

SYLLABUS

SEMESTER- 5

Film Editing

SP.PAPER-5

Advance Graphics and VFX

Credits-3

L	T	P
3	0	10

1. **Overview of Advance Graphics and Animation-**

- 1.1 History of Graphics and Animation
- 1.2 Key Concepts and Terminologies
- 1.3 Advance Tools

2. **Essentials of 2D Design-**

- 2.1 Principles of Design-
Balance, Contrast, Emphasis, Movement, Proportion, Rhythm, Unity
- 2.2 Emphasis on 2D Animation Techniques-
Key frames and In-betweens, Timing and Spacing, Squash and Stretch, Storyboarding, Character Design and Animation, Lip Sync and Dialogue Animation, Effects Animation (Smoke, Fire, Water)

3. **Concept of 3D Animation-**

Basics of 3D Text designing, Introduction to 3D Space, Texturing ,3D tracking, stabilizing

4. **Analysing VFX-**

History of VFX, Types of VFX (Practical vs. Digital), VFX Pipeline Overview, Green Screen Techniques, Rotoscoping, Digital Compositing

5. **Specialized Motion Graphics-**

Kinetic Typography, Using Expressions , masking & mattes ,time control, Integration with Audio, Scripting and Automation, Automating Tasks

Practical

Final Project and Portfolio Development

- ❖ Concept Development
- ❖ Storyboarding and Animation
- ❖ Planning and Asset Creation
- ❖ Final Compositing and Rendering
- ❖ Sound Design and Editing
- ❖ Final Presentation and Review

Reference Books

- 1. Photoshop for Beginners guide by-Casey barre
- 2. Motion Design By-Matt Woolman
- 3. The Elements of Graphic Design By-Alex W.White
- 4. Advanced Visual Effects Compositing By- Lee Lanier
- 5. The Film Maker's guide to Visual Effects By-Eran Dinur