

MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WEST BENGAL
(Formerly West Bengal University of Technology)
Syllabus of B.Sc. In VFX Film Making
(Effective from 2023-24 Academic Sessions)

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.

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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.

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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

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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

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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	2	0	2	5
2.		BVFM 602 BVFM 692	Advance Compositing & CG integration	3	0	2	5
3.		BVFM 603 BVFM 693	Portfolio Making	3	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

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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

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Semester 1
Paper Name: Introduction to Drawing
Paper Code: BVFM 101
Credit Points - 5
Total Contact Hours – 75

Course Objective: The course is designed to provide an introduction to the fundamental aspects of drawing methodologies. Students will be able to develop a sense of design aesthetics as well as create better processes of design systems. They can understand the form by learning basic shapes, composition and light, perspective figure drawing.

SL No.	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyze the problems	M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Introduction to Basic Drawing	15	25	1	1		
M2	Introduction to Basic Perspective	10	25	2	1		
M3	Basic of Figure Drawing	10	25	3	1		
M4	Composition with Light and Shade	10	25	4	1		
		45	100				

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Paper Name: Introduction to Drawing

Paper Code: BVFM 101

Total Credit: 3

Total Hours of Lectures: 45 hours

SL No.	Topic/Module	Hours
1	Module 1- Introduction to Basic Drawing: <ul style="list-style-type: none"> Comprehensive introduction to the essentials of drawing Points and lines- Types, Direction, Quality, lines and outlines, contours, Lines as value, Shapes, Geometric and Rectilinear, Curvilinear and Biomorphie, Abstract, Positive. Learn the fundamentals of shape Mastering the art of drawing shapes and achieving a deeper understanding of all forms. Composition of the forms and working with light and shade. 	15
2	Module 2- Introduction to Basic Perspective: <ul style="list-style-type: none"> Understanding the basic elements (of perspective & how they work together to create illusion of 3D forms. The various elements of perspective and composition would enable students to expressively and aesthetically arrange their subjects within the boundaries of a drawing space. Learn the One-point, Two-point and Three-point perspective principles with practical examples How to use one & two-point perspective to draw three dimensional objects from your imagination Have a clear understanding of how to build perspective grids. Draw objects and environments- interiors and exteriors 	10
3	Module 3-Basic Figure Drawing: <ul style="list-style-type: none"> Deeper understanding of the curves and lines that make up male and female bodies. Dynamics of freehand sketching Line of action, apply the line, C-curve, and S-curve to the figures. Draw great action poses using gesture drawings Capture and draw gesture pose properly. 	10
4	Module 4- Composition with Light & Shade: <ul style="list-style-type: none"> Rules" of composition Understanding the concepts of perspective as a tool in visual content creation Application of the knowledge concerning light and shade, composition, spatial usage, and so on Observe & Draw realistic light and shadow Draw Landscape Draw backgrounds – (Foreground, mid ground & Background) Pencil Rendering Colour – Still Life Texturing, Scene Composition (including character) How to bring your drawings to life with detail and texture. 	10

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Suggested Reading:

1. Fun with Pencil – Andrew Loomis.
2. Basic figure drawing techniques - Greg Albert
3. Anatomy and Drawing by Victor Perard
4. Andrew Loomis - Figure Drawing for All It's Worth
5. Perspective Made Easy – Ernest R. Norling
6. Learn how to draw - John Hagan

Paper Name: Introduction to Drawing (P)

Paper Code: BVFM 191

Total credit: 2

Total Hours of Lectures: 30 hours

Course Objective: The course is designed to provide an introduction to the fundamental aspects of drawing methodologies. Students will be able to develop a sense of design aesthetics as well as create better processes of design systems. They can understand the form by learning basic shapes, composition and light, perspective figure drawing.

SL No.	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyze the problems	M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Introduction to Basic Drawing	5	25	1	1		
M2	Introduction to Basic Perspective	5	25	2	1		
M3	Basic of Figure Drawing	10	25	3	1		
M4	Composition with Light and Shade	10	25	4	1		
		30	100				

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Paper Name: Introduction to Drawing (P)

Paper Code: BVFM 191

SL No.	Topic/Module	Hours
1	Module 1- Introduction to Basic Drawing: <ul style="list-style-type: none"> • Warm up exercises – drawing circles, spirals, curves. • Drawing lines- Types, Direction, Quality, lines and outlines, contours, Lines as value, Shapes, Geometric and Rectilinear, Curvilinear and Biomorphich, Abstract, Positive. • Learn the fundamentals of shape • Mastering the art of drawing shapes and achieving a deeper understanding of all forms. • Composition of the forms and working with light and shade. 	5
2	Module 2- Introduction to Basic Perspective: <ul style="list-style-type: none"> • Creating the basic elements (of perspective & how they work together to create illusion of 3D forms. • Drawing objects like table, chair, bed, vehicles in one & two-point perspective • Draw objects and environments- interiors and exteriors using reference. • Draw objects and environments- interiors and exteriors from imagination 	5
3	Module 3-Basic Figure Drawing: <ul style="list-style-type: none"> • Sketching male and female bodies using gesture line freehand sketching • Line of action, apply the line, C-curve, and S-curve to the figures. • Draw great action poses using gesture drawings by applying the line, C curve and S curve to the figures • Capture and draw gesture pose properly. 	10
4	Module 4- Composition with Light & Shade: <ul style="list-style-type: none"> • Drawing Landscape • Draw backgrounds – (Foreground, mid ground & Background) • Pencil Rendering Color – Still Life • Texturing, Scene Composition (including character) • How to bring your drawings to life with detail and texture. 	10

Suggested Reading:

1. Fun with Pencil – Andrew Loomis.
2. Basic figure drawing techniques - Greg Albert
3. Anatomy and Drawing by Victor Perard
4. Andrew Loomis - Figure Drawing For All It's Worth
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Paper Name: Introduction to Visual Communication
Paper Code: BVFM 102
Credit Points - 5
Total Contact Hours – 75

Course Objective: The course is designed to provide an introduction to the fundamental aspects of visual communication and its methodologies. Students will be able to develop a sense of design aesthetics as well as create better processes of design systems. They can understand the implementation and methodologies of design.

SL No.	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyze the problems	M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Introduction to Visual Communication	10	25	1	1		
M2	Understanding Design Theory & Graphic Design	10	25	2	1		
M3	Introduction to Vector Graphics	15	25	3	1		
M4	Introduction to Raster Graphics	10	25	4	1		
		45	100				

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Paper Name: Introduction to Visual Communication

Paper Code: BVFM 102

Total Credit: 3

Total Hours of Lectures: 45 hours

SL No.	Topic/Module	Hours
1	Module 1- Introduction to Visual Communication: <ul style="list-style-type: none"> Need for and the Importance of Human and Visual Communication. Communication as an expression, skill and process, Understanding Communication: SMRC-Model Communication as a process. Message, Meaning, Connotation, Denotation Culture/Codes etc. Levels of communication: Technical, Semantic, and Pragmatic. The semiotic landscape: language and visual communication, narrative representation 	10
2	Module 2- Understanding Design Theory & Graphic Design: <ul style="list-style-type: none"> Fundamentals of Design: Definition. Approaches to Design, Centrality of Design, Elements of Design: Line, Shape, Space, Color, Texture. Form Etc. Principles of Design: Symmetry. Rhythm, Contrast, Balance Mass/Scale etc. Design and Designers (Need, role, process, methodologies etc.) Understanding Gestalt Principles and Mind Mapping Raster & Vector Graphics- RGB vs. CMYK Color theory Typography 	10
3	Module 3-Introduction to Vector Graphics: <ul style="list-style-type: none"> 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. 	15
4	Module 4- Introduction to Raster Graphics: <ul style="list-style-type: none"> 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. 	10

Suggested Software:

1. Adobe Illustrator
2. Adobe Photoshop

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Suggested Reading:

1. Communication between cultures - Larry A. Samovar, Richard E. Porter, Edwin R. McDaniel & Carolyn Sexton Roy, Monica Eckman, USA, 2012
2. Introduction to Communication studies - John Fiske & Henry Jenkins 3rd edition, Routledge, Oxon 2011
3. Adobe Photoshop CC Classroom - Andrew Faulkner
4. Adobe Illustrator CC Classroom - Andrew Faulkner

Paper Name: Introduction to Visual Communication (P)

Paper Code: BVFM 192

Total credit: 2

Total Hours of Lectures: 30 hours

Course Objective: The course is designed to provide an introduction to the fundamental aspects of visual communication and its methodologies. Students will be able to develop a sense of design aesthetics as well as create better processes of design systems. They can understand the implementation and methodologies of design.

SL No.	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyze the problems	M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Introduction to Visual Communication	5	20	1	1		
M2	Understanding Design Theory & Graphic Design	5	20	2	1		
M3	Introduction to Vector Graphics	10	30	3	1		
M4	Introduction to Raster Graphics	10	30	4	1		
		30	100				

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(Effective from 2023-24 Academic Sessions)

Paper Name: Introduction to Visual Communication
Paper Code: BVFM 192

SL No.	Topic/Module	Hours
1	Module 1- Introduction to Visual Communication: <ul style="list-style-type: none"> • Need for and the Importance of Human and Visual Communication. Communication an expression, skill and process, Understanding Communication: SMRC-Model • Communication as a process. Message, Meaning, Connotation, Denotation Culture/Codes etc. Levels of communication: Technical, Semantic, and Pragmatic. The semiotic landscape: language and visual communication, narrative representation 	5
2	Module 2- Understanding Design Theory & Graphic Design: <ul style="list-style-type: none"> • Implementing the theoretical point of view in the practical work and developing the understanding in the real-life project execution. 	5
3	Module 3-Introduction to Vector Graphics: <ul style="list-style-type: none"> • Creating Vector Illustrations • Creating logo design • Creating visiting card • Portrait Illustration • Landscape Illustration 	10
4	Module 4- Introduction to Raster Graphics: <ul style="list-style-type: none"> • Social Media Advertisement Design • Poster Design (Movie/ Product based) • Invitation card • Corporate identity • Branding based work 	10

Suggested Software:

1. Adobe Illustrator
2. Adobe Photoshop

Suggested Reading:

1. Communication between cultures - Larry A. Samovar, Richard E. Porter, Edwin R. McDaniel & Carolyn Sexton Roy, Monica Eckman, USA, 2012
2. Introduction to Communication studies - John Fiske & Henry Jenkins 3rd edition, Routledge, Oxon 2011
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Semester 2

Paper Name: Script to Screen, Understanding Film Technology & Film Language

Paper Code: BVFM 201 & BVFM 291

Credit Points - 3+2

Total Contact Hours – 75

Course Objective: The course is designed to provide an introduction to the fundamental perspective of story development and script writing. Students will be able to develop a sense of film appreciation from the theoretical as well as practical point of view. They can understand the film making process from scratch to distribution process.

SL No.	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyze the problems	M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Understanding various techniques and crafts involved in live-action film making, Study on Diff. types of film formats.	10	25	1	1		
M2	Film appreciation, preparing notes, Group discussions on various genres of movies.	15	25	2	1		
M3	Script to Screen Development & Basics of Camera	10	25	3	1		
M4	Film production Process	10	25	4	1		

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	1. Pre-Production 2. Production 3. Post-Production						
		45	100				

Paper Name: Script to Screen, Understanding Film Technology & Film Language

Paper Code: BVFM 201

Total Credit: 3

Total Hours of Lectures: 45 hours

SL No.	Topic/Module	Hours
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 is 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.	10
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. <ul style="list-style-type: none"> • The Semiotics of Cinema • Genre Theory • Action Cinema • Formalism in Cinema • Auteur Theory 	15
3	Module 3- Script to Screen Development & Basics of Camera Angle & Movements Understanding the script to screen elements and their implementation during screenplay developments. Understanding different types of camera angle and its purpose in screenplay development. Understanding different camera movements.	10

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4	<p>Module 4- Film production Process:</p> <p>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.</p> <ul style="list-style-type: none"> • Story Development • Pre-Production • Production • Principle of Photography • Wrap • Post-Production • Distribution 	10
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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

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Paper Name: Script to Screen, Understanding Film Technology & Film Language

Paper Code: BVFM 291

Total credit: 2

Total Hours of Lectures: 30 hours

Course Objective: The course is designed to provide an introduction to the fundamental perspective of story development and script writing. Students will be able to develop a sense of film appreciation from the theoretical as well as practical point of view. They can understand the film making process from scratch to distribution process.

SL No.	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyze the problems	M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Visualizing concepts and contents	5	25	1	1		
M2	Designing models	5	25	2	1		
M3	Creating the story and development of script	10	25	3	1		
M4	Visualizing & Creating Cinematic Storyboard	10	25	4	1		
		30	100				

MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WEST BENGAL
(Formerly West Bengal University of Technology)
Syllabus of B.Sc. In VFX Film Making
(Effective from 2023-24 Academic Sessions)

Paper Name: Script to Screen, Understanding Film Technology & Film Language (P)
Paper Code: BVFM 291

SL No.	Topic/Module	Hours
1	Module 1-Visualizing concepts and contents: Writing down different concepts and idea to form a story. Students have to develop outline of ideas and develop their own stories.	5
2	Module 2- Creating the story Script: Creating script and screenplay with the story.	5
3	Module 3- Designing Models: <ul style="list-style-type: none">• Designing characters for the story Draw basic characters and character model sheets with expressions, key poses.• Background Design- Environments	10
4	Module 4-Visualizing & Creating Cinematic Storyboard: <ul style="list-style-type: none">• Storyboard Design – Creating Visual story using thumbnails• Creating a storyboard• Creating pre-viz	10

Suggested Reading:

1. Five C s of Cinematography by Joseph V. Mascelli
2. Motion Picture Filming Techniques by Joseph V. Mascelli
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

MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY, WEST BENGAL
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Paper Name: Audio & Video Editing
Paper Code: BVFM 202 & BVFM 292
Credit Points - 3+2
Total Contact Hours – 75

Course Objective: The course is designed to provide a fundamental aspect of audio and video editing. Students will be able to develop a sense of visual editing aesthetics as well as create better processes for different types of editing. They can understand the importance of audio visual medium.

SL No.	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyze the problems	M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Introduction to Video Editing	10	25	1	1		
M2	Understanding Color Correction Process	15	25	2	1		
M3	Fundamentals of Audio	10	25	3	1		
M4	Importance of Sound in Film	10	25	4	1		
		45	100				

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Paper Name: Audio & Video Editing
Paper Code: BVFM 202
Total Credit: 3
Total Hours of Lectures: 45 hours

SL No.	Topic/Module	Hours
1	Module 1- Introduction to Video Editing: <ul style="list-style-type: none"> Understanding the video editing concept Linear and Non-Linear Mode of Editing Film Continuity Concept of Time & Space Understanding Montage Theory & different types 	10
2	Module 2- Understanding Colour Correction Process: <ul style="list-style-type: none"> Basics of Cinematic Color Color Psychology Anderson's perspective of Color Analogous color, Complimentary color, Monochromatic color in cinema Color and emotion in cinema 	15
3	Module 3-Fundamentals of Audio: <ul style="list-style-type: none"> Understanding Amplitude Frequency Noise and different sound terms Importance of sound in cinema DAW or Digital Audio Workstation 	10
4	Module 4- Importance of Sound in Film: <ul style="list-style-type: none"> Understanding audio score in film Different types of sound in cinema Silent cinema and sound cinema 	10

Suggested Software:

3. Adobe Premiere Pro
4. Adobe Audition

Suggested Reading:

5. Cut to Cut: Editing Your Film & Video – Gael Chandler
6. Color Correction Handbook: Professional Technique for Video and Cinema – Alexis Van Hurkman
7. Audio Production and Critical Listening: Technical Ear Training – Jason Corey
8. The Book on Podcasting -Alexander Laurin

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Paper Name: Audio & Video Editing (P)

Paper Code: BVFM 292

Total credit: 2

Total Hours of Lectures: 30 hours

Course Objective: The course is designed to provide a fundamental aspect of audio and video editing. Students will be able to develop a sense of visual editing aesthetics as well as create better processes for different types of editing. They can understand the importance of audio visual medium.

SL No.	Course Outcome	Mapped modules
1	Remembering	M1, M2
2	Understanding the course	M1, M2, M3, M4
3	Applying the general problem	M3, M4
4	Analyze the problems	M3, M4
5	Evaluate the problems after analyzing	M3, M4
6	Create using the evaluation process	M3, M4

Module Number	Content	Total Hours	%age of questions	Covered CO	Covered PO	Blooms Level (If applicable)	Remarks (If any)
M1	Introduction to Video Editing	5	20	1	1		
M2	Understanding Colour Correction Process	5	20	2	1		
M3	Introduction to Audio Editing	10	30	3	1		
M4	Understanding the process of Podcast Program	10	30	4	1		
		30	100				

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Paper Name: Audio & Video Editing (P)
Paper Code: BVFM 292

SL No.	Topic/Module	Hours
1	Module 1- Introduction to Video Editing: <ul style="list-style-type: none"> Understanding the concept of multiple workspaces, timeline, Parallel editing Multi-Camera Editing Visual narrative development using continuity 	5
2	Module 2- Understanding Colour Correction Process: <ul style="list-style-type: none"> Understanding color correction process Lumetri Scope Color Balance Introduction to Color Grading Comparison view LUT 	5
3	Module 3- Introduction to Audio Editing: <ul style="list-style-type: none"> Basics of audio editing Noise clearance Vocal improvements Advance effects Production processes 	10
4	Module 4- Understanding the process of Podcast Program: Students will submit a complete podcasting work.	10

Suggested Software:

1. Adobe Premiere Pro
2. Adobe Audition

Suggested Reading:

1. Cut to Cut: Editing Your Film & Video – Gael Chandler
2. Color Correction Handbook: Professional Technique for Video and Cinema – Alexis Van Hurkman
3. Audio Production and Critical Listening: Technical Ear Training – Jason Corey
4. The Book on Podcasting -Alexander Laurin