**B. Sc Animation & VFX**

**Duration of the Programme: 3 Years Full-time (6 semesters)**

**Program Description:**

The program aims to help the students understand fascinating world of Animation, VFX and Motion Graphics for film, broadcast and other media pads. This program offers Degree Certification in Animation & VFX. The duration of this program is 3 years (6 Semester). In addition to introducing students to the world of 3D digital art and VFX visualization, this program exposes students to Industry relevant software’s. On successful completion of the program, students can continue their learning further to a professional level within Digital Art and VFX production design.

**Program Objectives:**

VFX is an integral part of media in these modern times. This program offers wide career options in film, broadcast, gaming, video content development, Ad creation to name the few. This specialized program is practical oriented to achieve in depth learning at accelerated pace to suit immediate industry requirement.

**Growth in the media & entertainment industry:**

* Media & Entertainment Industry in India to reach Rs1457 Billion by 2016.
* Average time spent watching television in India is 2.55 hrs/day. One of the highest in the world.
* Indian film industry is pegged at 83.3 Billion INR and produces more movies than Hollywood every year.
* 3 Billion Movie goers annually across 12,000 movie screens.
* 20%films released in India are Hollywood films.
* Animation, VFX and post production industry to reachRs23.6 Billion by 2015.

**Career Opportunities:**

* Production Designer
* Concept Artist
* Character Artist
* BG Artist
* Effects Artist
* 3D Artist
* Asset Lead
* Technical Artist
* Asset TD
* 3d Generalist
* Software Engineer/Developer/Programmer
* Character Modeler
* Sound Designer
* User Experience Designer
* Producer
* User Interface Designer
* User Experience Lead
* Marketing Director
* Senior Layout Artist
* Cinematics
* Cinematics Training Manage
* Junior VF Artist
* Matte Painters
* 3D Compositor & Editing Artist
* Rotoscopy Artist
* Match Move Artist

**Semester I**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Code** | **Mode of Examination** | **Subject** | **Credits** | | **Internals** | **Externals** | **Total** |
| **T** | **P** |
| BSCAVFX101 | Theory | English I | 3 | 0 | **20** | **80** | 100 |
| BSCAVFX102 | Theory | Environmental Studies | 3 | 0 | **20** | **80** | 100 |
| BSCAVFX103 | Practical | Foundation Art I | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX104 | Practical | Material Animation | 2 | 2 | **20** | **80** | 100 |
| BSCAVFX105 | Practical | Digital Art I | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX106 | Practical | 2D Digital Animation I | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX107 | Practical | 3D Animation I | 1 | 3 | **20** | **80** | 100 |
|  |  | **Total** | **26** | |  |  | **600** |

**Semester II**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Code** | **Mode of Examination** | **Subject** | **Credits** | | **Internals** | **Externals** | **Total** |
| **T** | **P** |
| BSCAVFX201 | Theory | English II | 3 | 0 | **20** | **80** | 100 |
| BSCAVFX202 | Theory | Film Appreciation and Analysis | 3 | 0 | **20** | **80** | 100 |
| BSCAVFX203 | Theory | Storytelling | 3 | 0 | **20** | **80** | 100 |
| BSCAVFX204 | Practical | Foundation Art II | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX205 | Practical | Digital Art II | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX206 | Practical | 2D Digital Animation II | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX207 | Practical | 3D Animation II | 1 | 3 | **20** | **80** | 100 |
|  |  | **Total** | **25** | |  |  | **800** |

**Semester III**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Code** | **Mode of Examination** | **Subject** | **Credits** | | **Internals** | **Externals** | **Total** |
| **T** | **P** |
| BSCAVFX301 | Theory | History of VFX | 3 | 0 | **20** | **80** | 100 |
| BSCAVFX302 | Practical | 3D Lab I | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX303 | Practical | Photography | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX304 | Practical | Pre Production I | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX305 | Practical | Character Design Concepts | 0 | 3 | **20** | **80** | 100 |
| BSCAVFX306 | Practical | Layout Design Concepts | 0 | 3 | **20** | **80** | 100 |
| BSCAVFX307 | Practical | Compositing Techniques | 1 | 3 | **20** | **80** | 100 |
|  |  | **Total** | **25** | |  |  | **700** |

**Semester IV**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Code** | **Mode of Examination** | **Subject** | **Credits** | | **Internals** | **Externals** | **Total** |
| **T** | **P** |
| BSCAVFX401 | Practical | 3D Lab II | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX402 | Practical | Pre production II | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX403 | Practical | Lighting & Rendering | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX404 | Practical | Advanced Compositing Techniques | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX405 | Practical | Cinematography | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX406 | Practical | 3D Dynamics | 1 | 3 | **20** | **80** | 100 |
|  |  | **Total** | **24** | |  |  | **600** |

**Semester V**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Code** | **Mode of Examination** | **Subject** | **Credits** | | **Internals** | **Externals** | **Total** |
| **T** | **P** |
| BSCAVFX501 | Theory | Project Management | 4 | 0 | **20** | **80** | 100 |
| BSCAVFXE502 | Practical | Elective 1 | 1 | 3 | **20** | **80** | 100 |
| BSCAVFXE503 | Practical | Elective 2 | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX504 | Practical | Match Moving | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX505 | Practical | Rotoscopy & Paint | 1 | 3 | **20** | **80** | 100 |
| BSCAVFX506 | Practical | Stereoscopic Techniques | 1 | 3 | **20** | **80** | 100 |
|  |  | **Total** | **24** | |  |  | **600** |

**Semester VI**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Course Code** | **Mode of Examination** | **Subject** | **Credits** | | **Internals** | **Externals** | **Total** |
| **T** | **P** |
| BSCAVFX601 | Practical | Final Project [Portfolio & Thesis] |  | 10 | 80 | **220** | 100 |
| Viva |  | 2 |  |  | 100 |
| Project Report |  | 4 | 20 | **80** | 100 |
|  |  | **Total** | **16** | |  |  | **300** |

**Total Credits: 140**

|  |  |  |
| --- | --- | --- |
| **LIST OF ELECTIVE OFFERED** | | |
| **Course Code** | **Subject** | |
| BSCAVFXE502 | **Elective 1** | 3D Animation & Rigging |
| Modeling and Texturing |
| Lighting, Shading and Rendering |
| Fluid Simulation and Plugins |
| BSCAVFXE503 | **Elective 2** | Sound Design |
| Motion Graphics |