Graduate Attributes

By the end of the program the students will be able to:

The BSc. in VFX Film Making is a comprehensive program that aims to equip students with a strong theoretical foundation and extensive practical skills in the field of film making and visual effects (VFX). By the end of this course, students will have acquired a diverse set of competencies that will enable them to excel in various roles within the film and VFX industry. The course outcome includes both academic knowledge and hands-on experience, preparing students for a successful career in the dynamic and creative world of visual storytelling.

1. Film Theory and Analysis:
- Understand the principles of storytelling, cinematography, and visual composition.
- Analyze and critique films from different genres and time periods.
- Gain insights into film history, major movements, and influential filmmakers.

2. VFX Fundamentals:
- Comprehend the core concepts and principles of visual effects in films.
- Explore various VFX techniques and their applications in different contexts.
- Develop an understanding of computer-generated imagery (CGI) and its integration with live-action footage.

3. Pre-production Skills:
- Learn the art of scriptwriting, storyboarding, and pre-visualization techniques.
- Plan and organize film shoots, including location scouting and casting.
- Understand the importance of budgeting and scheduling in film production.

4. Production Techniques:
- Gain hands-on experience in camera operation, lighting, and sound recording.
- Execute different types of shots and understand the significance of shot composition.
- Collaborate effectively as a member of a film production crew.

5. VFX Production and Post-production:
- Acquire skills in VFX software and tools commonly used in the industry.
- Apply VFX techniques such as green screen compositing, motion tracking, and particle simulations.
- Edit and enhance visual effects in post-production to create seamless and realistic scenes.

6. Specialized VFX Areas:
- Explore advanced VFX areas, such as rotoscoping, prep or paint, match moving, tracking, compositing and digital matte painting.
- Develop expertise in specific VFX software and technologies used for specialized effects.

7. Motion Graphics and Animation:
- Create visually engaging motion graphics and animated sequences.
- Understand the principles of animation and apply them to VFX projects.

8. Sound Design and Editing:
- Learn the art of sound design and its role in enhancing the overall cinematic experience.
- Edit and mix sound elements to synchronize with visual content effectively.

9. Project Management:
- Plan and execute VFX projects from inception to completion.
- Develop project management skills, including time and resource management.

10. Industry Exposure:
- Engage with industry professionals through workshops, seminars, and guest lectures.
- Participate in internships and real-world projects to gain practical industry experience.

11. Professional Ethics and Communication:
- Cultivate strong ethical values and professionalism in film production and VFX practices.
- Enhance communication and teamwork skills to collaborate effectively with peers and industry stakeholders.

12. Portfolio Development:
- Compile an impressive portfolio showcasing a diverse range of film projects and VFX works.
- Prepare for job interviews and industry opportunities with a compelling showcase of skills.

By the end of the BSc. in VFX Film Making course, graduates will have the necessary skills and knowledge to work in various roles such as VFX artists, roto artist, paint artist, match moving artist, compositor, graphic designer, film editors, sound designers, visual effects supervisors, and more. They will be ready to contribute their creativity and expertise to the world of filmmaking and make a meaningful impact in the entertainment industry.

Curriculum Structure

FIRST SEMESTER

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	**DSC**	BVFM 101 BVFM 191	Introduction to Drawing	3	0	2	5
2.		BVFM 102 BVFM 192	Introduction to Visual Communication	3	0	2	5
3.	**DSE**	MIC101	Computer Fundamental	2	1	0	
3.	**GE**		Any one from GE Basket A/D	3	0	0	3
4.	**AECC**	AECC101	English & Professional Communication	2	0	0	2
5.	**SEC**	SEC181	Life Skills & Personality Development	2	0	0	2
6.	**VAC**	VAC181A/B/C /D/E	Yoga Health & Wellness Sports Physical Fitness & Wellness Community Services	2	0	0	2
Total Credit							22

SECOND SEMESTER

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	**DSC**	BVFM 201 BVFM 291	Script to Screen, Understanding Film Technology & Film Language	3	0	2	5
2.		BVFM 202 BVFM 292	Audio & Video Editing	3	0	2	5
3.	**DSE**	MIC201	Management Information System	3	0	0	3
4.	**GE**		Any one from GE Basket B/E	3	0	0	3
5.	**AECC**	AECC201	Modern Indian Languages & Literature	2	0	0	2
6.	**SEC**	SEC201	IT Skills	2	0	0	2
7.	**VAC**	VAC281A/B/C/ D	Critical Thinking NSS Mental Health Environmental Studies	2	0	0	2
Total Credit							22

MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WEST BENGAL
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THIRD SEMESTER

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BVFM 301 BVFM 391	Introduction to Motion Graphics	3	0	2	5
2.		BVFM 302 BVFM 392	Introduction to Visual Effects	3	0	2	5
3.	DSE	MIC301A/B	Word and Power Point & Spreadsheet Application with Excel / R Programming & Data Analytics	3	1	0	4
4.	GE		Any one from GE Basket	3	0	0	3
5.	AECC	AECC301	The Constitution, Human Rights & Law	2	0	0	2
6.	SEC	SEC301	Understanding Basics of Cyber Security	2	0	0	2
Total Credit							21

FOURTH SEMESTER

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BVFM 401 BVFM 491	Fundamentals of Rotoscoping	3	0	2	5
2.		BVFM 402 BVFM 492	Introduction to Tracking	2	0	2	4
3.		BVFM 403 BVFM 493	Fundamentals of Paint	2	0	2	4
4.	DSE	MIC401A/B/C	Basics of Operating System / Database Management with SQL/ PHP Programming & Web Development	3	1	0	4
5.		MIC402A/B/C	Graphic Design with Photoshop and Illustrator/ Unix and Shell Programming/ Advanced Excel & Data Analytics	3	1	0	4
6.	AECC	AECC401	Society Culture and Human Behavior Universal Human values	2	0	0	2
Total Credit							23

FIFTH SEMESTER

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BVFM 501 BVFM 591	Clean Ups & Matte Painting	3	0	2	5
2.		BVFM 502 BVFM 592	Camera Tracking & Match Moving	3	0	2	5
3.	DSE	MIC501A/B	Cloud Computing/ Introduction to Computer Network	3	1	0	4
4.		MIC502	E-Commerce and Application	3	1	0	4
5.	SEC	SEC581	Internship	0	0	4	4
Total Credit							22

SIXTH SEMESTER

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BVFM 601 BVFM 691	Live action, Compositing, Set extension, Cinematography	3	0	2	5
2.		BVFM 602 BVFM 692	Advance Compositing & CG integration	3	0	2	5
3.		BVFM 603 BVFM 693	Portfolio Making	2	0	2	4
4.	DSE	MIC601A/B	Web Development with HTML and CSS/ Data Mining & Data Warehousing	3	1	0	4
5.		MIC602A/B	Internet and Networking/ ERP	3	1	0	4
Total Credit							22

SEVENTH SEMESTER

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BVFM 701 BVFM 791	Introduction to Film Making	3	0	3	5
2.		BVFM 702 BVFM 792	Making of Explainer Video	2	0	2	4
3.		BVFM 703	Research Methodology	3	2	0	5
4.	DSE	MIC701A/B/C	Software Project Management/ Introduction to Cyber Security and Cyber Laws/ Machine Learning with Python	3	1	0	4
5.		MIC702A/B/C	Digital Marketing/ Data Analysis and Interpretation/ Data Analysis & Reporting using SAS	3	1	0	4
Total Credit							22

EIGHTH SEMESTER

Sl.	Subject Type	Code	Subject Name	Credits			Total Credits
				L	T	P	
1.	DSC	BVFM 801 BVFM 891	Documentary Film Making	3	0	2	5
2.		BVFM 802 BVFM 892	Advertisement Making	3	0	2	5
4.	SEC	SEC 881	Research Project/ Dissertation	0	0	12	12
Total Credit							22