



AMITY SCHOOL of FILM & DRAMA

Calling all

DIGITAL
ARTISTS!

Want to
ANIMATE
Your **FUTURE?**

Hone your
creative skills
with our

B.A.

programme in

Visual Effects

Animation

Comics



at

AMITY SCHOOL
of FILM & DRAMA

Specialization in VFX



B.A. (Visual Effects, Animation & Comics) Specialization in VFX



COURSE DESCRIPTION:

Visual Effects (VFX) is a comprehensive course that focuses on the creation of digital imagery and effects to enhance or manipulate live-action footage. Students learn to use industry-standard software such as Adobe After Effects, Nuke, and Autodesk Maya to achieve realistic or fantastical effects that seamlessly integrate with live-action scenes. The curriculum covers a wide range of topics, including composition, chroma keying, matte painting, motion tracking, particle simulation, and digital matte creation. Through hands-on projects and exercises, students develop the skills and techniques necessary to create stunning visual effects for film, television, video games, advertisements, and other media.

CAREER OPTIONS:

VFX Artist: VFX artists are responsible for creating a variety of visual effects, including CGI (computer-generated imagery), composing, motion graphics, and simulations. They work closely with directors, producers, and other team members to bring creative visions to life and enhance the overall visual impact of productions.

Compositor: Composers specialize in combining multiple elements, such as live-action footage, CGI, and digital effects, into



AMITY SCHOOL
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Specialization in VFX

They ensure that CGI elements are correctly aligned and integrated with the camera movement and perspective of the original footage, creating a realistic illusion of depth and interaction.

Technical Director (TD): Technical Directors provide technical expertise and support to VFX production teams. They develop tools, scripts, and pipelines to optimize workflow efficiency, troubleshoot technical issues, and ensure the successful execution of complex visual effects shots.

Previsualization (Previs) Artist: Previs artists create rough animated sequences or storyboards to help plan and visualize key scenes or action sequences in film, television, or video games. Their work serves as a blueprint for the director and production team to plan camera angles, pacing, and overall visual storytelling before filming or production begins.

VFX Supervisor: VFX supervisors oversee the entire visual effects process on a production, from pre-production planning to post-production delivery. They collaborate with directors, producers, and VFX teams to develop creative solutions, set technical standards, and ensure that visual effects meet the artistic and technical requirements of the project.

Motion Graphics Designer: Motion graphics designers create animated graphics, typography, and visual elements for various media such as film, television, advertising, and web content. They combine animation principles with graphic design concepts to produce engaging motion visuals that communicate information, enhance branding, or convey artistic expression.

Prep Artist: Prep artists clean up the backgrounds of live action footage, ready for the effects to be layered onto it by the composer. The shots they work on, known as plates, are either moving or still and don't have foreground action or players included. Prep artists use specialized VFX software to clean plates.



a seamless and cohesive image. They use software like Nuke or Adobe After Effects to integrate elements, adjust colors and lighting, and apply visual effects to achieve the desired look.

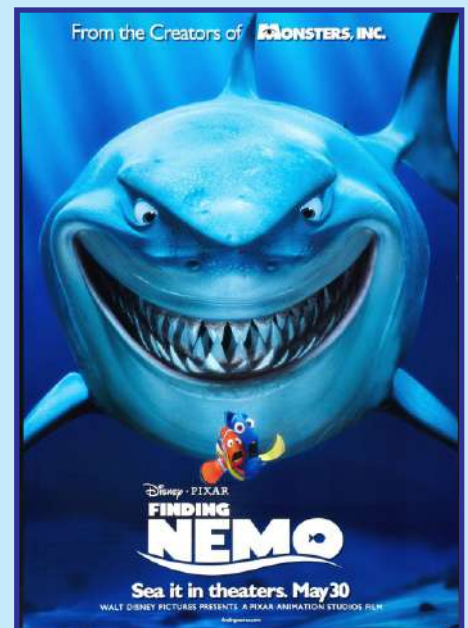
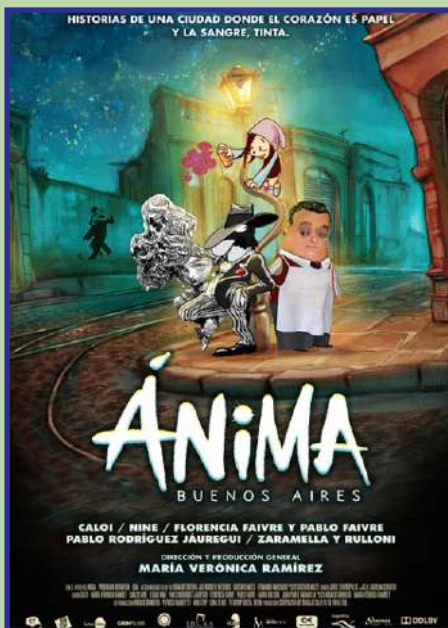
Matte Painter: Matte Painters create digital paintings or images used as backgrounds or environments in visual effects shots. They use advanced painting techniques and digital tools to create highly detailed and realistic landscapes, cityscapes, or other settings that seamlessly blend with live-action footage.

Matchmove Artist: Matchmove artists track and replicate the movement of live-action cameras and objects within 3D software.



B.A. (Visual Effects, Animation, and Comics)

Specialization in 3D Animation



COURSE DESCRIPTION:

3D Animation is a dynamic field that involves the creation of three-dimensional moving images. This course covers the fundamental principles of animation, digital modeling, texturing, lighting, rigging, and rendering using industry-standard software such as Autodesk Maya, Blender, or Cinema 4D. Students will learn how to bring characters, environments, and objects to life through keyframe animation, motion capture, and physics simulations. Additionally, they will explore storytelling, character design, and the integration of sound to create immersive visual experiences. The curriculum often includes hands-on projects, collaborative work, & portfolio development to prepare students for careers in the animation industry.

Throughout the course, students will develop practical skills through hands-on projects and assignments that cover a range of topics, including:

Introduction to 3D Animation: Understanding the history, principles, and techniques of 3D animation.

Character Design and Modeling: Creating compelling characters and objects using digital sculpting and modeling techniques.

Texturing and Shading: Applying textures and materials to 3D models to enhance realism and visual appeal.

Specialization in 3D Animation

Rigging and Animation: Rigging characters with skeletons and controls for movement and animating them to bring them to life.

Lighting and Rendering: Setting up virtual lighting and cameras to create mood and atmosphere and rendering final images or animations.

Special Effects and Dynamics: Adding visual effects such as smoke, fire, water, and physics-based simulations to enhance realism and drama.

CAREER OPTIONS

3D Animator: Create character animations for films, television shows, video games, and advertisements. Animators bring characters and objects to life through movement and expression, using keyframe animation, motion capture, or procedural animation techniques.

Character Modeler: Design and create 3D models of characters, creatures, and props using digital sculpting and modeling software. Character modelers focus on creating detailed, realistic, and visually appealing models that are suitable for animation.

Texture Artist: Apply textures and materials to 3D models to add color, detail, and surface properties such as roughness, reflectivity, and transparency. Texture artists work closely with modelers and shader artists to create convincing and immersive environments.

Rigging Artist: Rig characters and objects with skeletons, controls, and constraints to enable movement and animation. Rigging artists ensure that characters deform and move realistically and that their movements are intuitive and easy to control for animators.

Lighting Artist: Set up virtual lighting and cameras to create mood, atmosphere, and visual interest in 3D scenes. Lighting artists work with shaders, textures, and rendering software to achieve realistic lighting effects and cinematic compositions.

FX Artist: It includes digital effects such as explosions, fire, smoke, and simulations of natural phenomena using particle systems,

fluid dynamics, and other simulation techniques. FX artists work in film, television, and video game production to enhance realism and create immersive experiences.

3D Motion Graphics Designer: 3D Motion Graphics Designers create 3D animated graphics, typography, and visual elements for films, television, web content, and advertisements. They combine animation principles with graphic design concepts to produce compelling motion visuals.

Technical Director: Technical Directors oversee the technical aspects of animation projects, including pipeline development, tool creation, optimization, and troubleshooting. They ensure that production processes run smoothly and efficiently to meet deadlines and quality standards.

Creative Director: Creative directors provide artistic direction and vision for animation projects, guiding the overall creative process from concept development to final delivery. They collaborate with clients, producers, and creative teams to achieve the desired artistic and storytelling objectives.

Freelance Animator/Designer: Many 3D Animation professionals work as freelancers, offering their services on a project basis to clients in various industries such as entertainment, advertising, architecture, and education. Freelancing provides flexibility and opportunities for creative expression across diverse projects and platforms.

3D Architectural Previs Designer: It consists of the skills and knowledge necessary to create compelling visualizations of architectural designs using advanced 3D modeling, rendering, and visualization techniques.

3D Generalist: The 3D Generalist emerges as a versatile and indispensable figure, equipped with a broad skill set encompassing various facets of 3D production. Acting as a Swiss army knife of digital artistry, the 3D Generalist navigates seamlessly between disciplines, merging technical prowess with artistic vision to breathe life into diverse projects across film, television, advertising, gaming, and VFX. □□□



B.A. (Visual Effects, Animation & Comics)

Specialization in 2D Animation & Comics



COURSE DESCRIPTION

A 2D Animation course in ASFD covers a wide range of topics aimed at providing students with the skills and knowledge necessary to create 2D animations effectively. Here are some common aspects that students might learn in such a course:

Principles of Animation: Understanding the fundamental principles of animation, such as squash and stretch, timing, anticipation, staging, and exaggeration.

Storyboarding: learning how to create storyboards to plan and visualize the sequence of events in an animation, including shot composition, camera angles, and pacing.

Character Design: Exploring techniques for designing characters, including creating appealing character designs, developing personalities, and designing character expressions and poses.

Background Design: Learning how to design backgrounds and environments that complement the characters and help to establish the setting and mood of the animation.

Animation Software: Familiarizing with industry-standard 2D animation software such as Adobe Animate (formerly Flash), Toon Boom Harmony, or TV Paint, including tools for drawing, animating, and editing.

Timeline Animation: Understanding how to animate characters and objects using keyframes, tweening, and other timeline-based animation techniques.

Frame-by-Frame Animation: Learning traditional frame-by-frame animation techniques, including hand-drawn animation, and how to create smooth and fluid movement.

Rigging and Puppet Animation: Exploring techniques for rigging characters and objects for animation using bone systems, puppet tools, or other rigging methods.

Animating Effects: Understanding how to animate special effects such as smoke, fire, water, and explosions using various animation techniques and tools.

Lip Syncing: Learning how to synchronize character mouth movements with dialogue or sound effects to create believable lip-sync animation.

Animation Production Pipeline: Understanding the workflow and processes involved in producing an animated project from concept to completion, including pre-production, production, and post-production stages.

Collaborative Projects: Working collaboratively with peers on animation projects to gain experience in teamwork, communication, and project management.

Industry Practices and Standards: Learning about industry practices, standards, and trends in 2D animation, including different styles and genres of animation and emerging technologies.

Portfolio Development: Building a portfolio of animated projects to showcase skills and creativity to potential employers or clients.

Critique and Feedback: Receiving constructive criticism and feedback on animated projects to improve skills and techniques.

These are just some of the topics that students will learn in a 2D animation course at ASFD.

CAREER OPTIONS

After completing a 2D animation course, individuals have a wide range of job opportunities in various industries that require animation skills. Here are some potential career paths:

Animator: Creating 2D animated sequences for films, television shows, commercials, video games, and web content. Animators bring characters, objects, and environments to life through movement and expression.

Character Animator: Focusing specifically on animating characters, including designing movement, gestures, and facial expressions to convey personality and emotion.

Storyboard Artist: Creating visual storyboards for animation, film, television, and advertising projects. Storyboard artists translate scripts into visual sequences to plan out shots and scenes.

Layout Artist: Designing the composition and staging of scenes in animation, determining camera angles, framing, and spatial relationships between elements.

Background Artist: Creating backgrounds and environments for animated scenes, including landscapes, interiors, and architectural settings.

Specialization in 2D Animation & Comics



Clean-up Artist: Refining and finalizing rough animation drawings, ensuring consistency and clarity of line work and shapes.

In-between Animator: Creating intermediate frames between key poses in animation sequences to achieve smooth motion and transitions.

Effects Animator: Designing and animating special effects such as smoke, fire, water, explosions, and magical elements to enhance animated scenes.

Compositor: Integrating multiple layers of animation, effects, and backgrounds to create the final composite image in animation production.

Rigging Artist: Creating character rigs and control systems for animators to manipulate characters and objects in animation software.

Motion Graphics Designer: Creating animated graphics and visual effects for television, film, video games, websites, and multimedia presentations.

Storyboard Revisionist: Revising and refining storyboards based on feedback from directors, producers, or clients. Storyboard revisionists make adjustments to composition, pacing, and continuity to meet project requirements.

Animation Director: Providing artistic direction and vision for animation projects, overseeing the animation team, and ensuring the quality and consistency of animation production.

Animation Producer/Project Manager: Managing the production process for animation projects, including budgeting, scheduling, resource allocation, and coordinating with clients, artists, and other stakeholders.

Freelance Animator/Animation Studio Owner: Working independently as a freelance animator or establishing an animation studio to produce original animated content for clients, studios, or distribution platforms. □□□

COURSE DESCRIPTION

Also, our Comics Design course covers various aspects of creating comics and graphic novels, encompassing both the artistic and narrative elements of the medium. Here are some common topics that students might learn in such a course:

History and Theory of Comics: Studying the history and development of comics as a medium, including significant artists, movements, and genres.

Visual Storytelling: Learning the principles of visual storytelling, including panel composition, page layout, pacing, and sequencing, to effectively convey narrative.

Character Design: Exploring techniques for creating compelling and memorable characters, including designing character appearances, personalities, and expressions.

Plot and Story Development: Understanding the elements of

Specialization in 2D Animation & Comics

storytelling, including plot structure, character arcs, conflict, and resolution, and how they apply to comics narratives.

Writing for Comics: Learning about scripting techniques specific to comics, including dialogue, narration, captions, and pacing.

Drawing and Illustration: Developing drawing skills relevant to comics creation, including anatomy, perspective, composition, and stylization.

Inking and Coloring: Exploring techniques for inking and coloring comics artwork, including traditional and digital methods.

Typography and Lettering: Understanding the Role of Typography and Lettering in Comics, including Hand-lettering Techniques and Digital Lettering Software.

Panel-to-Panel Transitions: Analyzing different types of panel-to-panel transitions (e.g., action-to-action, scene-to-scene, moment-to-moment) and their effects on pacing and storytelling.

Genre and Style Exploration: Exploring various genres and styles of comics, such as superhero, manga, slice-of-life, fantasy, and experimental, and experimenting with different approaches to storytelling and visual presentation.

Self-Publishing and Distribution: Learning about self-publishing options and distribution channels for comics creators, including print-on-demand services, webcomics platforms, and comic conventions.

Collaborative Projects: Collaborating with peers on comics projects to gain experience in teamwork, communication, and project management.

Professional Practices: Understanding the business aspects of comics creation, including contracts, copyright, royalties, and networking within the industry.

Portfolio Development: Building a portfolio of comics projects to showcase skills and creativity to potential publishers, clients, or collaborators.

Critique and Feedback: Receiving constructive criticism and feedback on comics projects to improve storytelling techniques, artwork, and overall quality.

CAREER OPTIONS

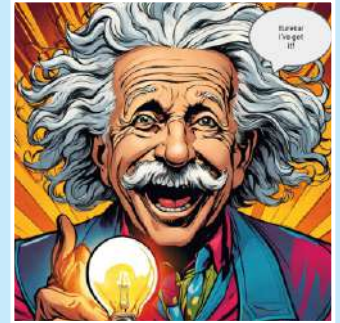
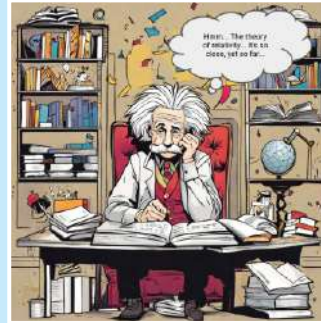
After completing a comics design course, individuals have various job opportunities in both the traditional and digital media industries. Here are some potential career paths:

Comic Book Artist/Illustrator: Creating artwork for comic books, graphic novels, manga, and webcomics. This role involves drawing characters, backgrounds, and other elements, as well as storytelling through sequential art.

Storyboard Artist: Creating visual storyboards for film, television, animation, and advertising projects. Storyboard artists translate scripts into visual sequences to plan out shots and scenes.

Character Designer: Designing characters for comics, animation, video games, and merchandise. Character designers develop visual concepts for characters, including their appearance, personality, and costumes.

Comic Book Writer/Scriptwriter: Crafting scripts and storylines



for comic books, graphic novels, and webcomics. Comic book writers develop plots, dialogue, and pacing to create engaging narratives.

Inker: Enhancing and refining pencil drawings by adding ink lines and shading. Inkers work closely with pencil artists to finalize artwork for publication.

Colorist: Adding color to comic book artwork using traditional or digital techniques. Colorists enhance mood, atmosphere, and storytelling through color choices and rendering.

Letterer/Typography Artist: Creating lettering, speech balloons, and sound effects for comic book pages. Letterers ensure clear communication and an effective visual flow of dialogue and narration.

Editor: Overseeing the editorial process for comic book projects, including reviewing scripts, providing feedback to creators, coordinating production schedules, and ensuring quality standards.

Freelance Illustrator/Comic Creator: Working independently as a freelance illustrator or comic creator, producing original comics, graphic novels, or webcomics for self-publication or publication by others.

Art Director: Providing artistic direction and vision for comic book projects, overseeing the visual style, and guiding artists and designers to ensure consistency and quality.

Storyboard Revisionist: Revising and refining storyboards based on feedback from directors, producers, or clients. Storyboard revisionists make adjustments to composition, pacing, and continuity to meet project requirements.

Illustration Teacher/Instructor: Sharing knowledge and skills in comics design and illustration by teaching courses at schools, colleges, universities, or art institutes.

Concept Artist: Creating visual concepts and designs for characters, environments, props, and vehicles for use in comics, animation, video games, and other media projects.

Comic Book Publisher/Editorial Assistant: Assisting in the publishing process by coordinating submissions, managing schedules, liaising with creators, and overseeing production aspects of comic book projects.

Comic Book Retailer/Buyer: Working in comic book shops or online retailers, managing inventory, assisting customers, and staying informed about industry trends and releases.

These are just a few examples of the diverse job opportunities available to individuals with training and skills in comics design. Depending on individual interests, strengths, and career goals, there are many paths to pursue within the comics industry and related fields. □□□

B.A. Visual Effects, Animation and Comics 3/4 Year Till 6th Semester

PROGRAMME STRUCTURE

SEMESTER I			
S. No.	Course Type	Course Title	Course Description
1	Core Courses	Foundation of Art & Design	This is an introductory course for studying the anatomy, perspective, form and structure, lighting and shadow, color and composition.
2	Core Courses	Storyboarding for Animation	This course cover how artists and directors get a visual sense of how a production will look.
1	Major 2 - Acting	Storytelling	Theatrical storytelling is a powerful art form where narratives come to life through live performances on stage. Actors use dialogue, expression, and movement to immerse audiences in compelling tales, invoking emotions and creating a shared experience. Through the dynamic interplay of words and actions, storytelling in theatre engages, entertains, and leaves a lasting impact on the viewer.
2	Major 2 - Acting	Folk Arts of India	Indian folk art, diverse and regional, showcases vibrant expressions rooted in tradition, passed through generations. Bold colors, intricate patterns, and symbolic elements capture stories of mythology, nature, and daily life, reflecting the essence of India's rich cultural heritage. Created by rural communities, this art form blends tradition and innovation, making it a unique and enduring facet of the country's identity.
3	Major 2 - Acting	Introduction to Indian Arts	Introduction to Indian art offers acting students a rich exploration of the vibrant cultural traditions and performance styles of India. From classical dance forms like Bharatanatyam to the expressive storytelling of Kathakali, students gain insight into the intricate movements, gestures, and narrative techniques that have shaped Indian theatre and cinema, enriching their understanding of global performance aesthetics.
4	Major 2-Film	Introduction to Studio Practices	This course will introduce students to the Processes, Personnel, Logistics and Management of the whole filmmaking process. This Course will also have extensive inputs in Story and Screenwriting.
5	Major 2-Film	Essentials of Film Craft	Student in this Course will understand how to use the Technology behind Image Making, Assembling Images and using Sound to tell Stories.
6	Major 2-Film	Writing for Visuals	Students will get an introduction to writing for visual storytelling forms and will learn the nuances of thinking and writing visually
7	Major 2 - Mass Comm	Communication and Mass Media	EXTERNAL SCHOOL
8	Major 2 - Mass Comm	Writing for Print	EXTERNAL SCHOOL
1	Major 3	Disaster and its Management	EXTERNAL SCHOOL
2	Major 3	Socio-Cultural Diversities of India	EXTERNAL SCHOOL
3	Major 3	Wildlife Conservation	EXTERNAL SCHOOL
4	Co-Curricular	Fundamentals of Environmental Studies	EXTERNAL SCHOOL
5	VAC	Communication Skills	Learning and applying effective communication skills happens in this course.
6	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
SEMESTER II			
S. No.	Course Type	Course Title	Course Description
1	Core Courses	Essentials of Comic Books	This course will covers how to begin with the comic books, including finding inspiration, drawing panels etc.
2	Corse Courses	2D Concept Art - Characters & Environment	This course will cover how to design a character, backgrounds, and props using 2D tools.



B.A. Visual Effects, Animation and Comics 3/4 Year Till 6th Semester

PROGRAMME STRUCTURE

1	Major 2 - Acting	Introduction to Acting Techniques	Introduction to Acting is designed to initiate students in developing concepts, basic skills and methods of realistic acting techniques to become prepared for career in Acting. The course is designed to help students explore acting theory, as well as techniques and applications of relaxation, concentration, and imagination. Executed in lecture tutorial mode the course would provide basics theoretically while demonstrating the nuances of various practical techniques for students to practice and imbibe in their daily routine. The course would have regular submissions reviewing text and performances.
2	Major 2 - Acting	World Theatre	Theatre has ancient roots, with early forms emerging in ancient Greece, Rome, and Asia. During the Renaissance, European theatre experienced a revival, leading to the development of modern theatre practices. In the 20th century, theatre evolved dramatically with the emergence of various movements like realism, expressionism, and experimental theatre.
3	Major 2- Acting	Movement and Acting 1	Movement in acting involves physical expression, gestures, and blocking to convey emotions and enhance storytelling. Actors use body language, posture, and spatial awareness to communicate character motivations and relationships. Effective acting combines movement with vocal delivery and emotional depth to create compelling performances.
4	Major 2 - Acting	Physical Theatre Practices	"Physical Theatre Practices" is a course that explores the expressive potential of the body in theatrical performance. Students will engage in exercises that emphasize movement, body awareness, and physical storytelling to enhance their stage presence and emotional range. The course encourages creativity and innovation, allowing students to develop unique performance styles and bring depth to their acting.
5	Major 2-Film	Introduction to Filmmaking Techniques	Dive into the captivating realm of narrative storytelling with the course, Introduction to Fiction Film. Explore the art of cinematic fiction, from narrative structure to character development, as you dissect iconic films and cultivate the skills to craft compelling stories that resonate with audiences.
6	Major 2-Film	Aesthetics of Filmmaking	Explore the powerful relationship between music and cinema with the course, Music and Cinema. Analyze how music enhances storytelling, sets mood, and evokes emotions on screen, while delving into the history, theory, and practical applications of film scoring and sound design.
7	Major 2 - Film	Introduction to Film Studies	In "Introduction to Film Studies," students will explore the history, theory, and analysis of cinema as an art form and cultural phenomenon. They will learn to critically examine films through various lenses, including genre, narrative structure, cinematography, editing, and socio-political context, gaining a deeper appreciation for the complexities and significance of film as a medium of expression and communication
8	Major 2 - Film	Photography Practices	"Photography Practices" is a comprehensive course that covers the essential principles and techniques of photography. Students will learn about camera operation, composition, lighting, and post-processing to capture stunning images across various genres. Through hands-on assignments and critiques, participants will develop their artistic vision and technical skills, preparing them to excel in both personal and professional photography endeavors.
9	Major 2- Mass Comm	Print Media- Reporting, Editing & Production	EXTERNAL SCHOOL
10	Major 2 - Mass Comm	State and Politics	EXTERNAL SCHOOL
1	Major 3	Introduction to IoT	EXTERNAL SCHOOL
2	Major 3	Fundamentals of AI	EXTERNAL SCHOOL
3	Major 3	Fundamentals of Cloud Computing & Enterprise	EXTERNAL SCHOOL

B.A. Visual Effects, Animation and Comics 3/4 Year Till 6th Semester

PROGRAMME STRUCTURE

4	Co-Curricular	History of AVCG	This course revolves around the history of Animation,VFX,Comics & Games
5	VAC	Communication Skills	Learning and applying effective communication skills happens in this course.
6	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
SEMESTER III			
S. No.	Course Type	Course Title	Course Description
1	Core Courses	Essentials of 2D Animation	By this course students will learn all the relevant & trending fundamentals of 2D animation.
2	Core Courses	Essentials of 3D Animation	This course focuses on how to work within a 3D tool, it covers the 3 stages of 3D Modeling as well.
3	Core Courses	Typography & Layout Design	It includes the art of arranging visual elements like text, images, and shapes on a given page digitally.
Specialisations			
1	3D Animation	3D Scene Modeling for Films	This course will cover the concepts & tools required for inorganic modeling.
2	3D Animation	3D Sculpting	Students will learn how sculpting tools can help them in 3D character designing.
3	VFX	CGI Foundation	This course on Computer-generated imagery (CGI) defines the VFX can also be created by blending digital imagery and live action shots.
4	VFX	Digital Image Editing	This course focuses on the principles and techniques of digital image editing using industry-standard software.
5	2D Ani & Comics	Digital Comic Art	This course will cover the history, styles, and elements of comic creation, introducing students to various techniques, panel layouts, and narrative structures
6	2D Ani & Comics	Cel and 2D Animation Design	An overview of the principles and basic techniques from tradition animation to 2D animation software, introducing students to the core concepts and tools used in the field.
Major II			
1	Major 2 - Acting	Acting Technique 1	The course aims to give students an overview of the acting theories, methods, and techniques which they will work with over the three years to follow. Through conceptual and theoretical frameworks, the aspiring actors are given the understanding to explore the actor's process. Semester 1 also initiates the student actors into the details of design thinking required for the stage.The Natyashastra being a central treatise to gaining an understanding of most Indian arts, the coursework initiates the students into its reading.
2	Major 2 - Acting	Voice Technique 1	In this course, voice principles are put into practice through the reading of poems, prose & scripts. Students also learn fluency & expression through speech. Voice and speech are one of the most important parts of an actor's education. In most of the theatre plays & films that happen in today's time, voice projection, articulation, modulation, vocal expression & diction form an integral part.
3	Major 2- Acting	Movement and Acting 2	Movement in acting involves physical expression, gestures, and blocking to convey emotions and enhance storytelling. Actors use body language, posture, and spatial awareness to communicate character motivations and relationships. Effective acting combines movement with vocal delivery and emotional depth to create compelling performances..
4	Major 2 - Film	Production Studio I	The Production Studio I Course is designed to give students an understanding of the process of Production of films, from the point of view of the Producer, Director, Production Designer, and the Cinematographer. All areas of pre-production are explained and demonstrated, and students do hands-on work. Set etiquette and best practices of shooting of films are inculcated through demonstration and on set exercises.

B.A. Visual Effects, Animation and Comics 3/4 Year Till 6th Semester

5	Major 2 - Film	Indian Cinema	This course will cover the history of Indian Cinema, the major movements, influences, narratives and aesthetics as well as contemporary movements and filmmakers who define Indian Cinema.
6	Major 2 - Film	Producing	In "Producing," students will gain comprehensive knowledge and skills in overseeing and managing creative projects from inception to completion. They will learn about project development, budgeting, scheduling, casting, crew management, and distribution strategies, equipping them with the tools and expertise to lead successful productions across various media formats, from film and television to digital content and beyond.
7	Major 2- Mass Comm	Audio Visual Media & Production	EXTERNAL SCHOOL
8	Major 2 - Mass Comm	Reporting & Copy-Editing Skills	EXTERNAL SCHOOL
SEMESTER III			
1	Vocational	Scriptwriting for Animation, Comics and Games	Developing a compelling story idea, Creating well-defined characters and world-building, Mastering script structure and formatting for animation, comics, and VFX.
2	NTCC	Observation Study	At the end of the 2nd Semester students conduct an observation Study as part of the Non Teaching Credit Course which get evaluated in Semester 3. They pick a location, Art, Craft, Location, Performer or performance to prepare a report highlighting the essence and importance which they can imbibe in their productions in later days.
3	VAC	Behavioral Science	Gain a deep understanding of human behavior and decision-making processes with the course in Behavioral Science. Explore the intersection of psychology, sociology, and economics to uncover insights into individual and group behaviors, preparing you to address complex societal challenges and drive positive change.
4	Co-Curricular	Mindful Communication	"Mindful Communication" is a course that focuses on developing effective and empathetic communication skills. Students will learn how to actively listen, express themselves clearly, and navigate challenging conversations with mindfulness and compassion. The course emphasizes building meaningful relationships and understanding the impact of communication on personal and professional growth.
5	OABC	Human Values and Community Outreach	Human Value and Community Outreach is the course where students reach out different organisation working directory with people and bringing improvements at the grass root level. In the course the students learn to contribute in the society building.
6	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
SEMESTER IV			
S. No.	Course Type	Course Title	Course Description
1	Core Courses	3D Shading & Texturing	This course will cover the process of adding shaders & textures on 3D assets, vehicle or characters.
2	Core Courses	Digital Painting	Exploration of digital painting techniques, color theory, and stylization for use in animation and comics.
3	Core Courses	Art of Visual Effects	This course consist of the seamless integration of digital effects & live action for feature films, television and console gaming.
Specialisations			
1	3D Animation	3D Character Modeling	This course focuses on anatomy wise 3D modeling of characters of different styles.
2	3D Animation	3D Creature Modeling	Students will learn the advanced 3D character designing process for production.
3	VFX	Particle System	It covers all the particle based effects & related rendering stages.
4	VFX	VFX and Compositing	This course will cover how to meaningfully pack live action & CGI components for VFX shots.

B.A. Visual Effects, Animation and Comics 3/4 Year Till 6th Semester

PROGRAMME STRUCTURE

5	2D Ani & Comics	Comic Book Design	Students will gain comprehensive exploration of the artistic, narrative, and cultural dimensions of comic books.
6	2D Ani & Comics	2D Character Animation: Lip Sync	This course equips students with essential techniques for bringing characters to life through believable lip sync animation.
Major II			
1	Major 2 - Acting	Acting Technique 2	During this semester students are encouraged to step out of their comfort zones and push their creative imagination. The technique work is focused on engaging them in exercises that deal with the specific demands of the actor's trade. The course work is designed to hand over tools to deal with the pressures of delivering convincing, concentrated work under intense scrutiny. This semester also opens a chance to engage with the text, foregrounding a psychological understanding of performance with its precursor – melodrama. The physical expressiveness of melodrama is supplemented with the students' engagement of physical intelligence through a workshop in mime/clowning.
2	Major 2 - Acting	Acting for Camera 1	Acting for camera involves conveying emotions, intentions, and storytelling through facial expressions, body language, and voice modulation within the frame of a camera. It requires understanding how to adjust performances for different shot sizes and angles while maintaining authenticity and continuity. Effective acting for camera often involves subtlety, as the camera captures nuances that may not be apparent in live theatre settings.
3	Major 2- Acting	Voice Technique II	In this unit, voice principles are put into practice through the recitation of poems, pieces, prose, and scripts. They also learn fluency and expression through speech. Voice and speech are one of the most important parts of an actor's education. In most of the theatre plays and films that happen in today's time, voice projection, articulation, modulation, expression, and diction form an integral part.
4	Major 2 - Film	Production Studio II	The Production Studio II Course is an advanced version of the Production Studio I course taught in previous semester, designed to give all students an understanding of the process of Production of films. From the point of view of the Producer, Director, Production Designer, & the Cinematographer. They also walk students through the synergy required in the whole producing process. All areas of pre-production are explained & demonstrated, & students do hands-on work. Set etiquette & best practices of shooting of films are inculcated through demonstration and on set exercises.
5	Major 2 - Film	Producing Studio	In "Producing Studio," students will immerse themselves in the practical aspects of producing, gaining hands-on experience in project development and management. They will learn to navigate the various stages of production, from script acquisition to post-production, while mastering budgeting, scheduling, resource allocation, & team coordination, equipping them with the foundational skills needed to successfully produce film, television, or digital contentd.
6	Major 2 - Film	World Cinema (Classical to Modern Hollywood)	In "World Cinema (Classical to Modern Hollywood)," students will explore the diverse and rich landscape of global cinema, spanning various cultures, regions, and historical periods. Specifically, They will study influential films, filmmakers, movements, and cinematic traditions from Hollywood gaining a deeper understanding of how different cultural contexts shape cinematic expression and storytelling techniques, while also examining the global impact and interconnectedness of cinema as a universal art form.
7	Major 2- Mass Comm	Promotional Media	EXTERNAL SCHOOL
8	Major 2 - Mass Comm	Photography Concepts	EXTERNAL SCHOOL
Major III			
1	Vocational	Sound for Games, Comics & Animation	This course equips students with essential techniques for bringing characters to life through believable lip sync animation.

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2	Co-Curricular Course	The Dynamics of Happiness	"The Dynamics of Happiness" is a course that explores the scientific and philosophical aspects of happiness and well-being. Students will learn about the factors that contribute to a fulfilling and meaningful life, including the roles of relationships, purpose, and mindset. Through interactive exercises and discussions, students will gain insights into cultivating sustainable happiness in their personal and professional lives.
3	VAC	Behavioural Science	Gain a deep understanding of human behavior and decision-making processes with the course in Behavioral Science. Explore the intersection of psychology, sociology, and economics to uncover insights into individual and group behaviors, preparing you to address complex societal challenges and drive positive change.
4	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
SEMESTER V			
S. No.	Course Type	Course Title	Course Description
1	Core Courses	3D Lighting & Rendering	Students will learn how to lit-up 3D scenes digitally, it covers their rendering also.
2	Core Courses	Motion Graphics Techniques	This course focuses on combining graphic design elements with animation to convey information, tell stories, and create compelling visual experiences
Specialisations			
1	3D Animation	Camera in 3D	Students will learn the skill to handle camera in 3D space, it covers camera angles & related animation
2	3D Animation	Render Passes for Films	It covers the importance & execution of different file formats required in 3D Animation & Compositing.
3	VFX	Set Extension	Student will learn how to prepare & shoot for VFX shots, it includes set design & its placement.
4	VFX	Rotoscoping & Wire Removal	This course will cover the classical & new techniques of masking & removal of props.
5	2D Ani & Comics	Advanced Comic Book Design	"Advanced Comic Book Design" is a course that builds on "Comic Book Design", guiding students through the intricate process of designing compelling narratives and striking visuals. Students will learn advanced techniques in storytelling, panel composition, inking, and coloring to create polished, professional-grade comic book pages. The course emphasizes personal style and originality, preparing students for a career in the comic book industry.
6	2D Ani & Comics	2D Character Rigging and Animation	This course delves deeper into the principles of 2D animation, focusing on advanced storytelling. It covers how to animate complex animations as well.
Major II			
1	Major 2 - Acting	Acting Technique 3	The students are given the tools and lenses through which to analyze and construct believable characters. Students learn to apply different exercises to script-based roles. Students become exposed to classical literature and learn about playing intention without getting into the playing of psychology and sub-text. Students learn to act truthfully within the conventions of stylized physicality.
2	Major 2 - Acting	Acting for Camera 2	The students are taught about the technical aspects of delivering performances in front of a camera. Actors understand the concept of building a performance graph to maintain continuity for reaction shots. Actors become comfortable with the technical constraints of walking at a constant pace through a track for track-and-trolley exercises. Provides fundamental concepts and techniques of performance, an essential foundation for anyone wanting to act for the camera. Involves acting exercises, scene work, monologues, acting games, reading, text analysis, & processes for creating a character & creating a role.

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PROGRAMME STRUCTURE

3	Major 2 - Film	Documentary Film Production	In "Documentary Film Production," students will learn the art and techniques of creating compelling and informative documentary films. They will explore the entire production process, including research, planning, interviewing, shooting, editing, and distribution, while also delving into ethical considerations and storytelling approaches unique to non-fiction filmmaking, empowering them to produce impactful documentaries that inform, inspire, and engage audiences.
4	Major 2 - Film	World Cinema (Soviet Cinematic Movements)	In "World Cinema (Soviet Cinematic Movements," students will continue their exploration of global filmmaking traditions, delving deeper into diverse cinematic cultures and histories. They will study influential films, directors, and movements from regions outside of North America, gaining a broader understanding of the rich tapestry of Soviet cinema and its significance in shaping cultural identities, social movements, and artistic expression around the globe.
5	Major 2 - Film	Advanced Producing Studio	In "Advanced Producing Studio " students will deepen their understanding of the producing process, focusing on more advanced concepts and strategies. They will learn about financing, marketing, legal considerations, negotiations, and audience engagement techniques, empowering them to take on greater responsibility in overseeing and coordinating complex projects across various media platforms, while also honing their skills in managing creative teams and fostering collaborative environments.
6	Major 2- Mass Comm	Multi-Platform Journalism I	EXTERNAL SCHOOL
1	Major 3	Introduction to Personality Theories	EXTERNAL SCHOOL
2	Major 3	Philosophy of Morality	EXTERNAL SCHOOL
3	Major 3	Constitutional Development of India	EXTERNAL SCHOOL
4	Vocational	Architectural Previsualisation	This is a crash course covering the Exterior & Interior 3D Modeling, Shading & Animation for films.
5	VAC	Professional Ethics	Learn about the ethical decision-making frameworks, corporate social responsibility practices, and sustainability initiatives to prepare to navigate complex organizational challenges while fostering positive impact and societal progress.
6	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.
7	NTCC	Internship	Gain real-world experience and industry insights with the course, "Internship". Collaborate with leading professionals, apply theoretical knowledge in practical settings, and build valuable networks, preparing you for a successful transition into your chosen career path
SEMESTER VI			
S. No.	Course Type	Course Title	Course Description
1	Core Courses	Virtual Production	In "Virtual Production," students will explore cutting-edge technologies used to create immersive virtual environments for film, television, and other media productions. They will learn about virtual sets, real-time rendering, motion capture, and camera tracking, enabling them to produce high-quality content efficiently and creatively within virtual production pipelines, revolutionizing traditional filmmaking processes.
Specialisation			
1	Specialisation Elective	3D Animation Capstone Project	It will be a script to screen project where students will work on a short film by following the production pipeline.
2	Specialisation Elective	Industry Internship (Embedded)	This segment allows students to apply their acquired skills and knowledge in a professional setting, gaining valuable insights into the industry's dynamics.

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3	Specialisation Elective	VFX Capstone Project	Students will work on a VFX Short film by incorporating CGI componets.
4	Specialisation Elective	Graphic Novel / Comic Book Capston Project	Students in this project will cwork to develop the Graphic Novel or a Comic Book. Students will gain the exposure of developing the Graphic Novel or Comic book from conceptualisation to the final product. This expereince will be very handy when they go out in the industry and work in the creative pipeline of Graphic Novel /Comic Book production.
5	Specialisation Elective	2D Animation Capston Project	This project could be a short film, or an interactive comic. This option allows for a more controlled environment while still simulating industry-like conditions.
Major II			
1	Major 2 - Acting	Professional Skills for Actor	"Professional Skills for Actors" is a course designed to equip aspiring actors with the practical tools and knowledge needed to succeed in the entertainment industry. Students will learn about audition techniques, resume building, networking, & professionalism in various performance settings. Through hands-on exercises & industry insights, participants will develop the confidence and skills necessary to navigate the competitive world of acting and pursue fulfilling career opportunities.
2	Major 2 - Acting	Stage Production - Planning and Execution	During this course students would be part of a Major Play Production with minimum of one hour duration to demonstrate their acting skills for audience. Students would gain basic knowledge for Directorial process: Analyzing for play in terms of Production interpreting the script. Students would also work on the technical design and execution of the play production. Students would handle major acting, assistant direction, stage management, design or technical responsibility the play productions.
3	Major 2 - Film	Direction Studio	"Direction Studio" is an immersive course designed for aspiring film directors to hone their craft through hands-on experience and mentorship. Students will learn about script analysis, visual storytelling, casting, and working with actors, culminating in the production of a short film under the guidance of industry professionals. Through practical exercises and feedback sessions, participants will develop the skills and confidence needed to bring their creative vision to life on the screen.
4	Major 2 - Film	Screenplay and Project Development	Students will learn the art of developing a film/tv project for live action from scratch and write the script for the same.
5	Major 2- Mass Comm	Multi-Platform Journalism II - TV & Radio	EXTERNAL SCHOOL
6	Major 2 - Mass Comm	Corporate Communication & CSR	EXTERNAL SCHOOL
Major III			
1	Vocational	Colour Correction	"Colour Correction" is a course dedicated to mastering the art of enhancing and adjusting colors in digital imagery. Students will learn advanced techniques for balancing tones, correcting hues, and manipulating color palettes to achieve desired visual effects. Through hands-on practice and real-world examples, participants will develop the skills necessary to elevate the quality and aesthetic appeal of their photographs, videos, and digital artworks.
2	VAC	Foreign Business Language	With an eye for creating Global Leaders Amity University encourages the students to opt and learn a foreign Business Language students select from numerous options in first semester and study it for the programme duration.