

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)

Semester I Detailed Syllabus

Paper: ENGLISH – I
Code: BVFM -101
Contacts Hours / Week: 3L+1T
Credits: 3
Marks 100

Module	List Of Topics and Exercises
1	<ul style="list-style-type: none">• LISTENING In this unit student will learn to distinguish the different stages of listening, to listen effectively. Phonology, stress-making, Homophones Listening – Listening for words
2	<ul style="list-style-type: none">• GRAMMAR BASICS In this unit, learning of the importance of grammar, the parts of speech (noun, pronoun, adjective, article, verb, adverb, preposition, conjunction), tenses and aspect.
3	<ul style="list-style-type: none">• FUNCTIONAL GRAMMAR In this unit, learning of syntax formation, the elements of sentence and its structure and types, phrases & clauses, subject-verb agreement, direct vs. indirect speech, active vs. passive voice.
4	<ul style="list-style-type: none">• READING Reading helps us to discover new things. Books, magazines and even the internet are great learning tools which require the ability to read and understand what is read.

Suggested Readings: 1 A communicative approach in English by A. Rama Krishna Rao

Paper: HISTORY OF ART
Code: BVFM -102
Contacts Hours / Week: 3L+1T
Credits: 3
Marks: 100

Module	List Of Topics and Exercises
1	<ul style="list-style-type: none">• Art History - Survey of the western heritage of Art and Architecture. The course introduces to the language of the Arts, Artistic Techniques, the materials,
2	<ul style="list-style-type: none">• Primitive Art-: • Introduction to Primitive Art, features and influence of Primitivism. Primitive style Paintings and Sculptures are to be discussed
3	<ul style="list-style-type: none">• Ancient Greece: • A brief introduction on Ancient Greek along with Architecture, Sculptures and Paintings
4	<ul style="list-style-type: none">• Ancient Rome: • Numerous key concepts of Ancient Rome with reference to Art and Architecture.

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)

PRACTICALS

Paper: INTRODUCTION TO DRAWING

Code: BVFM -191

Contacts Hours / Week: 2T+6P

Credits: 4

Marks: 100

Module	List Of Topics and Exercises
1	The course is designed to give students can understand the form by learning <ul style="list-style-type: none">• Drawing Basic Shapes• Basic Shapes, Basic Composition & Light
2	<ul style="list-style-type: none">• INTRODUCTION TO BASIC PRESPECTIVE• Simple perspective explanation• One and two point perspectives
3	<ul style="list-style-type: none">• Basic Figure Drawing• The Stick Figure, The Three Basic Solids• The Main Line of Action
4	Study of Head Shapes like oval, hexagonal, squares, & round <ul style="list-style-type: none">• Masses of Figure Drawing• Head, Arms and Legs, Torso• Masses of the Figure

Suggested Readings:

1. Basic Drawing Techniques – Greg Albert | Fun with Pencil – Andrewooms
2. The History of Indian Art Paper back by Sandhya Ketkar

Paper: FIGURE DRAWING

Code: BVFM -192

Contacts Hours / Week: 2T+6P

Credits: 4

Marks: 100

Module	List Of Topics and Exercises
1	Representation and dynamic drawing of human figure based on observation of organic relationship, gesture action, motion and rhythm.
2	<ul style="list-style-type: none">• Figure Drawing with Dress• Poses Weight and Balance
3	<ul style="list-style-type: none">• Composition• Light and Shade with various materials

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)

	<ul style="list-style-type: none">• Pencil Rendering Color – Still Life
4	<ul style="list-style-type: none">• Force drawing• Drawing with mass knowledge of Human and animal Anatomy.

Suggested Readings: Dynamic Figure Drawing by Borne Hogarth

Paper: VISUAL COMMUNICATION

Code: BVFM-193

Contacts Hours / Week: T2+6P

Credits: 4

Marks: 100

Module	List Of Topics and Exercises
1	This program is designed to have students apply their ideas to real-world scenarios and explore careers in the arts. Students create portfolio-ready work through the use of traditional materials (charcoal, water color, pastel, etc.) in combination with technology (computers, digital cameras and scanner, electronic drawing tablets) using industry-recognized software.
2	Illustration <ul style="list-style-type: none">• Books illustration• Fashion illustrations• Advertisement & Logo illustration• Web illustration
3	<ul style="list-style-type: none">• Step by step process of illustration• Planning and Visualization• Greeting card• Editorial illustration• Memory/ Imagination
4	<ul style="list-style-type: none">• Products• Industrial Design• Creative Vehicle Illustration• Medical /Scientific Illustration

Suggested Software: Adobe Illustrator

Suggested Readings: Adobe Illustrator CC: Classroom in a Book

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)

Sessional

Paper: INTERNET & WEBTECHNOLOGY

Code: BVFM -181

Contacts Hours / Week: 4P

Credits: 2

Marks: 100

Module	List Of Topics and Exercises
1	<p>New Media in Mass Communication</p> <ul style="list-style-type: none">• Web as a new media of Mass Communication; Strengths and weaknesses of web media; Media convergence.• Information overloading, digital divide, addiction, virus and vaccines. Credibility issue and research on Internet.• Laws and Ethics of Cyber Communication. <p>About Web sites</p> <ul style="list-style-type: none">• Target visitors and domain name.• Choosing a web server/hosting service• Creating a layout and Navigation architecture plan.• Designing graphics for the web; web image types; web image optimization. <p>Ms office</p> <ul style="list-style-type: none">• MS Office: Interface,• Tool boxes, Panels, Menu options, Text formatting, Navigation Structure: Navigation bar, Site Maps• Hyperlink: Hyperlink to internal and external files; font effects;• Hotspots: Graphic and Text hotspot, editing hotspots; Adding interactivity; Forms; Frames; Tables; Cascading Style Sheet (CSS); Banner Ads; Embedding Multimedia Objects.