



BACHELOR OF VISUAL EFFECTS

In Association With RSACE



DURATION: THREE YEARS FULL TIME (6 SEMESTERS)

ELIGIBILITY: H.S.C. WITH MINIMUM 45% MARKS

ADMISSION PROCEDURE: WRITTEN TEST FOLLOWED BY INTERVIEW

OBJECTIVE: To prepare students for the field of visual arts and equip them with all the necessary tools that this field requires.

JOB OPPORTUNITIES: Students can have some flexibility to choose a career in television, film and video games.

Some of the careers options are:

- Pre production Artist / Storyboard artist / Layout Artist / 2D animator/ Modeler / Texturing Artist /Character animator / 3D vfx artist / Lighting Artist / Rendering Artist / Production Co ordinator
- Apart from films and television the services of animators are required in other fields like business, sales, engineering and education.



Ms. Rosie Murray

Course Coordinator

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COURSE CONTENTS:

SEMESTER 1

- Communication – 01
- Art & Design
- Thinking & Design process
- Photography – Fundamentals
- Introduction to Film Making –Group Project

SEMESTER 2

- Communication – 02
- Human Behaviour and Character Development
- Story Telling
- Motion Graphics
- Project Five Minutes Film

SEMESTER 3

- Visual Development (VFX Pre production)
- Digital Art - Part 01
- Digital Art - Part 02
- Motion Graphics
- Planning & Chroma Shoot

SEMESTER 4

- Fundamentals of 3D
- 3D Asset Development Part 01
- 3D VFX – Part 01 (Dynamics & Particles)
- Set Extension
- Cinematography Introduction

SEMESTER 5

- Camera Tracking
- Match Move & Match Mation
- 3D VFX (Fluid effects) Part-2
- Advanced Lighting & Rendering Compositing Concepts

SEMESTER 6

- Compositing - 01
- Advanced Compositing
- Roto /Paint & Comp
- DI Digital Intermediate (Colour Correction)
- Graduation Film