

MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WB

Syllabus for B.Sc. in VFX Film Making (BVFM) Programme
(Effective for Students Admitted in Academic Session 2019-2020)

COURSE DETAILS

Duration: 3 Years - 6 semesters with specialization and one industry internship.

Eligibility: 10+2 in any stream

Total marks: 3500

Theory: 1000

Seminars & Practical (including internships & final project): 2500

Curriculum Structure

1st YEAR

SL No	CODE	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
SEMESTER I							
Theory							
1	BVFM -101	ENGLISH – I	3	1	-	4	3
2	BVFM -102	HISTORY OF ART	3	1	-	4	3
Practical							
1	BVFM -191	INTRODUCTION TO DRAWING		2	6	8	4
2	BVFM -192	FIGURE DRAWING		2	6	8	4
3	BVFM -193	VISUAL COMMUNICATION	-	2	6	8	4
Sessional							
1	BVFM -181	INTERNET & WEBTECHNOLOGY			4	4	2
Total Credit							20
SEMESTER II							
Theory							
1	BVFM -201	ENGLISH – II	3	1	-	4	3
2	BVFM -202	ENVIRONMENTAL STUDIES	3	2	-	5	3
3	BVFM -203	UNDERSTANDING FILM TECHNOLOGY AND FILM LANGUAGE	3	2	-	5	3
Practical							
1	BVFM -291	SCRIPT TO SCREEN	-	2	6	8	4
2	BVFM -292	GRAPHIC DESIGNING -I	-	2	6	8	4
Sessional							
1	BVFM -281	INTERNSHIP	-	-	6	6	3
Total Credit							20

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2ND YEAR

SL No	CODE	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
SEMESTER III							
Theory2							
1	BVFM -301	LISTENING AND SPEAKING SKILLS IN ENGLISH	3	1	-	4	2
Practical							
1	BVFM -391	CLAY MODELLING	-	2	6	8	4
2	BVFM -392	FUNDAMENTALS OF CG MODELING	-	2	6	8	4
3	BVFM -393	TEXTURING & LIGHTING/ CAMERA	-	2	6	8	4
4	BVFM -394	VIDEO & AUDIO EDITING & INTRODUCTION TO NUKE		2	6	8	4
Sessional							
1	BVFM -381	FILM ANALYSIS	-	-	4	4	2
Total Credit							20
SEMESTER IV							
Theory							
1	BVFM -401	LIVE ACTION FILM MAKING -	3	1	-	4	2
Practical							
1	BVFM -491	DIGITAL PHOTOGRAPHY	-	2	6	8	4
2	BVFM -492	RIGGING & CHARACTER ANIMATION	-	2	6	8	4
3	BVFM -493	ROTO PAINT & CHROMA KEYING &		2	6	8	4
4	BVFM -494	DYNAMICS VFX		2	6	8	4
Sessional							
1	BVFM -481	INTERNSHIP	-	-	4	4	2
Total Credit							20

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3rd YEAR

SL No	CODE	Paper	Contact Periods per week			Total Contact Hours	Credits
			L	T	P		
SEMESTER V							
Theory							
1	BVFM -501	MEDIA ETHICS AND EDUCATION	3	1	-	4	2
2	BVFM -502	DIGITAL COMPOSITING	3	1		4	2
Practical							
1	BVFM -591	ADVANCED NUKE	-	2	6	8	4
2	BVFM -592	3D COMPOSITING & MATCH MOVING	-	2	8	10	5
3	BVFM -593	ADVANCED VFX & DYNAMICS		2	8	10	5
Sessional							
1	BVFM -581	MEDIA ORGANIZATION	-	-	4	4	2
Total Credit							20
SEMESTER VI							
Theory							
1	BVFM-601	SOFT SKILLS AND PERSONALITY DEVELOPMENT	3	1	-	4	3
Practical							
1	BVFM-691	INTERNSHIP/ PRACTICAL TRAINING	-	-	24	24	12
2	BVFM -692	FINAL PROJECT/ THESIS			10	10	5
Total Credit							20

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