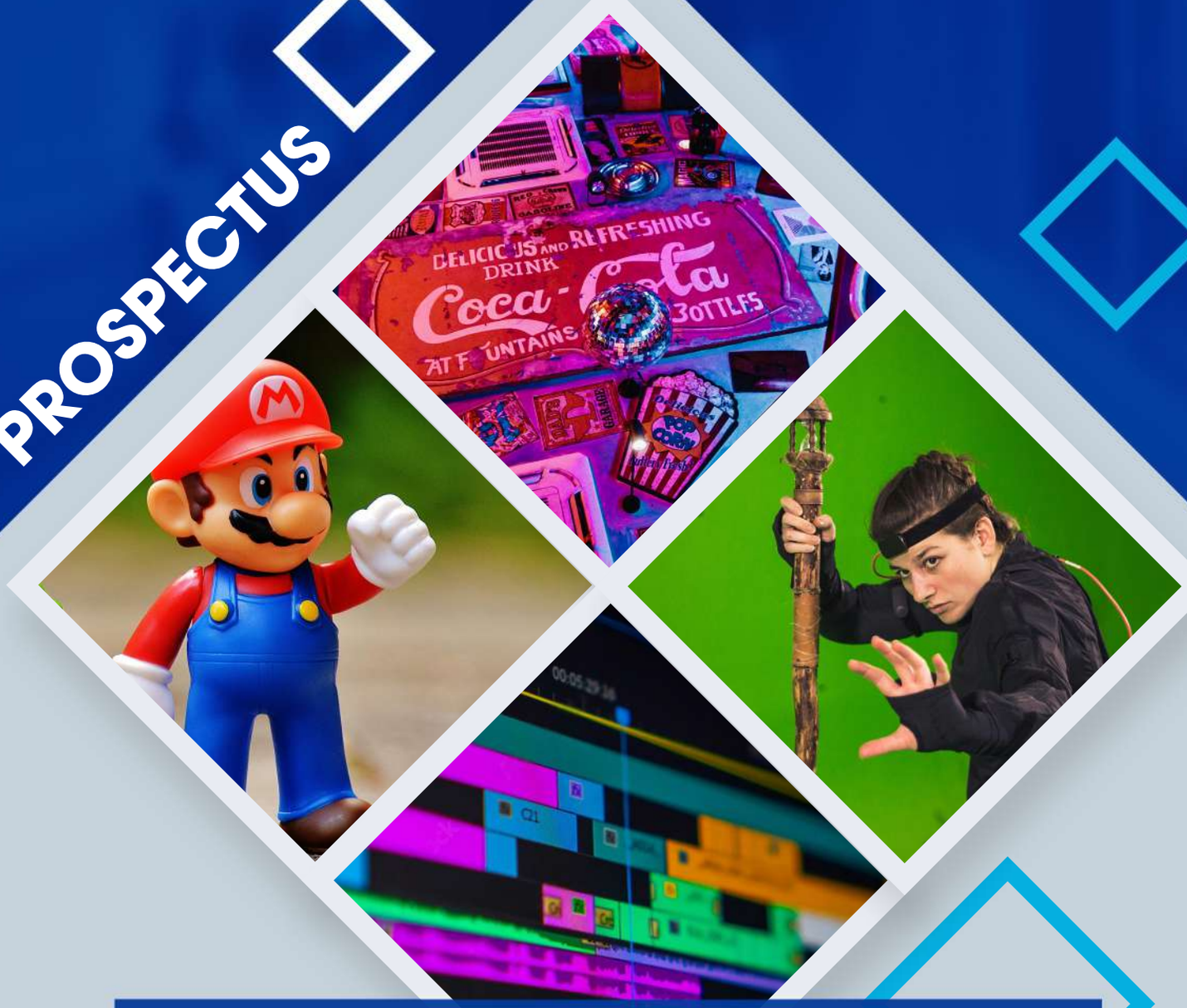
COMPUTER AIDED DESIGN CENTRE
JADAVPUR UNIVERSITY

PROSPECTUS



Diploma in Multimedia & Animation
with **GenAI**

www.cadcentreju.org

THE CAD CENTRE

The Computer Aided Design (CAD) Centre, Jadavpur University was established in the year 1985 by the Electronics Commission and the Department of Electronics, Government of India. The primary objective of the Centre was to promote CAD activities in the eastern part of India. The first supermini computer (Norsk Data ND-560CX) of the Eastern India was established in this Centre for performing CAD activities. However, later the Centre has diversified its activities in other emerging fields like Multimedia and Geoinformatics. A certificate course in Multimedia and Animation was offered by the Centre in the year 2003. One year later, in the year 2004, the Centre introduced a Diploma course in Multimedia and Animation. Since the time of inception, more than 7000 students, researchers and working persons have been trained at the Centre in different fields; among which more than 1000 students have been trained in the field of Multimedia and Animation. A number of projects from the industry have also been successfully completed by the Centre. During the last 40 years, the CAD Centre of Jadavpur University has remained the most prestigious and important centre in Eastern India for promoting CAD / Multimedia & Animation / Geoinformatics activities.

Infrastructure

At present, 60 numbers of Core i7 based PCs and a server are connected in a LAN environment and distributed in three air-conditioned laboratories. Three well-furnished and air-conditioned classrooms provide an excellent ambience for theoretical classes. The classrooms are equipped with multimedia projectors for demonstration. Latest and popular software packages on CAD, Geoinformatics, Digital Image Processing, Multimedia, DBMS and Programming Languages. The Centre has industry grade instruments like high-end workstation, professional camera, drone for videography, etc. The Centre has a library with latest books on CAD, CAM, GIS, Remote Sensing, DIP, Multimedia, RDBMS & other related fields and used by the students on regular basis inside the Centre.

Diploma in

Multimedia & Animation

with **GenAI**

Duration: 1 Year

The world of multimedia and animation is exciting and challenging as well. Various formats of technological or digital multimedia are aimed at enhancing the users' experience by conveying information easier and faster. The multimedia programme enables students to learn how to use computer programs to create static or interactive presentation materials.

The course, Diploma in Multimedia and Animation with GenAI, begins with the fundamentals of Art & Design that will stimulate the creativity and imagination. As the course progresses the students will develop skills in concept designing, illustration, image manipulation, graphics designing, cinematography, photography, cartoons, 2D & 3D animation, video editing, visual effects and game designing. They will also develop skills in creativity and conceptualization ability. This course ensures that the students can get the training in all aspects of multimedia and become proficient in the popular multimedia software. Our students will be equipped with industry endorsed techniques and they will be transformed into an in-demand media creative professional. The curriculum also integrates Artificial Intelligence (AI) tools that are increasingly shaping the future of animation, design, and content creation, helping students stay aligned with modern industry trends.

The course will be beneficial for those who wish to make their career in the field of Multimedia & Animation and to work with blue-chip animation studios & entertainment companies. Candidates having a decent expertise in Multimedia can get the job in print media (magazines, newspapers, journals, etc), promoting and advertising agencies, TV and film industry. Multimedia professionals are hired as Animator, Art Director, Multimedia Programmer, Storyboard Artist, 2D Animator, UI/UX Designer, 3D Modeller, 3D Animator, Film & Video Editor, Visualizer, Web Designer, AV Editor, Content Developer, Compositor, Reviewer and so on. The Animation and Multimedia industry in India is expected to grow at a pace faster than the IT industry.

Education on Multimedia, within India, is although not a new thing but the quality and coverage remained an issue. The CAD Centre of Jadavpur University is very popular in Eastern India in this field. The Centre has achieved an immense amount of reputation and goodwill in this discipline.

Course Structure

Duration: 1 year (2 semesters)

Course Fees: Rs. 40,000/- + 18% GST per semester (the first semester fees to be paid at the time of admission; and second semester fees to be paid before the commencement of the second semester as notified by the Centre)

Class Timing: Regular classes will be conducted from Monday to Friday (except University holidays); special classes and additional practice sessions will be offered on Saturdays. Timing is 11:30 AM to 5:00 PM including recess.

Faculty Members

The Centre has engaged highly experienced faculty members from academic sector as well as industry. The Centre has four internal faculties for this course.

Mr. Chiranjib Karmakar
Mrs. Riddhi Sengupta
Mr. Subhasish Nath
Ms. Poulami Guhathakurata

Other than our internal faculties we also invite academicians from different Universities as well as industry professionals to provide special exposures. Eminent persons from multimedia industry are also associated with this course.

Course Curriculum

Semester-I

GD01 Pixel Mind: Generative AI & Creative Design Mastery

Module 1: Basics of Digital Design
Graphic Design Fundamentals
Design as a Problem-Solving Tool
Digital vs. Traditional Design Media overview
Overview of Photoshop & Illustrator Software

Module 2: Design Essentials
Elements & Principles of Design
Typography & Font Hierarchy
Color Theory & Psychology in Design

Module 3: Design Approaches & Thinking
Key Design Principles (balance, contrast, etc.)
Flat vs. Realistic Design
Design Thinking Process

Module 4: Branding & Identity
Logo & Packaging Design
Brand Identity & Corporate Image
Branding in Marketing Strategy

Module 5: Design in Advertising & Marketing
Visuals in Advertising
Cross-Platform Campaign Design
Digital Marketing & Social Media Design
Media Planning & Analytics

Module 6: Storytelling & Advanced Design
Thematic Design & Workflow
Comic Strips, Storyboards & Concept Art
Entertainment Industry Design

Module 7: AI in Design
AI Prompting & Text-to-Image Tools (Midjourney, ChatGPT, Leonardo.ai etc.)
Enhancing AI Art with Photoshop

Software & Tools:

- Adobe Photoshop
- Adobe Illustrator

AI: MidJourney, ChatGPT etc.

Career Options

- Graphic Designer
- Layout Designer
- Creative Ad Designer
- Visualizer
- Preproduction Artist

Course Curriculum

Semester-I

UX01 Pixel Flow: UI/UX Design from Idea to Interaction

Module 1: UX/UI Design Basics
UX vs. UI with examples
Design Thinking & User-Centered Design
Importance of UX for Business Growth
Visual Design Principles (contrast, alignment, proximity, consistency)

Module 2: UX/UI Foundations
Layouts, Color Theory, Typography & Hierarchy
5 Elements of UX (Strategy to Surface)
Applying UX Concepts in Real Projects

Module 3: Figma Essentials
Interface Overview, Tools & Panels
Creating Projects, Frames, Icons & Shapes
Importing/Exporting Assets

Module 4: Wireframing & Research
Sketching (Hand & Digital), Wireframes
User Research & Interviews
Personas, Storyboards & Journey Mapping

Module 5: Prototyping & Interactions
Low-Fidelity Prototypes
Clickable Prototypes & UI Elements
Text, Images, Icons & Styles in Figma

Module 6: Advanced Figma + AI
Auto Layout, Variants, Smart Components
Photoshop Integration
Real-Time Collaboration
Using AI for UI/UX Design

Module 7: Responsive Web UI
Responsive Constraints & Layouts
Web Grids, Headers, Navigation
Best Practices for Web & Mobile UI

Module 8: UI Animation
Micro-interactions & Animations in Figma
Onboarding Screens, Menus, Overlays
Live Preview & Testing

Module 9: User Testing
Usability Studies, A/B Testing
Conducting & Analyzing User Tests
Iteration Based on Feedback

Module 10: High-Fidelity Design
Complex Dashboards & Visualizations
Video Interactions in Figma
Exporting & Team Collaboration

Module 11: Future of UX/UI
AI Tools (e.g. Framer AI)
Accessibility & WCAG Guidelines
Case Study for Social Impact
Presentation-Ready Design

Software & Tools:

- Figma

AI: Framer, ChatGPT etc.

Career Options

UX Designer
UX Engineer
Product Designer
UI Designer

Course Curriculum

Semester-I

WD01 Pixel to Page: AI-First Web Design Foundations

Module 1: Web & AI Design Basics
Overview: HTML, CSS, AI design tools
How the Web Works: Domains, Hosting, Servers?
AI in Web Design: Impact on UX/UI
Tools Setup: VS Code, GitHub, AI Assistants

Module 2: HTML & AI Content Creation
HTML Basics: Structure, Elements, Forms, Tables
Semantic Tags & Accessibility
AI Tools for Content (ChatGPT for copy, alt text)

Module 3: CSS Fundamentals & AI Styling
CSS Basics: Selectors, Fonts, Box Model
Layout: Margin, Padding, Borders
AI-Assisted Styling: ChatGPT, Codeium, CSS Generators

Module 4: Advanced CSS & Layout Techniques
Positioning: Static to Fixed
Layouts: Flexbox, Grid, Float
CSS Animations & AI-Generated Layouts

Module 5: AI in Web Development
AI Code Assistants: Copilot, Tabnine
No-Code/Low-Code Tools: Webflow, Framer
AI for Speed & Optimization: Lazy loading, auto-minify

Module 6: Final Project – AI Website
Build a Responsive, AI-Enhanced Website
Real-World AI Use in Web Design
Portfolio

Software use

- HTML 5
- CSS 3

No Code: WebFlow, Framer

Career Options

Web Designer
Webflow Template Designer
HTML Developer

Course Curriculum

Semester-I

AV01 Visual Beat: Motion, Video & Sound Design Essentials

Module 1: Introduction to Motion Graphics
What is Motion Graphics & Video Editing?
Industry Tools Overview (After Effects, Premiere Pro, Audition)
Workspace & Project Setup

Module 2: After Effects Basics
Interface, Tools, Timeline
Animation with Keyframes & Interpolation
Motion Paths & Infographics
Ease In/Out, Graph Editor Basics

Module 3: Advanced Motion Graphics
Layers: Text, Shape, Adjustment
Graph Editors, Custom Easing
Puppet Tool & Expressions
Looping & Automation Techniques

Module 4: VFX & Compositing
Green Screen (Chroma Key)
Masking, Rotoscoping, Screen Replacements
Motion & Camera Tracking
Time Remapping & 3D Tools (Mocha, Rotobrush)

Module 5: Video Editing in Premiere Pro
Editing Workflow, Trimming, Arranging Clips
Transitions, Titles, Lower Thirds
Essential Tools: Razor, Ripple, Rolling Edit

Module 6: Advanced Editing Techniques
Effects: Blur, Distort, Color Correction
Speed Adjustments, Green Screen
Color Grading with Lumetri Tools

Module 7: Audio Editing in Audition
Multitrack Editing & Syncing
Audio Effects: EQ, Reverb, Noise Reduction
Tools: Spectral Display, Time Stretching

Module 8: Exporting & Delivery
Final Audio Mixing & Review
Exporting for Web, Social Media, TV
File Formats & Compression
(H.264, MP4, ProRes)

Module 9: AI in Video Editing
AI for Cuts, Transitions, Tracking & Rotoscoping
Smart Color Grading & Audio Enhancements
Tools: Google AI Studio

Module 10: Project
Build Your Portfolio & Show reel
Presenting & Delivering Your Work Professionally

Software use

- Adobe After Effects
- Adobe Premiere
- Adobe Audition

AI: Google AI Studio

Career Options

Motion Graphic Designer
Video & Audio Editor

Course Curriculum

Semester-II

3D01 3D Visualization for Interior & Exterior Spaces

Module 1: Introduction to 3D & Software Interface
What is 3D Visualization + Real-world Applications?
3ds Max Interface Basics
Workspace Setup, Basic Tools

Module 2: Viewport & Basic Geometry
Navigating Viewports: Orbit, Pan, Zoom
Creating Basic Shapes (Box, Sphere, etc.)
Using Modifiers & Object Properties

Module 3: Editable Poly & Basic Modeling
Converting to Editable Poly
Vertex, Edge, Face Editing
Modeling Tools: Extrude, Bevel, Bridge, Connect
Clean Topology Practices

Module 4: Spline & Compound Modeling
Spline Tools: Line, Arc, Circle
Extrude, Lathe, Sweep for 3D Shapes
Boolean & Lofting Techniques

Module 5: Subdivision & Optimization
High-Poly Modeling with Turbosmooth/OpenSubdiv
Low-Poly Optimization for Games

Module 6: Cameras & Composition
Setting up Target & Free Cameras
Composition Rules
(Rule of Thirds, Depth, etc.)
Depth of Field Setup

Module 7: Texturing & UV Mapping
Material Editor & Texture Types
UV Mapping Basics with Unwrap UVW

Module 8: Lighting in 3ds Max
Standard vs Photometric Lighting
3-Point Lighting Setup
Daylight System & Shadow Control

Module 9: V-Ray Essentials
V-Ray Setup & Rendering Workflow
V-Ray Materials, Lights, HDRIs
GI, Exposure, Denoising, Render Settings

Module 10: Animation Basics
Object & Camera Animation
Path Animation & Walkthroughs
Using Timeline & Curve Editor

Module 11: Final Project & Portfolio
Complete Interior/Exterior Visualization
Final Renders & Animated Walkthrough
Portfolio Presentation

Software use

- 3DS Max
- VRay

Career Options

- 3D Visualizer
- 3D Modeler
- 3D Lighting Artist
- 3d Rendering Artist

Course Curriculum

Semester-II

DC01 Digital Character Art: Modeling, Rigging & Animation

Module 1: Animation Foundations
Principles of Animation (Squash & Stretch, Timing, etc.)
Animation Workflow: Pre to Post-Production
Storyboarding & Thumbnails for Planning

Module 2: Character Design & Rigging Prep
Designing Characters & Model Sheets
Simplifying for Rigging (2D & 3D)

Module 3: Acting & Performance Animation
Head Turns, Walk Cycles (2 & 4-legged)
Eye, Brow, Lip Sync Animation
Expressions, Dialogue & Gestures

Module 4: Advanced Character Motion
Attitude Walks (Sneaky, Confident)
Run/Jump Cycles, Object Interaction
Acting with Dialogue

Module 5: 3D Animation Tools Overview
Basics of Maya, Blender, ZBrush

Module 6: Basic Animation Techniques
Simple Animations: Ball Bounce, Timing
Rig Creation, Keyframes & Tweening

Module 7: 3D Modeling Essentials
Props, Characters, Environments
Trees, Buildings, Vehicles, Terrain

Module 8: Texturing & Lighting
UV Mapping, Materials & Sculpting
Skin Details, Natural vs Dramatic Lighting

Module 9: Rigging & 3D Animation
IK/FK Rigging in Maya/Blender
Animation with Rigs, Camera Movements
FX Integration: Fire, Dust, Wind

Module 10: Rendering & Post-Production
Render Engines (Arnold)
Output Settings, Compositing & FX Pass
Final Polish & Grading

Module 11: AI in Animation
AI for Rigging & Pose Estimation
Generative Animation Tools
Voice-to-Lip Sync with AI

Module 12: Final Project & Portfolio
Portfolio Presentation

Software use

- Adobe Animate
- Maya
- Blender
- ZBrush

Career Options

- Modeling Artist
- Character Animator
- Digital Sculptor
- Rigging Artist
- Lighting Artist

Course Curriculum

Semester-II

TV01 Real-World Compositing & Effects for Film & TV

Module 1: Introduction to VFX & Compositing
What is VFX & Compositing
VFX Pipeline (Matchmove, Roto, Keying, FX)
Node-Based Compositing Basics

Module 2: Nuke Interface & Workflow
Nuke UI: Viewer, Node Graph, Properties
Key Nodes: Read, Merge, Transform
Importing Footage & Alpha Channels

Module 3: Rotoscoping & Painting in Nuke
Roto Tools: Bezier, B-Spline
Advanced Roto: Hair, Overlaps
Paint Tools: Clone, Inpaint, Wire Removal

Module 4: Tracking & Keying
2D & Camera Tracking
Green Screen Keying: Keylight, Primatte
Spill Suppression & Edge Refinement

Module 5: Color Correction & Grading
Color Spaces, LUTs
Shot Matching: Light, Hue, Grain
Nodes: Grade, HueCorrect, Lookup

Module 6: Advanced Compositing
3D Tracking & Scene Setup in Nuke
3D Cards, Lights, Z-Depth & Relighting
CG Integration into Live Footage

Module 7: VFX in Nuke
Light Wraps, Glows, Lens Flares
Rain, Snow, Smoke, Fire FX
FX Node Workflows

Module 8: Houdini Intro
Houdini Interface & Nodes
Procedural Modeling Basics
Import from Maya/Nuke

Module 9: FX Simulations in Houdini
Modeling, RBD (Destruction)
Pyro FX: Fire, Smoke, Explosions
Particles: Emitters, Trails

Module 10: Advanced Houdini & Nuke Integration
Vellum for Cloth & Hair
Export FX to Nuke
Final FX Shot Compositing

Software use

- Nuke
- Houdini

Career Options

Roto Artist
Visual Effects Artist
Compositor

Course Curriculum

Semester-II

WE01 Advanced Web Engineering: From React to AI-Enhanced Interfaces

Module 1: JavaScript Essentials
JS Basics – DOM, variables, data types
Conditions, loops, functions
Input/output – prompt(), console.log()
Arrays, Math, and string methods

Module 2: DOM & jQuery
Why jQuery matters
DOM manipulation – .text(), .val(), .css()
Events – .click(), .hover()
AJAX & loading APIs

Module 3: React.js Basics
Components & JSX
Props, state, events
Forms & controlled components
Conditional rendering

Module 4: Advanced React
Hooks – useState, useEffect, useRef
Context API & custom hooks
Project: Simple React App

Module 5: Bootstrap
Grid system & layout
Navbar, cards, forms
Alerts & custom themes

Module 6: Sass
Sass syntax – variables, nesting
Mixins, functions, modular CSS
Using Sass with React & Bootstrap

Module 7: UI Frameworks & AI Kits
Bootstrap vs Tailwind
Reusable UI components
AI UI generators & builders

Module 8: Real-World Project
Build a blog/portfolio/e-commerce site
Design in Figma
Develop with React, Bootstrap, Sass
jQuery for specific features
Responsive & cross-browser ready

Module 9: AI-Powered Tools
AI design tools – Webflow, Framer
GitHub Copilot, Tabnine for coding
Convert Figma to code with AI
Voice interfaces + chatbot UI with AI

Software use

- Bootstrap
- React

AI: Cursor

Career Options

Frontend Developer

Admission Rules

Eligibility: Candidates must have completed Higher Secondary (10+2) or an equivalent qualification from a recognized board or institution.

Candidates who have appeared the final examination of Higher Secondary and result of which are yet to be published are also eligible to apply. However, they have to submit the final mark-sheet before appearing the Semester-I examination; otherwise the registration will be cancelled without any refund of course/semester fees.

Total intake: 30

- Admission will be on first-come-first-serve basis.
- There will be no scope of any kind of reservation.
- The semester/course fees and supplementary examination/special supplementary examination fees/any other fees cannot be returned/refunded/transferred in any circumstance.
- The 'course fees' includes admission fees, tuition fees, session fees, examination fees, fees for grade card, library fees, course material, study material, books etc. The 50% of the course fee is the tution fee for which a separate IT certificate may be provided on request. The course does not attract any other additional fees. However, supplementary / special supplementary examination fees will be collected separately from individuals.
- Application form can be submitted through our online admission portal. Application fee is Rs.100/-. We shall approve the applications after verification. Once a student gets the approval (s)he have to pay the semester fees within the stipulated time through our online payment gateway.

  Candidate should bring the following at the time of commencement of the course for the verification:

  (a) Original certificate / marks sheet along with one photocopy of the Secondary and Higher Secondary examination.

  (b) Original document for proof of date of birth.

  (c) One photograph (35 mm x 45 mm) for Identity Card.

- The candidates have to sign a declaration that he/she will pay the determined fees of Semester-II before the commencement of the respective semester as notified by the Centre. If the candidate fails to submit the semester/course fees within the specified time the candidature will be discontinued without further reference.
- Ragging is totally banned in the Jadavpur University Campus, and anyone found guilty of ragging and/or abetting ragging is liable to be punished appropriately. If any incident of ragging comes to the notice of the authority, the concerned student shall be given liberty to explain and if his/her explanation is not found satisfactory, the authority would expel him from the institution.
  In case of an event of ragging, the victim will inform the Director, CAD Centre in written and in detail.
- Sexual harassment, criminal offence, or any other kind of misconduct will not be allowed in any circumstance. University has a zero tolerance in this regard.
- Student admitted should have at least 80% attendance of total classes, failing of which the studentship will be treated as cancelled without further reference. While pursuing this course the student should not have any attachment to any kind of other course/assignment during the class hours.
- This course is non-residential. Hostel facility will not be available.
- This course is a fully self-financed course. Railway concession, concession for backward classes or any other type of concession are not available to the students of this course.
- Classes will be commenced as notified by the Centre.

Age limit: not more than 25 years as on the date of announcement of the course. Although any eligible candidate if their age is more than 25 years old can pursue this course, but the Centre does not provide any placement assistance to them.

Placement Opportunity

Our students are working in many reputed private as well as government organizations in India and even abroad. We generally provide placement assistance to regular, sincere and well performed students according to merit list. At least 90% attendance is mandatory to achieve the goal.

Examination Rules

- The Examination shall be held at the end of each semester. Students must qualify (a minimum of 40%) separately in every paper of all the semester examinations and those who qualified in a paper shall not be permitted to sit for the examination in that paper again. Non-appearance in a paper/examination will be counted as failure in that paper/examination. Satisfactory completion of the internal assessments is essential for the appearance at the semester examinations.
- Any kind of misconduct in the examination(s) will be treated as failure in that paper of examination.
- Library books, journals, instruments or any other property of University/Centre held by the student must be returned undamaged before the commencement of the semester/supplementary/special supplementary examination. Otherwise, he/she will not be allowed to appear the respective examination.
- Each student will have to pass every paper separately in each semester of the course. If a student fails to pass or appear in one or more paper(s) in the semester examinations, a supplementary examination will be held normally after 30 days and within 60 days from the publication of semester results. Students, who do not have any back papers in first semester examination, shall be only eligible to appear at the regular second semester examinations. Dissertation/project, seminars and viva-voce will also come under the purview of the supplementary examination.
- If a student fails to pass or appear in one or more paper(s) in the supplementary examination(s), a special supplementary examination will be held normally after 30 days and within 60 days from the publication of supplementary examination results. This will be treated as the last opportunity to qualify the examination; failing of which the candidature will be discontinued without further reference.
- A student will appear in all the papers meant for/taken at the regular semester examinations (first semester and second semester) to be held after the conclusion of the respective semester of studies and as per the date announced by the Centre.
- Failure/non-appearance in regular semester examinations will be counted as demerits for getting placement assistance.
- A student will carry on with the second semester program of studies irrespective of the result of the first semester examination. He/she will not be entertained to attain classes in the first semester. Repetition of a semester will attract further payment of semester fees in full.

- Students need to submit the project before commencement of the first & second semester examination as notified by the Centre. Students who fail to submit their project in the given time period as notified by the Centre, will not be allowed in the respective first or second semester examination.
- A minimum of 80% attendance in each semester will be essential for appearing the semester examinations. If a student fails to meet this criteria will be counted as failure for which the candidate will have to repeat the same semester again and appear supplementary examination of respective semester along with the regular students in the next academic session. Attendance requirement may be relaxed only in case of severe medical ground. Repetition of a semester will attract further payment of semester fees in full.
- Pass mark will be 40% in each paper both in theoretical and in practical examination, and viva/seminar/dissertation/project.
- Question paper for each paper will be set by internal paper setter(s). However, the Centre may appoint external paper setter(s) if internal paper setter(s) is/are not available for specific paper(s).
- All the theoretical papers will be evaluated by the internal examiners. Practical papers/projects will also be evaluated by internal examiners.
- For each theoretical and practical paper, 30% marks will be reserved for internal assessment and 10% marks will be reserved for attendance.
- Internal assessment shall be on the basis of class tests. Three such assessments will be conducted in a semester for each paper and the best one of these three will be added with the semester examination results of the respective paper(s).
- Marks for each paper (Theory, Practical, and Project) is 100. Total marks for two semesters is 600.
- Duration of the semester end examination will be 2 hours (for theory papers) and 4 hours (for practical papers).

- The result will be declared in grade system for each semester. In the final semester grade card, there will be a provision for indicating both total marks (theoretical and practical) and grade obtained.

CLASSIFICATION OF GRADES

GRADE	MARKS
A+	**90% and above**
A	**80% to below 90%**
B+	**70% to below 80%**
B	**60% to below 70%**
C+	**50% to below 60%**
C	**40% to below 50%**
X	**Below 40% (Failed)**

- The office of the Director, CAD Centre will tabulate and publish the result of internal assessments and semester examinations.
- Supplementary/special supplementary examination fees will be charged @ Rs.500/- for each paper; and to be paid by cash at the office of the Centre.
- Fees for transcripts and duplicate grade sheet/certificate etc. will be collected by the office of the CAD Centre. Charges for issuing Transcripts (5 copies): Rs. 300/-; Duplicate Certificate (one copy): Rs. 100/-; Duplicate Mark Sheet (one copy): Rs. 50/-; Duplicate Identity Card: Rs. 50/-. All these charges are payable by cash.
- A Student may apply for post-publication review/re-examination of his/her answer script for any end-semester examinations within 10 days from the date of publication of results. The results of supplementary/special supplementary examinations will not be eligible for review. No review/re-examination of marks will be entertained for practical papers/internal assessment/seminar/dissertation/project/viva-voce. The marks awarded by the reviewer will be considered as FINAL. The fees for review is Rs. 200/- per paper to be paid in cash at the office of the Centre.
- No student shall be permitted to transfer his/her candidature to the next instance of the course.

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Department of Computer Science and Engineering

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