Maulana Abul Kalam Azad University of Technology, West Bengal

Syllabus of B.Sc.in VFX Film Making (CBCS)

Effective from academic session 2021-22

SEMESTER-2

Paper: SCRIPT TO SCREEN; UNDERSTANDING FILM TECHNOLOGY AND FILM LANGUAGE

Code: BVFM 201

Course Objective: The course is designed to provide and analyse the iconic and monumental moments in produced screenplays from all across the cinematic landscape and address how filmmakers improved or even hindered the written word by examining these three areas: FROM SCRIPT: How It Reads, THE SCENE: How It Looks, TO SCREEN: How It's Improved (Or Not).Through UNDERSTANDING FILM TECHNOLOGY AND FILM LANGUAGE the students will get a clear understanding of film form and film content, basic concepts of film medium like the structure-both at micro and macro levels, relationship of structure, meaning, emotive aspect and value, image construction, and the design in film composition etc.

Sl	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyse the problems	M3, M4
5	Evaluate the problems after analysing	M3,M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Blooms Level (if applicable)	Remarks (If any)
M 1	Understanding various techniques and crafts involved in live-Action film making, Study on Diff. types of film formats. Story development, Script writing, designing characters, Props & Backgrounds for Pre-Production.	8	25		
M 2	Film appreciation, preparing notes, Group discussions on various genes of movies.	7	25		
M 3	Understanding various formats of cameras(Film & Digital)	5	25		
M 4	Film production Process	10	25		

	1. Pre-Production 2. Production 3. Post-Production Storyboard Design 1. Creating the visual story using thumbnails 2. Shot breakdown, shot types. continuity, camera angles, camera movements 3. Creating Cinematic Storyboard. Photo shoot for story Telling (Conveying story with sample photographs) Stop motion shoot using paper Art as medium.					
		30	**100**			

Script to Screen; Understanding Film Technology and Film Language
Total Credit: 4
Total hours of lectures: 30 hours

Sl.	Topic/Module	Hour
1.	**Module 1-Understanding various techniques and crafts involved in live film making, Study of film formats. Script writing and designing characters.** Everyone loves art in some way or the other. Some like a painting by a painter and some like a movie which is done by 24 distinct fields of artists together. A movie is not a one man show. Neither the director nor the hero is the only one involved in it. There are 24 crafts involved in making a movie. We will make clear of those 24 crafts that every director needs to know before making a movie. In this module students will develop story of their own. How script are done, characters and background development, location, shot planning and developing story boards for each individual shots before going for shoot. The course will guide all the different crafts involved for filmmaker to develop a film.	8
2.	**Module 2- Film Appreciation, preparing notes, Group discussions on various genres of movies:** This course focuses on helping the participants to appreciate cinema by understanding its distinct language, its narrative complexity and the way films control and stimulate our thoughts and feelings. Through various examples from Indian and international cinema, the course will explain how cinema as a visual medium, engages with us in constructing meaning. This module will give knowledge on how to analyse a film.	7
3.	**Module 3-Understanding various formats of cameras (Film & Digital):** Knowing the categories of cameras available will give the confidence to decide	5

	between camera models later And there are countless. The course will provide recommendations for each camera type, and what are the different types of cameras. Understanding different angles of camera and its purpose.	
4.	**Module 4- Film production Process:** The course gives strong foundation keys to a successful film shoot. Filmmaking involves a number of complex and discrete stages including an initial story, idea, or commission, through screenwriting, casting, shooting, sound recording and **pre**-production, editing, and screening the finished product before an audience that may result in a film release and an exhibition. The major steps are as following. ● **Story Development** ● **Pre-Production** ● **Production** ● **Principle of Photography** ● **Wrap** ● **Post-Production** ● **Distribution**	10

Suggested Reading:

1.   Five C s of Cinematography by Joseph V. Mascelli
2.   Motion Picture Filming Techniques by Joseph V.Ma skelly
3.   The Filmmaker's Handbook by Ed Pincus
4.   Making Movies by Sidney Lumet
5.   From script to Screen by Linda Segre
6.   Storyboarding: Turning Script to Motion by Stephanie Torta · Vladimir Minuty

Paper: SCRIPT TO SCREEN; UNDERSTANDING FILM TECHNOLOGY AND FILM LANGUAGE Lab

Code: BVFM 291

Course Objective: The course is designed to provide and analyse the iconic and monumental moments in produced screenplays from all across the cinematic landscape and address how filmmakers improved or even hindered the written word by examining these three areas: FROM SCRIPT: How It Reads, THE SCENE: How It Looks, TO SCREEN: How It's Improved (Or Not).Through UNDERSTANDING FILM TECHNOLOGY AND FILM LANGUAGE the students will get a clear understanding of film form and film content, basic concepts of film medium like the structure-both at micro and macro levels, relationship of structure, meaning, emotive aspect and value, image construction, and the design in film composition etc.

Sl	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyse the problems	M3, M4
5	Evaluate the problems after analysing	M3,M4

6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Blooms Level (if applicable)	Remarks (If any)
M 1	**Visualizing concepts and contents**	10	40		
M 2	**Designing Models**	10			
M 3	**Creating the story Script**	10	40		
M 4	**Visualizing & Creating Cinematic Storyboard**	10			
		40	**80**		

Script to Screen; Understanding Film Technology and Film Language Lab
Total Credit: 2
Total hours of lectures: 40 hours

Sl.	Topic/Module	Hour
1.	**Module 1-Visaulizing concepts and contents:** Writing down different concepts and idea to from a story. Students have to develop outline of ideas and develop their own stories.	8
2.	.**Module 2- Creating the story Script:** Creating script and screenplay with the story .	10
3.	**Module 3- Designing Models:** Designing characters for the story Draw basic characters and character model sheets with expressions, key poses Background Design- Environments	10
4.	**Module 1-Visaulizing & Creating Cinematic Storyboard:** • Storyboard Design – Creating Visual story using thumbnails • Creating a storyboar**d** • **Creating pre-viz**	12

Suggested Reading:

1. Five C s of Cinematography by Joseph V. Mascelli
2. Motion Picture Filming Techniques by Joseph V.Ma skelly
3. The Filmmaker's Handbook by Ed Pincus
4. Making Movies by Sidney Lumet
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Effective from academic session 2021-22

Paper: GRAPHIC DESIGN, AUDIO & VIDEO EDITING

Code: BVFM202

Course Objective: The course is designed to provide an introduction to the fundamental aspects of graphic design using design methodologies to solve user-centric problems. Students will be able to develop an in- depth understanding of processes to help create better design workflows using graphical representations.

Course Outcome	Mapped modules
Remembering	M1, M2, M3, M4
Understanding the course	M1, M2, M3, M4
Applying the general problem	M1, M2
Analyse the problems	M4
Evaluate the problems after analysing	M3, M4
Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Blooms Level (if applicable)	Remarks (If any)
M 1	Introduction to Graphic Design	4	10		
M 2	Designing (Photoshop, Illustrator, Indesign)	10	40		
M 3	Fundamentals of Motion Graphics	10	25		
M 4	Fundamentals of Audio & Video Editing	6	25		
		60	100		

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Syllabus of B.Sc.in VFX Film Making (CBCS)

Effective from academic session 2021-22

Graphic Design, Audio & Video Editing
Total Credit: 4
Total hours of lectures: 30 hours

Sl.	Topic/Module	Hour
1.	**Module 1-Introduction to Graphic Design:** • A comprehensive introduction to the essentials and principles of Design. Articulating design, the brief, sources of inspiration, design as problem solving, creative thinking, wit and humor • Raster & Vector Graphics- RGB vs. CMYK • Color theory • Typography • Layers of meaning, development and experimentation, art direction, commissioning art, print, direct mail, information design, packaging, screen design, environmental design, self-promotion, portfolios, basic tools, specialist color, file formats, print finishing.	4
2.	**Module 2- Designing (Photoshop, Illustrator, and InDesign):** • Introduction to Photoshop, basics- workspace, finding and managing creative tools and content. Lines, shapes and objects. Working with layers, linking and embedding objects. Managing projects, color, fills and transparencies, filling objects. Special effects, templates and styles, pages and layout, bitmaps, printing, file formats, customizing and automating. • Introduction to Digital Painting. • Introduction to adobe illustrator, work area of illustrator, selecting and aligning, creating and editing shapes, transforming objects, drawing with pen and pencil tools, color and painting, working with type, working with layers, working with perspective drawing, blending colors and shapes, working with brushes, applying effects, applying appearance attributes and graphic styles, working with symbols, combining illustrator with other adobe applications. • Preparing graphics for web and print • Introduction to InDesign – Tools and techniques • Understanding Publication elements • Essentials in publication design • Study of various publication designs	10
3.	**Module 3- Fundamentals of Motion Graphics:** • Instrumental Techniques used by professional motion graphic designers. • Introduction to After effects - About Composition, Solid layer, Shape layer, Text animation, Hud Effects, Info graphics Motion graphics • Create Motion Graphics to enhance your videos using a step by step, easy-to-use method. • How to Import and animate Illustrator Vector Graphics. • Master Visual Time Effects on Videos and Motion Graphics. • Practice compositing techniques to achieve stunning video effects. • Work in 3D space with Cameras, Lights and Shadows and practice your new	10

	skills with 3D Motion Graphics Projects. • Create advanced Type Animation in 2D & 3D – cool stuff only in After Effects.	
4.	**Module 4- Fundamentals of Audio & Video Editing:** • Introduction to Adobe Premiere – tools and essentials • Edit an entire video from beginning to end, and make them more dynamic with cutaway footages and photos. • color correct the video and fix issues with white balance and exposure, add feeling with color grading, edit green screen footage and add backgrounds • Apply visual effects such as stabilizing shaky video, removing grain and making it more cinematic. • Reduce background noise, add music tracks, capture sound effects, use a variety of effects to enhance audio and add in/out fades. • Editing from the Bin- Cutting down Your Sequence - Navigating the Timeline-Thinking Nonlinearly - Trimming Fundamentals - Methods of Trimming - Types of Trim Importing and Exporting Motion Video, Types of Effects -Effect Design - Rendering – Key frames	6

Suggested Softwares: Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premier
Adobe After Effects
Adobe Audition

Suggested Reading:

1. Adobe Photoshop CC Classroom - Andrew Faulkner

2. Adobe Illustrator CC Classroom - Andrew Faulkner

3. Adobe Premier CC Classroom - Andrew Faulkner

4. Create Motion Graphics with After Effects – Chris Meyer & Trish Meyer

5. Creative Workshop : 80 challenges to sharpen your Design Skills - David Sherwin

6. The Non-Designers Design Book - Robin Williams

Maulana Abul Kalam Azad University of Technology, West Bengal

Syllabus of B.Sc.in VFX Film Making (CBCS)

Effective from academic session 2021-22

Code: BVFM292

Course Objective: The course is designed to provide an introduction to the fundamental aspects of graphic design using design methodologies to solve user-centric problems. Students will be able to develop an in- depth understanding of processes to help create better design workflows using graphical representations.

Course Outcome	Mapped modules
Remembering	M1, M2, M3, M4
Understanding the course	M1, M2, M3, M4
Applying the general problem	M1, M2
Analyse the problems	M4
Evaluate the problems after analysing	M3, M4
Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Blooms Level (if applicable)	Remarks (If any)
M 1	Introduction to Graphic Design	5	40		
M 2	Designing (Photoshop, Illustrator, Indesign)	15			
M 3	Fundamentals of Motion Graphics	10	40		
M 4	Fundamentals of Audio & Video Editing	10			
		40	**80**		

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Graphic Design, Audio & Video Editing Lab
Total Credit: 2
Total hours of lectures: 40 hours

Sl.	Topic/Module	Hour
1.	**Module 1- Design** • Making layouts . manual logo designs • Creating Vector Illustrations	5
2.	**Module 2- Designing (Photoshop, Illustrator, and InDesign):** **<u>DESIGN CONTENT-</u>** Advertisement Design, Poster Design, Invitation design, Corporate Identity Logo, Designing Letterhead, Envelope, Business Card, Branding Designs, Product Packaging Design	15
3.	**Module 3- Fundamentals of Motion Graphics:** • Create Motion Graphics Using Illustrator Vector Graphics for animation • Master Visual Time Effects on Videos and Motion Graphics. • Practice compositing techniques to achieve stunning video effects. • Work in 3D space with Cameras, Lights and Shadows and practice your new skills with 3D Motion Graphics Projects. • Create advanced Type Animation in 2D & 3D	10
4.	**Module 4- Fundamentals of Audio & Video Editing:** • Edit an entire video from beginning to end, and make them more dynamic with cutaway footages and photos. • color correct the video and fix issues with white balance and exposure, add feeling with color grading, edit green screen footage and add backgrounds • Apply visual effects such as stabilizing shaky video, removing grain and making it more cinematic. • Reduce background noise, add music tracks, capture sound effects, use a variety of effects to enhance audio and add in/out fades. • Editing from the Bin- Cutting down Your Sequence - Navigating the Timeline- Thinking Nonlinearly - Trimming Fundamentals - Methods of Trimming - Types of Trim Importing and Exporting Motion Video, Types of Effects -Effect Design - Rendering – Key frames	10

Suggested Softwares: Adobe Photoshop
                        Adobe Illustrator
                        Adobe InDesign
                        Adobe Premier
                        Adobe After Effects
                        Adobe Audition

Suggested Reading:

1. Adobe Photoshop CC Classroom - Andrew Faulkner

2. Adobe Illustrator CC Classroom - Andrew Faulkner
3. Adobe Premier CC Classroom - Andrew Faulkner
4. Create Motion Graphics with After Effects – Chris Meyer & Trish Meyer

5. Creative Workshop : 80 challenges to sharpen your Design Skills - David Sherwin
6. The Non-Designers Design Book - Robin Williams

Paper: ENGLISH COMMUNICATION

    Code: BVFM203

Course Objective: The course is designed to   develop the student's communicative competence in English by giving adequate exposure in the four communication skills - LSRW - listening, speaking, reading and writing and the related sub-skills, thereby, enabling the student to apply the acquired communicative proficiency in social and professional contexts.

Course Outcome	Mapped modules
Remembering	M1,
Understanding the course	M1, M2
Applying the general problem	M1, M2
Analyse the problems	M4
Evaluate the problems after analysing	M3, M4
Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Blooms Level (if applicable)	Remarks (If any)
M 1	Functional grammar & Vocabulary	2	10	1,2	
M 2	Reading Skills	2	20	1,2	
M 3	Writing Skills	8	40	2,3,4,	
M 4	Listening & Speaking Skills	8	30	2,3,4	
		20	100		

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English Communication
Total Credit: 2
Total hours of lectures: 20 hours

Sl.	Topic/Module	Hour
1.	**Module 1- Functional Grammar & Vocabulary:** Tense: Formation and application; Affirmative / Negative / Interrogative formation; Modals and their usage; Conditional sentences; Direct and indirect speech; Active and passive voice; usage of common phrasal verbs, synonyms & antonyms.	2
2.	**Module 2- Reading Skills:** Comprehension passages; reading and understanding articles from technical writing. Interpreting texts: analytic texts, descriptive texts, discursive texts; SQ3R reading strategy.	2
3.	**Module 3- Writing Skills:** Writing business letters - enquiries, complaints, sales, adjustment, collection letters, replies to complaint & enquiry letters; Job applications, Résumé, Memo, Notice, Agenda, Reports – types & format, E-mail etiquette, advertisements.	8
4.	**Module 4- Listening & Speaking :** Listening: Listening process, Types of listening; Barriers in effective listening, strategies of effective listening Speaking: Presentations, Extempore, Role-plays, GD, Interview	8

Suggested Reading:

1. Bhatnagar, M & Bhatnagar, N (2010) Communicative English for Engineers and Professionals. New Delhi: Pearson Education.

2. Raman, M & Sharma, S (2017) Technical Communication. New Delhi: OUP.

3. Kaul, Asha (2005) The Effective Presentation: Talk your way to success. New Delhi: SAGE Publication.

4. Sethi, J & Dhamija, P.V. (2001), A Course in Phonetics and Spoken English. New Delhi: PHI.

5. Murphy, Raymond (2015), English Grammar in Use. Cambridge: Cambridge University Press.

6. R.C. Sharma and K.Mohan Business Correspondence and Report Writing Tata McGraw Hill , New Delhi , 1994