# M.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:** Compositors specialize in combining multiple elements, such as live-action footage, CGI, and digital effects, into

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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:** Matchmoveartists track and replicate the movement of live-action cameras and objects within 3D software.

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# M.A. (Visual Effects, Animation, and Comics)

## Specialization in 3D Animation
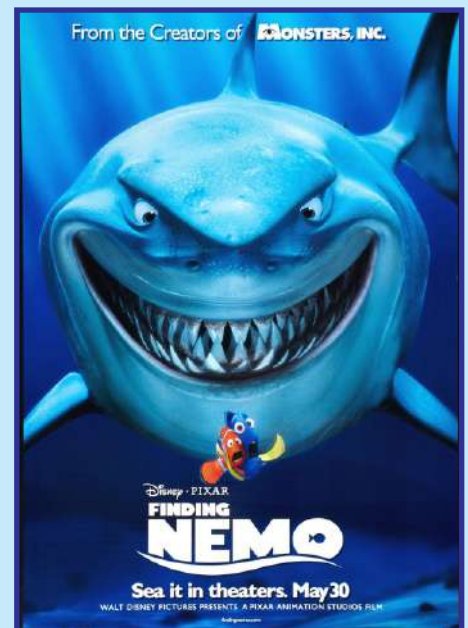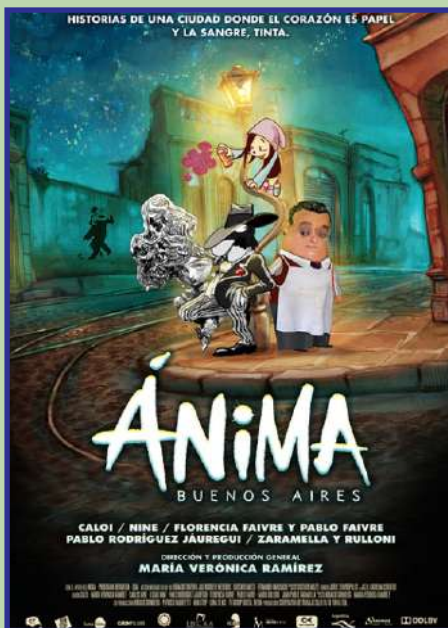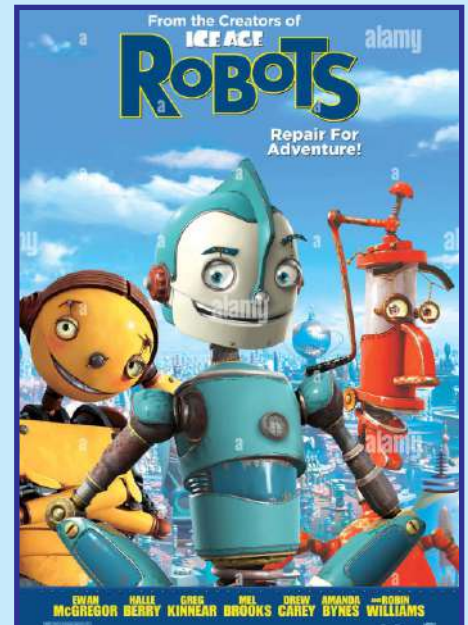












**COURSE DESCRIPTION:**

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.

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# 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. ❑❑❑

# M.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.

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## 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

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.
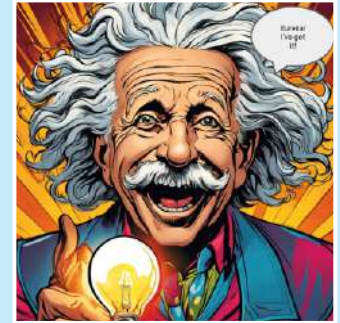
## CAREER OPTIONS

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. ❑❑❑

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**PROGRAMME STRUCTURE**

| Semester I | | | |
|---|---|---|---|
| S. No. | Course Type | Course Title | Course Description |
| 1 | Core Courses | Drawing & Anatomy Study | Enhance your artistic skills and anatomical understanding with the course, Drawing & Anatomy Study. Dive into the intricacies of human anatomy through detailed drawing exercises and anatomical studies, equipping you with the knowledge and techniques to create lifelike and expressive figures in various artistic mediums. |
| 2 | Core Courses | Sketching for Comic Book Characters & Storyboard Design | Unleash your creativity in the world of comics and storyboards with the course, Sketching for Comic Book Characters & Storyboard Design. Learn the fundamentals of character design, visual storytelling, and sequential art, honing your sketching skills to bring dynamic narratives and captivating characters to life on the page. |
| 3 | Core Courses | Illustrations & Graphic Design | Immerse yourself in the world of visual communication with the course, Illustrations & Graphic Design. Explore the principles of design, typography, and illustration techniques, empowering you to create compelling visual narratives and impactful designs across print, digital, and multimedia platforms. |
| 4 | Core Courses | 3D modelling and Digital Sculpting | Dive into the realm of three-dimensional artistry with the course, 3D Modeling and Digital Sculpting. Master industry-standard software and techniques to create lifelike models and sculptures, empowering you to bring your creative visions to life in animation, gaming, virtual reality, and beyond. |
| 5 | Core Courses | Writing for Comics, Animation & Games | Unlock the art of storytelling across multiple mediums with the course, Writing for Comics, Animation & Games. Learn to craft dynamic narratives tailored for sequential art, animated features, and interactive gaming, honing your skills to captivate audiences in diverse and immersive storytelling landscapes. |
| 6 | VAC | FBL | 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 | VAC | Communication Skills | Learning and applying effective communication skills happens in this course. |
| Semester II | | | |
| S. No. | Course Type | Course Title | Course Description |
| 1 | Core Courses | Advanced Sketching for Comic Book Characters & Storyboard Design | Refine your artistic prowess in comic book and storyboard creation with the course, Advanced Sketching for Comic Book Characters & Storyboard Design. Elevate your skills through intensive practice, exploring advanced techniques in character design and visual storytelling to create dynamic and compelling narratives in the realm of sequential art. |
| 2 | Core Courses | Design Research & Pre- Visualization | Embark on a journey of design innovation with the course, Design Research & Pre-Visualization. Learn to conduct thorough research, conceptualize ideas, and visualize design solutions using advanced pre-visualization techniques, empowering you to create impactful and innovative designs across various industries and disciplines. |
| 3 | Core Courses | Advanced 2D Animation & Character Lip Synchronisation | Take your 2D animation skills to the next level with the course, Advanced 2D Animation & Character Lip Synchronization. Delve into advanced techniques for character animation and lip synchronization, mastering the art of bringing characters to life with fluid movement and synchronized dialogue in dynamic and engaging animations. |
| 4 | Core Courses | 3D Character Modeling and Texturing | Enter the realm of three-dimensional character creation with the course, 3D Character Modeling and Texturing. Learn industry-standard techniques for sculpting, modeling, and texturing to breathe life into your characters, preparing you to create stunning and immersive digital experiences in animation, gaming, and visual effects. |

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| S. No. | Course Type | Course Title | Course Description |
|---|---|---|---|
| 5 | Employability Skill Enhancement Courses | Digital Effects & Colour Correction | Master the art of digital effects and color correction with this Postgraduate course. Learn advanced techniques for enhancing visual appeal, refining aesthetics, & achieving cinematic excellence in digital media production, equipping you to elevate your projects to professional standards & captivate audiences with stunning visuals. |
| 6 | Industry Specific Course | Sound Designing for VFX, Animation & Games | Dive into the immersive world of sound design for VFX, Animation, & Games with the course. Explore advanced techniques and industry-standard tools to create rich and dynamic soundscapes that enhance storytelling and elevate the viewer's experience across various digital media platforms. |
| 7 | VAC | FBL | 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. |
| 8 | 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. |
| Semester III | | | |
| S. No. | Course Type | Course Title | Course Description |
| Core Courses | | | |
| 1 | Core Courses | 3D Charecter, Rigging & Animation | Unlock the art of 3D character animation with this course. Learn advanced techniques for character modeling, rigging, and animation, equipping you to create lifelike and expressive characters that come to life on screen in animation, gaming, and visual effects projects. |
| 2 | Core Courses | Applied Research in TV Film and New Media | Explore the forefront of media innovation with the course "Applied Research in TV Film and New Media". Dive deep into cutting-edge methodologies and technologies, honing your skills to conduct insightful research that informs the creation and distribution of content across television, film, and emerging digital platforms. |
| 3 | Core Course | Production Management and Media Business | Gain expertise in the dynamic intersection of production management and media business with this course. Explore the intricacies of project planning, budgeting, and distribution strategies, equipping you to navigate the fast-paced world of media production while driving successful & sustainable business outcomes. |
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| 1 | "Specialisation Elective 3D Animation" | Dynamics, Simulations & Effects | Delve into the realm of visual effects and simulations with this course. Learn advanced techniques to create dynamic and realistic simulations, special effects, and environmental interactions, empowering you to bring your digital creations to life in film, animation, gaming, and virtual reality projects. |
| 2 | "Specialisation Elective 3D Animation" | Photorealistic Lighting & Rendering | Master the art of photorealistic lighting and rendering with this course. Explore advanced techniques and industry-standard tools to create lifelike visual experiences, bringing scenes to life with stunning realism and immersive detail in animation, visual effects, architectural visualization, and product design projects. |
| 3 | "Specialization Elective VFX" | Compositing & Set Extension | Dive into the world of visual storytelling enhancement with this course. Learn advanced compositing techniques and set extension methods, empowering you to seamlessly integrate digital elements into live-action footage, creating captivating and immersive visual narratives in film, television, and advertising. |
| 4 | "Specialization Elective VFX" | Rotoscoping & Match-moving | Master the art of precision in visual effects with this course. Learn advanced rotoscoping and match-moving techniques, enabling you to seamlessly integrate digital elements into live-action footage, ensuring accurate motion tracking and realistic visual effects in film, television, and advertising projects. |

PROGRAMME  STRUCTURE

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**PROGRAMME STRUCTURE**

| 5 | "Specialisation Elective 2D Ani & Comics" | Comic Book Ink, Print & Publish | Dive into the world of comic book production with this course. Explore advanced techniques in inking, printing, and publishing, equipping you with the skills to bring your comic book creations to life and share them with audiences, whether in print or digital formats. |
|---|---|---|---|
| 6 | "Specialisation Elective 2D Ani & Comics" | 2D Camera Staging and Animation | Master the art of visual storytelling through camera staging and animation with this course. Explore advanced techniques in 2D animation and cinematography, empowering you to craft dynamic and compelling narratives that captivate audiences across various digital media platforms. |
| | | | |
| 1 | "NTCC AHSJIS R600 " | Independent Study and Research(PG) Guidelines | Non Teaching Credit Course focuss to develop the research acumn among the students |
| 2 | "Mandatory Courses AAMN 600 " | Minor Project | Minor Project is the precursor to the Research Dissertations students will be working on in their firanl semester. |
| 3 | Employability & Skill Enhancement Course | Professional Development | Advance your career trajectory and personal growth with the course "Professional Development". Acquire essential skills in communication, leadership, and strategic planning, empowering you to thrive in diverse professional environments and achieve your career goals with confidence and success |
| 4 | Industry Specific Course | Visual Effects Planning & Execution | Enter the realm of cinematic magic with the course "Visual Effects Planning & Execution". Learn the intricacies of VFX production, from conceptualization to execution, mastering cutting-edge techniques to seamlessly integrate digital elements into visual narratives across film, television, and digital media platforms. |
| 5 | VAC | FBL | 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. |
| 6 | VAC | Professional Ethics | Explore the intersection of professional ethics, social responsibility, and sustainability in this postgraduate course. Delve into ethical decision-making frameworks, corporate social responsibility practices, and sustainability initiatives, preparing you to navigate complex organizational challenges while fostering positive impact and societal progress. |
| Semester IV | | | |
| S. No. | Course Type | Course Title | Course Description |
| Specialization Electives Course | | | |
| 1 | "Specialisation Elective 2D Ani & Comics" | 2D Scene Building for Films | Learn to construct captivating visual environments for film with the course, "2D Scene Building for Films". Dive into advanced techniques in concept art, composition, and digital painting, empowering you to create immersive and visually stunning backgrounds that enhance storytelling & evoke emotion on screen. |
| 2 | "Specialisation Elective 2D Ani & Comics" | Advanced 2D Character Animation Clip | Refine your 2D character animation skills to mastery with this course. Explore advanced techniques in character rigging, movement, and expression, empowering you to create captivating and dynamic character animations that breathe life into your storytelling projects across animation, gaming, & digital media platforms. |
| 3 | "Specialisation Elective 2D Ani & Comics" | Master's Project: Animation 2D | Embark on a creative journey of animation mastery with the course, Master's Project: Animation 2D. Channel your artistic vision and technical skills into a comprehensive animation project, showcasing your creativity, storytelling abilities, and expertise in 2D animation techniques. |
| 4 | "Specialisation Elective 3D Animation" | Motion Capture and HumanIK | Explore the cutting-edge technology of motion capture and HumanIK with the course. Learn to capture and animate realistic human movements for film, gaming, and virtual reality projects, mastering industry-standard techniques to bring digital characters and performances to life with authenticity and precision. |

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| 5 | "Specialisation Elective 3D Animation" | Advanced Rigging Portfolio Development | Refine your rigging skills and build a professional portfolio with the course. Explore advanced techniques in character rigging for animation, gaming, and visual effects, showcasing your expertise through a diverse range of rigging projects tailored to industry standards and client needs. |
| 6 | "Specialisation Elective 3D Animation" | Master's Project: Animation 3D | Undertake a culmination of your 3D animation journey with the course, Master's Project: Animation 3D. Showcase your proficiency and creativity by conceptualizing, designing, and animating a comprehensive 3D animation project, demonstrating your mastery of advanced techniques and storytelling skills in the realm of 3D animation. |
| 7 | "Specialization Elective VFX" | Virtual Production for Film | Step into the future of filmmaking with the course in Virtual Production. Learn cutting-edge techniques to blend physical and digital worlds, empowering you to create immersive cinematic experiences through real-time rendering, motion capture, and virtual set design, revolutionizing the way films are conceptualized and produced. |
| 8 | "Specialization Elective VFX" | Advanced Live and CG Integration | Master the seamless integration of live action and computer-generated elements with this course. Explore advanced techniques in compositing, lighting, and rendering, empowering you to create visually stunning scenes that blend real-world footage with CG elements in film, television, and advertising. |
| 9 | "Specialization Elective VFX" | Master's Project: Visual Effects | Embark on a journey of visual effects mastery with the course, Master's Project: Visual Effects. Showcase your expertise and creativity by conceptualizing and executing a comprehensive VFX project, demonstrating your proficiency in industry-standard techniques and your ability to create stunning visual effects that enhance storytelling across various media platforms. |
| 10 | "Specialisation Elective 2D Ani & Comics" | Character Building for Graphic Novel | Craft compelling characters for the world of graphic novels with this course. Learn advanced techniques in character design, development, and storytelling, empowering you to create dynamic and memorable characters that drive engaging narratives and captivate readers in the vibrant world of graphic storytelling. |
| 11 | "Specialisation Elective 2D Ani & Comics" | Graphic Novel Pre-Visualisation and Presentation | Transform your graphic novel ideas into vivid visualizations with this course. Explore advanced techniques in pre-visualization and presentation, honing your skills to effectively communicate your narrative concepts, character designs, and storyboards, ensuring your graphic novel projects are brought to life with clarity and impact. |
| 12 | "Specialisation Elective 2D Ani & Comics" | Master's Project: Graphic Novel | Bring your graphic novel vision to fruition with the course, "Master's Project: Graphic Novel". Showcase your storytelling prowess and artistic talent as you conceptualize, develop, and create a complete graphic novel, demonstrating your mastery of narrative structure, visual storytelling, and artistic expression in the dynamic world of graphic literature. |
| 1 | "NTCC AADS6 00 " | Dissertation | Embark on an in-depth exploration of a chosen topic within your field of study in the course "Dissertation". Under the guidance of expert faculty, conduct rigorous research, analyze findings, and produce a scholarly work that contributes to the advancement of knowledge in your area of specialization, culminating in a comprehensive and original dissertation. |
| 2 | "Outdoor Activity Based Courses (HVCO)" | HVCO | 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. |
| 3 | VAC | FBL | 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. |

PROGRAMME STRUCTURE

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