

MCE Society's

Abeda Inamdar Senior College of Arts Science and Commerce

Animation Department



UG Diploma Course in Visual Effects



M. C. E. Society's

Abeda Inamdar Senior College

Of Arts, Science and Commerce, Camp, Pune-1

(Autonomous) Affiliated to Savitribai Phule Pune University

NAAC accredited 'A' Grade

UG Diploma Course in Visual Effects

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	The Art of Filmmaking
Course Code	21AUUDVE101
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	The prime objective of this unit is to introduce you to different aspects of camera work and also aim at developing or honing your skills related to your camera work.
2.	The unit will include knowledge that can benefit both a beginner and a professional in this field.
3.	The unit will explain all types of camera work irrespective of whether an individual aim at becoming an amateur movie maker or a hardcore professional in camera operations.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Define the terms used in video production

2.	Understand the planning of a video shoot
3.	Know about the various camera functions
4.	Describe techniques of framing
5.	Analyze the basic camera moves
6.	Elucidate various shooting techniques

Syllabus

Unit No.	Title with Contents	No. of Lectures
Unit I	HANDLING VIDEO CAMERA	12
	1. Video Camera Terminology	2
	2. Planning	1
	3. Camera Functions	2
	4. Framing	1
	5. Camera Moves	2
	6. Video Camera Filters and Types of Shots	2
	7. Shooting Technique	2
Unit II	VIDEO CAMERA FOCUS	12
	1. Video Camera Focus	3
	2. Video Camera Iris	2
	3. Video Camera White Balance	3
	4. Video Camera Viewfinder	2
	5. Video Camera Shutter	2
Unit III	VIDEO CAMERA TRIPODS	12
	1. Tripods	2
	2. Choosing a Tripod	3
	3. Setting up a Camera Tripod	3
	4. How to Use a Tripod	2

	5. Monopods	2
Unit IV	VIDEO CHROMA—GREEN SCREEN	12
	1. How to Make a Green Screen	2
	2. Planning the Studio Setting	2
	3. Green Screen Material	2
	4. Lighting the Green Screen	2
	5. Using Green Screen Footage	2
	6. Duplicating a Person in the Same Frame	2
Unit V	SHOOTING EVENTS	12
	1. Shooting Interviews	1
	2. Interview Shots	1
	3. Studio Interview Settings	2
	4. Mobile Interviewing Techniques	1
	5. Remote Interviews	1
	6. Recording Sound for Interviews	1
	7. Lighting for Interviews	1
	8. Editing Interviews	2
	9. General Tips for Shooting Interviews	1
	10. Shooting a Wedding Video	1

References:

1. Dan Ablan, Cinematography & Directing, New Riders Publication.
2. Pete Shaner and Gernald Everett Jones, Make Your Digital Movies, Course Technology Inc



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UG Diploma Course In Visual Effects

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Digital Video Editing Fundamentals
Course Code	21AUUDVE102
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	Digital Video Editing Fundamentals was intended for the digital artist, digital videographer, multimedia producer, illustrator, application developer, website developer, user interface design architect, user experience designer, social media user, effects compositor, matte painter or just about anyone who's interested in generating superior quality digital video editing or special effects, delivered in popular MPEG and WebM video data formats.
2.	This chapter covers digital video concepts, editing, special effects, titling, and transitions, and this equates to digital imaging and special effects fundamentals both combined into one book, including technical terms, topics, concepts, and definitions.
3.	Each chapter will build upon the knowledge learned in the previous chapter. Thus, later chapters in the book have readers creating

	advanced digital video editing and effects projects by using clips, tracks, transitions, special effect FX algorithms, and similar video editing software features, dialogs, and tools
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Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Identify the various components of Adobe Premiere workspace
2.	Identify the limitations and capability of Adobe Premiere.
3.	Identify the characteristics of different panels in Adobe Premiere.
4.	Identify different kinds of special effects.
5.	Exporting various methods of importing audio video and graphics.

Syllabus

Unit No.	Title with Contents	No. of Lectures
Unit I	The Tools of Digital Video: Non-Linear Editing Software	10
	1. Open-Source Video Editing Tools	3
	2. Digital Video Hardware: Configuring the Workstation	2
	3. The Scope of Digital Video: Setting Up Your Workstation	2
	4. The Foundation of Digital Video: Static 2D Concepts	3
Unit II	Movement in Digital Video: Frames, the 4th Dimension	12

	<ol style="list-style-type: none"> 1. Digital Video Concepts and Terminology 2. Audio Concepts and Terminology 3. Digital Camera Concepts and Technology 4. Top-Level Workflow: Capture, Edit, Share 5. Timeline Editing: As Easy as Drag and Drop 6. The Composition of Digital Video: Timeline Editing 	<p>2</p> <p>2</p> <p>2</p> <p>2</p> <p>2</p> <p>2</p>
Unit III	The Spectrum of Digital Video: Color Correction	8
	<ol style="list-style-type: none"> 1. Color Adjustments: Plug-In Filter Settings 2. The Algorithms of Digital Video: Special Effects Filters 3. Data Footprint Optimization: Pure Theory 	<p>3</p> <p>3</p> <p>2</p>
Unit IV	Publishing Digital Video: Content Delivery Platforms	4
	<ol style="list-style-type: none"> 1. Open Data Formats: PDF, HTML5, EPUB 2. Open Platforms: Java, Android, and Kindle 3. The Automation of Digital Video: Programming 	<p>1</p> <p>2</p> <p>1</p>
Unit V	Advanced Digital Video Editing	6
	<ol style="list-style-type: none"> 1. Video Settings and Audio Settings 2. Project Window 3. Timeline Window 4. Monitor Window 5. Video Effects Window 6. Audio Effects Window 	<p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p> <p>1</p>
Unit VI	Video Transition and Effects	10
	<ol style="list-style-type: none"> 1. Transitions 2. Virtual Clip 3. Video and Audio Effects 4. Motion 5. Superimposing 	<p>2</p> <p>2</p> <p>2</p> <p>2</p> <p>2</p>

Unit VII	Some useful keying types	10
	1. Chroma Keying	2
	2. Titles	2
	3. Keying the title over video	2
	4. Safe Areas and Colors	2
	5. Compiling the movie	2

References:

Wallace Jackson, Digital Video Editing Fundamentals



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2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Digital Visual Effects and Compositing
Course Code	21AUUDVE103
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	If I do present something that might seem like fluff, be assured, it isn't. Any example or information I include related to film, video, art, history, and so on, or something that might seem to be extraneous, has been carefully selected and is included for a very precise and practical purpose.
2.	Usually, it is because the example is one of the earliest, and thus easiest to understand, and can form the basis for a very complex concept I cover later in the book.
3.	One attribute that separates a traditional illusionist from his digital counterpart is secrecy. Whereas traditional magicians kept secrets to preserve the mystery of their tricks, the best visual effects artists I know are quick to break down their digital illusions and share them not only with other VFX artists, but the audiences as well

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Concepts and techniques for digital compositing
2.	Image formats / resolutions / colors
3.	2d Tracking
4.	Roto paint and Rotoscoping
5.	Keyframe animation
6.	Color correction / color grading techniques
7.	Introduction to Chroma Keying / Green Screen removal
8.	Camera traits (Lens distortion, grain, sensor noise)
9.	Clean plating and removing objects from a scene.
10.	Rendering

Syllabus

Unit No.	Title with Contents	No. of Lectures
Unit I	Film and Video Primer for VFX	10
	1. Intro to the Motion Picture/VFX Pipeline	2
	2. The Origins of Visual Effects	2
	3. In the Beginning: In-Camera Effects	1
	4. VFX Cues	1
	5. Digital Formats	2
	6. VFX Concepts	2
Unit II	Introduction to VFX: Advanced Photoshop for 3D, VFX, and Digital Compositing	10

	<ol style="list-style-type: none"> 1. Photoshop Selection Methods 2. Cloning 3. 2D Visual Effects 4. Compositing 	<p>2</p> <p>2</p> <p>3</p> <p>3</p>
Unit III	Rotoscoping, Motion Tracking, and 2D Match moving	8
	<ol style="list-style-type: none"> 1. Introducing Roto 2. 2D Motion Tracking 3. 2D Match moving 	<p>2</p> <p>3</p> <p>3</p>
Unit IV	VFX Techniques I: Basic Integration VFX	8
	<ol style="list-style-type: none"> 1. CG/VFX Lighting and Integration 2. CG Integration with Live 3. Roto VFX: Energy Weapons and Effects 4. Basic 2.5D VFX 	<p>2</p> <p>2</p> <p>2</p> <p>2</p>
Unit V	VFX Techniques II: Advanced Integration and Card Trick VFX	5
	<ol style="list-style-type: none"> 1. Fine-Tuning Integration: Film Grain/Video Noise 2. 2D and 2.5D Crowd Replication 3. Card Tricks: Outside-the-Box Strategies 	<p>1</p> <p>2</p> <p>2</p>
Unit VI	VFX Techniques III: 3D VFX	4
	<ol style="list-style-type: none"> 1. 3D Tracking and Match moving CG 2. Hand 3D Tracking: Match Imation 3. 3D Match moving 	<p>2</p> <p>1</p> <p>1</p>
Unit VII	VFX Techniques IV: 2.5D VFX	12
	<ol style="list-style-type: none"> 1. 5D Atmosphere FX 2. 5D Smoke: Cloud FX 3. Faking Z-Depth and Ambient Occlusion 4. Displacement FX: Water, Heat, Cloak 5. Sky Replacements 6. Day for Night and Summer for Winter 	<p>2</p> <p>2</p> <p>2</p> <p>2</p> <p>1</p> <p>1</p>

	7. Digital 3D HUD Creation	2
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References:

Jon Gress, Visual Effects and Compositing



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2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Video Editing in Premiere Pro
Course Code	21AUUDVE104
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	If you are looking for a video editing application that will allow you to edit videos however you want them, Adobe Premiere Pro is the best answer.
2.	Premiere Pro is used by professionals across the world for every type of production from business & marketing videos, music videos to documentaries, feature films. This full course is the best way to jump right in and start editing.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Master Premiere Pro and be CONFIDENT Editing Your Own Videos

2.	Edit an entire video from beginning to end, using professional and efficient techniques.
3.	By the end of the course, you'll have edited your own short documentary using either the supplied footage (video clips, photos, graphics, music, etc.), or your own footage!
4.	Start a project with the right settings for any type of video, from any camera.
5.	Export and save your videos for HD playback.
6.	Edit your videos, and make them more dynamic with cutaway footage and photos
7.	Design clean and professional titles for your videos.
8.	Add motion to your titles, photos, and videos... making them more visually interesting.
9.	Color corrects your video to fix issues with white balance and exposure.
10.	Add a feeling to your video with color grading.

Guidelines:

Sr. No.	Objectives
1.	<p>Lab Book:</p> <p>The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.</p>
2.	<p>Submission:</p> <p>Length. Your video should be 4–7 minutes in length, plus time for a</p>

	<p>“credit roll” to show your references. Style. There are no restrictions on the style of the video (i.e., you may use a narrated slide show, a recorded lecture, a digital whiteboard, a stop motion animation (Claymation), a sock puppet show, animated graphics, a scripted scene, filmed artist drawings on paper, “man on the street” interviews, a combination of the above, etc.) Title slide. Your video should begin with a descriptive title, your name(s), the name of the school, and the year in which it was created. Original content. Aim to create your own resources. That means using your own drawings, pictures, music, animations, filmed scenes, and interviews. Where this is not possible, be sure that you only use material which falls under Creative Commons license (that you can use and modify without breaking copyright laws).</p> <p>Credits. Acknowledge the people who contributed to the video, including yourself, your interviewees, narrators and actors, people who supported the production, and your instructor, and specify that the video was made within the context of this course (course number, institution, date).</p> <p>File format. Your video must be submitted in one of the following file formats: .mov, .mv4, mp4, .wmv. Note that these are rendered movies, that is, files that will play on someone else’s computer. Be sure to test your finished product ahead of the deadline.</p>
<p>3.</p>	<p>Assessment:</p> <p>Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance, and creativity.</p>
<p>4.</p>	<p>Operating Environment:</p> <p>For Editing and Making Final Video</p>

	Operating system: Windows 10 Software: Premiere Pro
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Syllabus

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	90
	1. Interface of Premiere, Tools, Panels and Effects	6
	2. Create a Sequence and a Basic Video Line up	6
	3. Adding video transitions & Basic CC	6
	4. Adding Audio & Audio Transition	6
	5. Adding professional and modern titles	6
	6. Stop Motion - Image Sequence- Trimming Images - Time Duration	6
	7. keying Green Chroma - Using Ultra Keyer	6
	8. Cloning (Create Duplicating Person)	6
	9. Color correction (Effect)	6
	10. Slide Presentation	6
	11. Lens & Text Effects	6
	12. Intro Title Sequence	6
	13. Time Remapping	6
	14. Track Matt Effect	6
	15. Lower Third	6

References:

Books: Laboratory handbook



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UG Diploma Course In Visual Effects

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	After Effects VFX Motion Graphics
Course Code	21AUUDVE105
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	After Effects is a Compositing, VFX, and Motion graphics application developed and owned by Adobe Systems.
2.	It is generally used in the post-production stage of the film making and TV production pipeline. Besides the features mentioned above, After Effects can effectively perform a handful of jobs as keying, tracking, compositing, and animation.
3.	With this software application, you can even work on some non-linear editing in Video and Audio platforms.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
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1.	Apply basic and high-level techniques in compositing.
2.	Know what, when and how to do simple to advanced compositing in Adobe After Effects 3. This course gives an in-depth knowledge of Compositing & Motion Graphics using Adobe After Effects CC.
3.	Know how to use Adobe After Effects for simple to advanced compositing of live-action shots

Guidelines:

Sr. No.	Objectives
1.	<p>Lab Book:</p> <p>The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.</p>
2.	<p>Submission:</p> <p>Your video should be 4–7 Sec in length, plus time for a “credit roll” to show your references. Render should be in Alpha, Color, and with Shapes for final video.</p> <p>File format. Your video must be submitted in one of the following file formats: .mov, .mv4, mp4, .wmv. Note that these are rendered movies, that is, files that will play on someone else’s computer. Be sure to test your finished product ahead of the deadline</p>
3.	<p>Assessment:</p> <p>Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment</p>

	include- timely completion, performance, and creativity.
4.	Operating Environment: For VFX Compositing Operating system: Windows 10 Software: After Effects

Syllabus

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	90
	Assignment 1. Change the Color of T-Shirt Using Change to color Effects	5
	Assignment 2. Ball Animation Using PNG & Shapes	5
	Assignment 3. Multi Masking & Keying	5
	Assignment 4 Infographics - Using 3D Camera Add Text (Graffiti)	5
	Assignment 5 Flourish Effects	5
	Assignment 6 Basic of Illustration files and Create Info Video	5
	Assignment 7 Create a Basic Shape and Add Text with Animation shapes	5
	Assignment 8 Create Phone with shapes and Add Motion	5
	Assignment 9. Using Trip Path & Roughen Edges create Stroke in the Image or Video	5
	Assignment 10.	5

	Circle Shape Animation with Trim Path Assignment 11. Create & Animate Liquid lines with CC Particles.	5
	Assignment 12. Logo Reveal using Expression & Vegas Effects	5
	Assignment 13. Logo Reveal using turbulent effects & Linear Wipe	5
	Assignment 14. 3D layers with Camera Projection	5
	Assignment 15. 3D Camera Projection Using Puppet Tool	5
	Assignment 16. Circle Animation Using Multiple Shapes with Radial Wipe & Repeater	5
	Assignment 17. 3D Compositing with Passes using Extractor.	5
	Assignment 18. Logo reveal Saber Plugin	5

References:

Books: Laboratory handbook



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UG Diploma Course In Visual Effects

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Rotoscoping in Silhouette FX
Course Code	21AUUDVE106
Semester	1
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	In this course, you will learn everything from Mask types to manual roto to fully automated workflows, showcasing Silhouette Fx, the industry-standard software for rotoscoping, and its comprehensive roto module.
2.	The course begins with an in-depth roto foundations class, then transitions to an extensive tour of the Silhouette Fx interface and shot approach tips.
3.	The fundamentals of all the Mask types, rotoscoping methodologies including shape creation and keyframing, multiple tracking methods, how to successfully roto a shot from beginning to end.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Know what, when and how to do proper rotoscoping.
2.	The rotoscoping technique in Silhouette FX
3.	Know how to use Silhouette and Mocha for rotoscoping live action shots
4.	Basic and advanced techniques in rotoscoping

Guidelines:

Sr. No.	Objectives
1.	Lab Book: The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.
2.	Submission: Your video should be 4–7 Sec in length, plus time for a “credit roll” to show your references. Render should be in Alpha, Color, and with Shapes for final video. File format. Your video must be submitted in one of the following file formats: .mov, .mv4, mp4, .wmv. Note that these are rendered movies, that is, files that will play on someone else’s computer. Be sure to test your finished product ahead of the deadline
3.	Assessment: Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based

	on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance, and creativity.
4.	Operating Environment: For VFX Rotoscoping and Tracking Operating system: Windows 10 Software: Silhouette FX

Syllabus

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	90
	Assignment 1. Single Masking VFX Roto	10
	Assignment 2. Multi Masking Roto	10
	Assignment 3. Stereo Masking Character	10
	Assignment 4. Stereo Masking BG	10
	Assignment 5. 1 Point Tracking	10
	Assignment 6. 2 Point Tracking	10
	Suggested List of Assignments:	10
	Assignment 7. 4 Point Tracking	10
	Assignment 8. Mocha Tracking	10

	Assignment 9. Planner Tracking	10
	Assignment 10. Creating Tracker from shapes, Finalizing Character Roto into Composition	10

References:

Books: Laboratory handbook



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2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Video Production Basics
Course Code	21AUUDVE201
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	The media arts department enables students to become creative media makers and critical thinkers. Students are encouraged to create media as self-expression to engage with the world around them, to foster intercultural and interdisciplinary dialogue; and to reflect on social issues.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Identify and describe key terms, concepts, major trends, and periods related to various modes of production (narrative, documentary, experimental, and/or animation), film history, and theory.

2.	Demonstrate skills necessary to effectively collaborate and communicate on video project productions including working in groups and engaging with peers and professors.
3.	Demonstrate skills required to create quality media productions including skills in story development, producing, cinematography, editing, and audio production/postproduction.

Syllabus

Unit No.	Title with Contents	No. of Lectures
Unit I	Overview of Video Production	10
	1. Overview of video production	1
	2. First step in video production	1
	3. Learning basics	2
	4. Remember the purpose.	1
	5. Equipment	2
	6. Versatility of Video Medium	1
	7. Video Presentation	1
Unit II	Production Crew	10
	1. Production crew size	1
	2. Producer	1
	3. Director	2
	4. Manager	1
	5. Production assistant	1
	6. Technical director (TD)	2
	7. Camera Operator	1
Unit III	Organizing the Production	10

	1. Art conceals craft	2
	2. The problem of quality	2
	3. Goals and objectives	2
	4. The planned approach	2
	5. Multi Camera shooting	2
Unit IV	Production Techniques	10
	1. Single- and multi camera production	3
	2. Television and Illusion	3
	3. The camera's role	2
	4. Beginning and ending	2
Unit V	Writing for Video	10
	1. The script's purpose	2
	2. The full script	2
	3. Suggestions on scriptwriting	2
	4. Assimilation	2
	5. Developing the script	2

Unit VI	The Camera	10
	1. A range of models	2
	2. Camera craft	1
	3. Camera features	2
	4. The lens system	2
	5. Lens accessories	2
	6. The viewfinder	1

References:

Gerald Miller son Jim Owens, Asbury College, Video Production Handbook



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Course/ Paper Title	Art Direction for Film
Course Code	21AUUDVE202
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	Art directing is somewhat like snowboarding or skydiving—the essence of the activity is in the doing. In that way, an art director is by nature an action figure.
2.	On one hand, creativity reigns with few boundaries; on the other hand, practicality takes primary focus. Balancing pairs of opposites, like art and commerce, make the job of art directing unique and challenging.
3.	The art director on a film project operates as a department manager in form but as an artist in substance. In other words, business decisions for the art department are made daily.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	Understand the Process of Pre-production.
2.	Analyze the design Process for the film.
3.	Know about the Art department Setup.
4.	Know the term of CGI and Digital Filmmaking

Syllabus

Unit No.	Title with Contents	No. of Lectures
Unit I	Pre-Production Process	12
	1. Staging	3
	2. The camera	3
	3. Visual Design	3
	4. Working Toward Specificity in Visualization	3
Unit II	The Responsibilities, The Relationships, and the Setup	8
	1. Hierarchy of Responsibilities and Art Department Setup	2
	2. Art Department	2
	3. The Relationships	2
	4. The Setup	2
Unit III	The Design Process	10
	1. Locations Department and Scouting	3
	2. Beginning the Design Process	2
	3. Concept Illustrating	3
	4. Designing for the Lens	2

Unit IV	A Legacy of Historical Techniques	8
	1. Painted Glass	2
	2. Miniatures	2
	3. Front Projection	2
	4. Conversations on the Visionary Frontier	2
Unit V	Paperwork and Production Tasks	12
	1. The Onset of Principal Photography	2
	2. The Schedule and Lists	3
	3. Art Department Production Tasks	2
	4. Art Department Tactical Strategy	2
	5. Post-Production	3
Unit VI	Art Director's Plans	10
	1. Networking and Self-Promotion	2
	2. The Networking Process	2
	3. Production Value = Budget + Scheduling	3
	4. The Art Directors Guild	3

References:

Nicholas T. Proffers, Film Directing

Michael Rizzo, The Art Direction



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Course/ Paper Title	Visual Communication
Course Code	21AUUDVE203
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	Visual communication is the communication done with the help of visual aid. It can be described as the conveyance of information and ideas in a manner, which can be read or looked upon. Such communication totally relies on vision and, thus, is basically expressed or presented with two-dimensional images.
2.	Signs, drawings, typography, graphic design, illustration, electronic resources and color are the basic components of visual communication. The idea that a visual message, which accompanies the text always has a greater power to educate, inform or persuade an audience or person, is also empowered by visual communication.

Expected Course Specific Learning Outcomes

Sr.	Learning Outcome
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No.	On completion of this course, students will be able to :
1.	Understand the basic concept of visual communication.
2.	Learn the characteristics of dot in visual.
3.	Explain how to create a line in a visual
4.	Describe the functions of shape and space.
5.	Identify the functions of shape and space.
6.	Learn how to utilize different types of textures in pictures.
7.	Learn about the use and significance of main components of color.
8.	Understand the basics of scale.
9.	Identify how dimension and motion can add value to a visual picture

Syllabus

Unit No.	Title with Contents	No. of Lectures
Unit I	Basic visual elements	10
	1. Basics of Visual Communication	1
	2. Basic Visual Elements: An Introduction	2
	3. Color: Hue, Value and Saturation	1
	4. Basic of Scale	2
	5. Dimension and Motion	2
	6. Composition and Principles of Design	2
Unit II	Oral and visual culture: a Dominant form of communication	14
	1. Oral Communication	1
	2. Power of Orality	2

	3. Modes of Oral Communication	2
	4. Visual Rhetoric	3
	5. Visual Communication	3
	6. Visual and Oral Means of Communication	3
Unit III	Classical philosophical theories of perception	12
	1. Overview of Perception	2
	2. Philosophy of Perception	3
	3. Visual Perception: Role in Reading	3
	4. Directness and Indirectness	2
	5. Realism and Idealism	1
	6. Direct Realism	1
Unit IV	Photographic composition	12
	1. Introduction to Photography	4
	2. Photographic Composition	4
	3. Composition Rules	4
Unit V	Types of photography	12
	1. Introduction to Types of Photography	2
	2. Aerial Photography	3
	3. Astrophotography	3
	4. Commercial Photography	3
	5. Underwater photography	1

References:

Bo Bergström, The Visual Story by Bruce Block, Essentials of Visual Communication
 Boo



M. C. E. Society's

Abeda Inamdar Senior College

Of Arts, Science and Commerce, Camp, Pune-1

(Autonomous) Affiliated to Savitribai Phule Pune University

NAAC accredited 'A' Grade

UG Diploma Course In Visual Effects

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Rotoscoping In After Effects
Course Code	21AUUDVE204
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	In this course, you will learn everything from Mask types to manual roto to fully automated workflows, showcasing After Effects, the industry-standard software for rotoscoping, and its comprehensive roto module.
2.	The course begins with an in-depth roto foundations class, then transitions to an extensive tour of the After Effects interface and shot approach tips.
3.	The fundamentals of all the Mask types, rotoscoping methodologies including shape creation and keyframing, multiple tracking methods, how to successfully roto a shot from beginning to end.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
	On completion of this course, students will be able to :
1.	Know what, when and how to do proper rotoscoping.
2.	The rotoscoping technique in Adobe After Effects
3.	Know how to use After Effects and Mocha AE for rotoscoping live action shots
4.	Basic and advanced techniques in rotoscoping

Guidelines:

Sr. No.	Objectives
1.	<p>Lab Book:</p> <p>The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.</p>
2.	<p>Submission:</p> <p>Your video should be 4–7 Sec in length, plus time for a “credit roll” to show your references. Render should be in Alpha, Color, and with Shapes for final video.</p> <p>File format. Your video must be submitted in one of the following file formats: .mov, .mv4, mp4, .wmv. Note that these are rendered movies, that is, files that will play on someone else’s computer. Be sure to test your finished product ahead of the deadline</p>
3.	<p>Assessment:</p>

	<p>Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance, and creativity.</p>
4.	<p>Operating Environment: For VFX & Stereo Rotoscoping and Tracking Operating system: Windows 10 Software: After Effects</p>

Syllabus

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	90
	1. Using multiple trackers to capture rotation and scaling.	10
	2. Using multi-Masking create human rotoscoping.	10
	3. Create a Stereo Roto on human character.	10
	4. Final Compositing of Roto Character	10
	5. Using multiple trackers to capture rotation and scaling.	10
	6. Using multi-Masking create human rotoscoping.	10
	7. Create a Stereo Roto on human character.	10
	8. Final Compositing of Roto Character	20

References:

Books: Laboratory handbook



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UG Diploma Course In Visual Effects

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Compositing with After Effects
Course Code	21AUUDVE205
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	After Effects is a Compositing, VFX, and Motion graphics application developed and owned by Adobe Systems.
2.	It is generally use in the post-production stage of the film making and TV production pipeline. Besides the features mentioned above, After Effects can effectively perform a handful of jobs as keying, tracking, compositing, and animation.
3.	With this software application, you can even work on some non-linear editing in Video and Audio platforms.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
1.	On completion of this course, students will be able to : Apply basic and high-level techniques in compositing.

2.	Know what, when and how to do simple to advanced compositing in Adobe After Effects 3. This course gives an in-depth knowledge of Compositing & Motion Graphics using Adobe After Effects CC.
3.	Know how to use Adobe After Effects for simple to advanced compositing of live-action shots

Guidelines:

Sr. No.	Objectives
1.	<p>Lab Book:</p> <p>The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.</p>
2.	<p>Submission:</p> <p>Your video should be 4–7 Sec in length, plus time for a “credit roll” to show your references. Render should be in Alpha, Color, and with Shapes for final video.</p> <p>File format. Your video must be submitted in one of the following file formats: .mov, .mv4, mp4, .wmv. Note that these are rendered movies, that is, files that will play on someone else’s computer. Be sure to test your finished product ahead of the deadline</p>
3.	<p>Assessment:</p> <p>Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance, and creativity.</p>

4.	<p>Operating Environment:</p> <p>For VFX Compositing</p> <p>Operating system: Windows 10</p> <p>Software: After Effects</p>
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Syllabus

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	90
	1. Create Comp and Apply Basic Effects on Footage	2
	2. Change the Color of T-Shirt Using Change to color Effects	8
	3. Ball Animation Using PNG & Shapes	8
	4. Multi Masking & Keying	8
	5. One Point Tracking	8
	6. Sky Replacement Using 1 Point Track	8
	7. Keying & Two Point Tracking	8
	8. Two Point Tracking Tattoo Remove Clean Plate	8
	9. Camera Track with Masking Comp	8
	10. Flourish Effects	8
	11. Cg Compositing	8
	12. Live Action Compositing	8

References:

Books: Laboratory handbook



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UG Diploma Course In Visual Effects

2021-22 (CBCS – Autonomy 21 Pattern)

Course/ Paper Title	Paint and Prep in Nuke
Course Code	21AUUDVE206
Semester	2
No. of Credits	4

Aims & Objectives of the Course

Sr. No.	Objectives
1.	This Nuke Training course will take you through the fundamental concepts of VFX Industry in nuke. It will guide you Step by Step to get started in Nuke. We will be working on shots which you can expect to get, when you are entering the Vfx industry.
2.	You will learn from Basics how to create a organized file structure, Nuke Interface, concept behind using particular nodes, Introduction to gizmos
3.	As all the shots are Unique and Sometimes Requires a totally different approach to deal with, So in this course we are going to work on Various projects. That will Allow you to get familiar with Various kinds of shots.

Expected Course Specific Learning Outcomes

Sr. No.	Learning Outcome
	On completion of this course, students will be able to :
1.	Fundamentals of Nuke as paint prep Artist
2.	Nuke's User Interface
3.	Denoising Workflow
4.	2d Tracking
5.	Roto paint and Rotoscoping
6.	Marker Removing Techniques
7.	Edges Fixing
8.	Preserving the Details
9.	Regraining Workflow with Various Industry standard Tools
10.	Getting Familiar with Industry Standard and requirement

Guidelines:

Sr. No.	Objectives
1.	<p>Lab Book:</p> <p>The lab book is to be used as a hands-on resource, reference and record of assignment submission and completion by the student. The lab book contains the set of assignments which the student must complete as a part of this course.</p>
2.	<p>Submission:</p> <p>Your video should be 4–7 Sec in length, plus time for a “credit roll” to show your references. Render should be in Alpha, Color, and with Shapes for final video.</p> <p>File format. Your video must be submitted in one of the following file formats: .mov, .mv4, mp4, .wmv. Note that these are rendered</p>

	movies, that is, files that will play on someone else's computer. Be sure to test your finished product ahead of the deadline
3.	<p>Assessment:</p> <p>Continuous assessment of laboratory work is to be done based on overall performance and lab assignments performance of students. Each lab assignment assessment will be assigned grade/marks based on parameters with appropriate weightage. Suggested parameters for overall assessment as well as each lab assignment assessment include- timely completion, performance, and creativity.</p>
4.	<p>Operating Environment:</p> <p>For VFX Compositing</p> <p>Operating system: Windows 10</p> <p>Software: Nuke</p>

Syllabus

Unit No.	Title with Contents	No. of Lectures
	Suggested List of Assignments:	90
	1. Create a clean Plate in Photoshop.	12
	2. Create Clean Plate in Nuke	12
	3. Match the grain in nuke	12
	4. Edge extension and Edge Fixing	12
	5. Live paint in nuke	12
	6. Paint with 2d tracking	12
	7. Color correction	12
	8. Match the sequence	6

References:

Books: Laboratory handbook