SRINIVAS UNIVERSITY

Srinivas Nagar, Mukka– 574 146, Mangalore, Karnataka, Phone :0824-2477456
(State Private University Established by Karnataka Govt. ACT No.42 of 2013, Recognized by UGC, New Delhi, & Member of Association of Indian Universities, New Delhi)
Web :www.srinivasuniversity.ac.in, Email: info@srinivasuniversity.ac.in
Administrative Office :GHS Road, Mangalore-01, Phone 0824-2425966

COLLEGE OF COMPUTER &INFORMATION SCIENCE
B. Sc. in Digital Film Making, Animation & VFX

Duration: 3 years, Six semesters. (Admissions open for the academic year 2021-22)
Eligibility: Pass in the 10+2 /12th standard with minimum 40% marks. Admission needs valid score in SUAT

Course is offered at College of Computer & Information Science
Srinivas Nagar, Mukka, Mangalore– 574146. Phone :0824-2477456.

About B. Sc. in Animation, Digital Film Making and VFX:

The digital media of the modern times has taken the entertainment industry to an all-new level. The market for entertainment industry is huge today, with thousands of multiplex screens and around 800 TV channels being telecast. The demand for digitally manipulated content has naturally been on the rise and new technologies have been successful in giving form to the creative imagination of film makers. India, which was once an outsourcing destination to animation and VFX services, has a digital media market which is worth billions of dollars. The market is expected to witness growth with demand for more home-grown content.

Though there have been drastic changes in the technology front, the basic principles of storytelling have not changed. In other words, the process of 'ideation to screen' involves the same fundamental principles of storytelling that were applied in the past. The B.Sc. Animation and VFX program aims to help the students understand the fascinating world of Animation, VFX and Motion Graphics for film, broadcast and other media pads. It has been designed by experts with inputs from several animation companies.

The advancement in digital technology in recent times has extended the creative boundaries for film makers. The filmmakers have been successful in making movies in a scale which was previously unimaginable. With thousands of multiplex screens and over 800 TV channels, the market for visual content has grown to be mammoth worth billions of dollars. The investment towards film and entertainment industry has been growing and the trend is expected to continue. Aspiring filmmakers of today are expected to have knowledge of advanced technical tools and advanced software which are connected with filmmaking along with thorough foundational skills in script writing and other techniques. The B.Sc. Digital Filmmaking and VFX offered by Srinivas University is a one-of-its kind program specially designed to meet the needs of the industry.

Program Objectives:

The program aims to help the students understand the fascinating world of animation, VFX and motion graphics for film, broadcast and other media pads. This program offers Degree certification in Animation and VFX. In addition to introducing students to the world of 3D digital art and VFX visualization, this program exposes students to industry relevant software. On successful completion of the program, students can continue their learning further to a professional level within Digital Art and VFX production design.

The program is designed to let aspirants feel like an artist throughout the course and nurture them love for nature and empower them to work with it. Here the candidate is trained to communicate through digital and non-digital imageries in the 2D and 3D forms and through the utility of various integrated media.

The highly committed team of professionally skilled faculty and guest lecturers who have proven experience in the industry strive towards imparting knowledge. The advanced curricula with the theoretical and practical subjects and the training offered by faculty will help students understand the process, practicality and technology and empowers
them to ultimately acquire intellectual understanding of Digital Filmmaking in an aesthetic way.

Special Features of the Program:
- Classes will be held between 9.00 am and 2.00 pm with half an hour break during week days.
- E-Study material will be provided from the college for every subject according to the syllabus.
- Industry oriented syllabus with special focus on experimental learning.
- Mini project in each semester.
- Campus recruitment facility and higher education opportunity leading to MCA and MBA.
- Innovations in examination system with opportunity to seethe evaluated papers in person.
- 50% weightage of marks on continuous evaluation and 50% weightage on semester end exam.
- Make-up exams in every semester to avoid year loss.
- Placement support and research-oriented projects for every student.
- Focus on smart skill development and training for competitive exams.
- Separate Hostels & Transport facility for boys & Girls.

Career Opportunities:
Digital Film Making, Animation Industry, Visual Effect Production, Script writer and Editing.

First Semester	Second Semester
# Foundation of Art I	# Script Writing & Story Telling
# Material Animation	# Production Design
# Introduction to Cinema & Film Appreciation	# Introduction to Media Theory
# Writing Visual Media	# Foundation Art II
# 2D Digital Animation I	# Digital Art II
# Digital Art I (L)	# 3D Animation (L)
# Basics of Practical Film Making (L)	# Basics of Documentary Film Making (L)
# ESEP I	# ESEP II
# Team Project	# Team Project
Third Semester	**Fourth Semester**
# Introduction to Direction for Television	# Introduction to Direction for Films
# Music Video Production	# VFX Pipeline and Management
# History of VFX	# Matte Painting
# Pre-Production I	# Pre-Production II
# Character Design Concepts	# Cinematography
# Editing Concepts (L)	# 3D Lab (L)
# Compositing Techniques (L)	# Lightning & Rendering (L)
# ESEP III	# ESEP IV
# Team Project	# Team Project
Fifth Semester	**Sixth Semester**
# Media Laws – An Overview	Project Work/Dissertation
# Basics of Marketing & Publicity Design	
# Project management	
# Match Moving	
# Elective	
# Rotoscopy & Print (L)	
# 3D Dynamics II (L)	
# ESEP V	
# Team Project	

Electives	Advanced Modeling and Texturing, Advanced 3D Animation, Advanced Rigging, Stop Motion and Clay Animation, Advanced CG Simulation and Effects, Sound Design, Motion Graphics, Augmented Reality

JOIN ABOVE INNOVATIVE WITH INDUSTRY RELEVANCE AND JOB ORIENTED SYLLABUS TO RE-DEFINE YOUR CAREER ALTITUDE!!!

College of Computer & Information Science

CREATING INNOVATORS

SRINIVAS UNIVERSITY
Educating the Next Generation