

While taking admission, a student has to pay a total of TK 26, 000.00 which includes the follow:

|                                 |        |
|---------------------------------|--------|
| Admission Fee                   | 10,000 |
| Library Fee                     | 3,000  |
| Rover Scout Fee                 | 500    |
| Semester Fee                    | 4,500  |
| Development Fee                 | 4,500  |
| Lab Fee                         | 2,000  |
| Extracurricular Activities Fees | 1500   |
| Total Fee during admission      | 26,000 |

#### Fees of 1st semester

(Considering , Admission Fee = Tk 10,000, Library Fee = Tk 3,000, Rover Scout fee =Tk 500, theoretical credit hours @Tk 2,700, laboratory credit hours @ Tk 4,250, Semester Fee = Tk 4,500, Development Fee= Tk 4,500, Laboratory Fee = Tk 2,000, Extra Curricular Activities Fee = Tk 1,500)

| Credit Hours      | Total Payable | 1st Installment<br>(During Admission) | 2nd Installment<br>(Before Mid-Term Exam) | 3rd Installment<br>(Before Final Exam) |
|-------------------|---------------|---------------------------------------|---|--|
| 12+1L =13 credits | 62,650        | 26,000                                | 18,325                                    | 18,325                                 |

#### Fees of subsequent semesters

[Considering Tuition Fee (Theoretical) per credit = TK 2,700, Tuition Fee (Laboratory) per credit= TK 4,250, Semester Fee= TK 4,500, Development Fee= TK 4,500, Lab Charge= TK 2,000, Extracurricular Activities Fee= TK 1,500]

| Credit Hours       | Total Payable | 1st Installment<br>(Before Registration) | 2nd Installment<br>(Before Mid-Term Exam) | 3rd Installment<br>(Before Final Exam) |
|--------------------|---------------|--|---|--|
| 9+1 L =10 credits  | 41,050        | 12,500                                   | 14,275                                    | 14,275                                 |
| 9+2 L =11 credits  | 45,300        | 12,500                                   | 16,400                                    | 16,400                                 |
| 10+2 L=12 credits  | 48,000        | 12,500                                   | 17,750                                    | 17,750                                 |
| 12+1 L =13 credits | 49,150        | 12,500                                   | 18,325                                    | 18,325                                 |
| 12+2 L =14 credits | 53,400        | 12,500                                   | 20,450                                    | 20,450                                 |

**\*\*Note:** Industrial Tour Fee TK 500 for each tour is applicable for each students of 3rd & 4th year

\* VAT Applicable as per Government rules



## Career Prospect

- Graphic Designer
- Animation Director/Animator
- Multimedia Designer
- Multimedia Trainer
- Visual Effect Developer
- Virtual Environment Designer and Developer
- Motion Graphic Expert
- TV Commercial Developer
- Architectural Visualizer
- Special Effect Creator
- Game Level Designer
- Video Production Manager
- Out Sourcing




### Daffodil International University

**Permanent Campus**  
Ashulia Model Town, Dattapara, Ashulia, Savar, Dhaka.

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**Daffodil**  
International  
University

## B.Sc. in Multimedia and Creative Technology

Graphic Design

Animation

Visual Effect

Motion Graphics

Game Development

Web Development

Video Production

**Effective from**  
Fall 2015

[www.mct.daffodilvarsity.edu.bd](http://www.mct.daffodilvarsity.edu.bd)



## About Multimedia and Creative Technology (MCT)

B.Sc. in Multimedia and Creative Technology (MCT) blends the creative design, multimedia technology encompassing media and computation. The media industries are experiencing a period of profound change due to radical conglomeration of new technologies everyday. Central to this change is the way in which these previously largely unconnected areas of study are becoming dependent on each other in relation to the creation of content for new digital media platforms.

Daffodil International University conducts time-befitting and pragmatic curricula, which aim at not only extracting the potentialities and flair from our potential youth but also making the students competent in the job market both at home and abroad and they can meet the changing demands of the society.

This degree is aimed at people who wish to develop professional expertise in the animation or Visual effect, drawing on a variety of creative and technological disciplines. Students having interest as the core strands (Still/Moving Image, Computing) is expected to transform him as professional during the course of the study. At the end of the four years, student will have the knowledge, skills and innovative drive to compete in one of the fastest growing sectors of the economy, the creative industries

### The Aim

- To produce highly qualified and well trained Multimedia and Creative graduates for ever demanding industries at home and abroad
- To enable students with the worldclass skills to design, undertake and interpret diverse world of graphics, animation and media
- To develop the relevant knowledge, skill and qualities to practice as creative professional in all branches Multimedia and Creative Technology (MCT).

### Eligibility for Admission

Students having minimum 2.5 GPA or second division both in SSC and HSC from any background may apply for admission into MCT as per the guideline of University Grants Commission (UGC) of Bangladesh. Students completing five O-level subjects and at least two A-level subjects and obtaining at least GPA 2.0 may apply for admission.

### Academic Session

**Fall** (Jan-Apr), **Summer** (May-Aug) and **Spring** (Sep-Dec)

### Graduation Requirement and Duration of the Program

To obtain B.Sc. in Multimedia and Creative Technology (MCT), students will have to complete 147 credits with at least CGPA 2.50. If any student fails in any course, he/she will get opportunity to improve the grade by retaking the same in the subsequent semesters. The program having 12 semesters normally extends over four academic years.



Image Source: Work of MCT Students

## Semester wise courses and skills

### Level-1 Term-1 (First Semester)

| Course Code | Course Title                                | Credit | Skills and abilities   |
|-------------|---|--------|--|
| CSE112      | Computer Fundamentals                       | 3      | • Drawing, Design, Color and composition   |
| ENG113      | Basic Functional English and English Spoken | 3      | • Utilize Aesthetic and Creative Wisdom in drawing and designing various aspects |
| MTC111      | Graphics Design                             | 3      |  |
| MTC112      | Graphics Design Lab                         | 1      |  |
| MTC113      | Drawing and Sketching                       | 3      |  |

### Level -1 Term-2 (Second Semester)

| Course Code | Course Title                  | Credit | Skills and abilities  |
|-------------|-------------------------------|--------|---|
| ENG123      | Writing and Comprehension     | 3      | •Painting   |
| MTC121      | Multimedia Imaging            | 3      | •Use graphic software   |
| MTC122      | Multimedia Imaging Lab        | 1      | •Design banner, logo, poster using raster and vector techniques |
| MTC123      | Introduction to Creative Arts | 3      | •Identify multimedia components                                 |
| MTC124      | Introduction to Multimedia    | 3      | •Develop products integrating the components                    |

### Level -1 Term-3 (Third Semester)

| Course Code | Course Title                   | Credit | Skills and abilities  |
|-------------|--------------------------------|--------|---|
| MTC131      | Concepts of Animation          | 3      |   |
| MTC132      | Concepts of Animation Lab      | 1      | •Use various type faces and type setting for designing banner, logo, poster etc |
| MTC133      | Typography Design              | 3      | •Operate 3D software (3DsMax) for basic animation                               |
| MTC134      | Typography Design Lab          | 1      | • Story board and Short film  |
| MTC135      | Film Studies and Appreciation  | 3      |   |
| MTC134      | Computer Networks and Internet | 3      |   |

### Level -2 Term-1 (Fourth Semester)

| Course Code | Course Title                              | Credit | Skills and abilities                                      |
|-------------|---|--------|---|
| Phy131      | Physics-based Animation                   | 3      | • Develop flash based 2D Animation                        |
| CIS112      | Mathematics-I Fundamentals of Mathematics | 3      | • Apply ethical issues for developing multimedia products |
| MTC211      | 2D Animation                              | 3      |   |
| MTC212      | 2D Animation Lab                          | 1      |   |
| MTC213      | Media Ethics and The Law                  | 3      |   |

### Level -2 Term-2 (Fifth Semester)

| Course Code | Course Title                        | Credit | Skills and abilities                                 |
|-------------|-------------------------------------|--------|--|
| CSE122      | Structured Programming              | 3      | • Create 3D models using 3DsMax and Maya             |
| CSE123      | Structured Programming Lab          | 1      | • Shading and material creation                      |
| MTC221      | 3D Design and Modeling              | 3      | • Develop interior and exterior models               |
| MTC222      | 3D Design and Modeling Lab          | 1      | • Use light & camera for architectural visualization |
| MTC223      | Mathematics -II Coordinate Geometry | 3      |  |

### Level -2 Term-3 (Sixth Semester)

| Course Code | Course Title               | Credit | Skills and abilities  |
|-------------|----------------------------|--------|---|
| GED201      | Bangladesh Studies         | 3      | • Use video production and editing techniques using relevant software |
| MTC231      | Multimedia Programming     | 3      |   |
| MTC232      | Multimedia Programming Lab | 1      |   |
| MTC233      | Video Production           | 3      |   |
| MTC234      | Video Production Lab       | 1      |   |

### Level -3 Term-1 (Seventh Semester)

| Course Code | Course Title                          | Credit | Skills and abilities  |
|-------------|---------------------------------------|--------|---|
| AL201       | Art of Living                         | 3      | • Develop high quality animation products using 3DsMax and Maya.              |
| CSE417      | Web Engineering                       | 3      | • Interface design using content management system (CMS)                      |
| CSE418      | Web Engineering Lab                   | 1      | • Synchronizing and editing audio and video components of multimedia products |
| MTC311      | Audio and Video Streaming and Editing | 3      |   |
| MTC313      | 3D Animation 1                        | 3      |   |

### Level -3 Term-2 (Eighth Semester)

| Course Code | Course Title                       | Credit | Skills and abilities  |
|-------------|------------------------------------|--------|---|
| CIS332      | Human Computer Interaction         | 3      | • Develop high quality photo-realistic environment, and various effects and utilize simulation techniques |
| MTC321      | Advanced 3D Modeling and Animation | 3      | • Develop architectural design for further use in 3D software   |
| MTC322      | Computer Aided Design Lab          | 1      |   |
| MTC323      | Multimedia Communications          | 3      |   |
| MTC324      | 3D Animation 2                     | 1      |   |

### Level -3 Term-3 (Ninth Semester)

| Course Code | Course Title              | Credit | Skills and abilities  |
|-------------|---------------------------|--------|---|
| MIS575      | Project Management        | 3      | • Develop high quality professional level multimedia product using relevant software and programming techniques |
| MTC331      | Visual Effects Production | 3      |   |
| MTC332      | Media Writings            | 3      |   |
| MTC333      | Compression techniques    | 3      |   |
| MTC334      | Script Programming        | 1      |   |

### Level -4 Term-1 (Tenth Semester)

| Course Code | Course Title                              | Credit | Skills and abilities  |
|-------------|---|--------|---|
| CSE414      | Simulation and Modeling                   | 3      | • Develop special type of animations: Character, Interactive multimedia, visual effects |
| CSE415      | Simulation and Modeling Lab               | 1      | • Develop high quality images using programming techniques                              |
| MTC413      | Digital Image Processing Applications     | 3      |   |
| MTC414      | Digital Image Processing Applications Lab | 1      |   |
| MTC411      | Digital Matte Painting                    | 1      |   |
| CMATXX      | Elective -1                               | 3      |   |

### Level -4 Term-2 (Eleventh Semester)

| Course Code | Course Title                      | Credit | Skills and abilities   |
|-------------|-----------------------------------|--------|--|
| MTC421      | Game Analysis and Development     | 3      | • Develop high quality product using advance lighting techniques |
| MTC422      | Game Analysis and Development Lab | 1      | • Design and develop industry/ commercial projects               |
| MTC423      | Theater Management                | 3      | • Write project report   |
| MTCYYY      | Elective - 2                      | 3      | • Multimedia Industry attachment for overall skill development   |
| MTC499      | Final Project Phase: 1            | 3      |  |

### Level -4 Term-3 (Final Semester)

| Course Code | Course Title               | Credit | Skills and abilities                                 |
|-------------|----------------------------|--------|--|
| MTC431      | Multimedia Authoring       | 3      | • Industry oriented commercial project, and research |
| MTC432      | Lighting and Rendering     | 3      | • Report writing                                     |
| MTC433      | Lighting and Rendering Lab | 1      |  |
| MTC499      | Final Project Phase: 2     | 3      |  |

### Total Cost of B. Sc in Multimedia and Creative Technology

|   |                |
|---|----------------|
| Admission Fee   | 10,000         |
| Library Fee   | 3,000          |
| Rover Scout Fee   | 500            |
| Tuition Fee for Theoretical Courses (126 cr hr @ Tk. 2,700) | 340,200        |
| Tuition Fee for Laboratory Credits (15 cr hr @ Tk. 4,250)   | 63,750         |
| Semester Fee (12 Semesters @ Tk 4,500)                      | 54,000         |
| Development Fee (12 Semesters @ Tk 4,500)                   | 54,000         |
| Lab Fee (12 Semesters @ Tk.2,000)                           | 24,000         |
| Extracurricular Activities Fees (12 Semesters @ Tk 1,500)   | 18,000         |
| Project Fee (6 cr hr)                                       | 16,200         |
| <b>Total payable (for 148 credits)</b>                      | <b>583,650</b> |