

3 Years | Undergraduate Skill-Based Vocational Program | Bachelor of Vocation

## B.Voc. in Digital Media Production

**PATHWAYS ANIMATION | VISUAL EFFECTS**



### FOR FURTHER INFORMATION

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### DIGITAL MEDIA PRODUCTION

Digital Media Production is designed to provide a good balance between focused skill building, collaborative learning, and industry linkages. The course encourages individual approaches to learning and skill enhancement. Srishti Manipal intends to develop enterprising individuals for the dynamic environment of the industry. Digital media production offers specializations in Animation and Visual Effects.

#### ELIGIBILITY

Published on the admissions page of the Srishti Manipal website.

#### MEDIUM OF INSTRUCTION

English; all our transactions and transcripts will be in English.

#### DURATION

6 semesters (3 years); based on the National Skills Qualification Framework (levels 4, 5, 6, 7).

#### MODES OF DELIVERY

**THEORY** Master classes, appreciation, lecture-demos, readings

**TUTORIALS** Learning by working on given tasks, interjected with short periods of instruction/demonstration to learn specific techniques or ideas

**MASTER CLASSES** Interactions that could be face-to-face, on Skype or as webinars

**PRACTICAL** Studio settings where students will use techniques and concepts they have learnt to facilitate making, doing and thinking. This learning mode is envisioned as a space for experimenting, synthesizing knowledge and practices through immersive engagement, intuition, contextual learning, design processes and creative methodologies

**FOCUSED AREA STUDY** Specialized learning in a specific aspect of a discipline that has a direct skill based industrial input. Core skills are amplified based on cutting edge industry trends as crystallized through the round table and the mentor labs

**SELF-STUDY SESSIONS** Sessions where documentation, online resources and forums are used to learn specific topics- this could include taking short online courses (when such are available) and working on open-source projects

**PORTFOLIO** Building of a curated collection of work

**PRACTICUM** Work based learning experience

**PROJECTS** Punctuations in a semester, requiring students to work individually or collaboratively towards a real or simulated design brief

**SEMINAR** Students work towards the articulation of a position on the one hand and being sensitive to the position of the other. Seminar is a mode where learners explore a curated - theme, technology, method or innovation through guided interaction with industry experts, professionals or students themselves, in a collaborative mode

**ROUND TABLE** Brings in experts from the industry as keynote speakers, in addition to students who have come in fresh from industry apprenticeship, to create a reflection on how the industry and institution collaborate in order to produce vocation specific learning

**MENTOR LABS** Non-prescriptive by nature, mentors labs enable rather than instruct in different areas such as technical knowhow, innovation and design, leadership and motivation, business and entrepreneurship

**INDUSTRY EXPOSURE** Facilitate building networks and keeping abreast with the developments that are constantly occurring in industry – field visits, trade shows, festivals, symposiums, seminars conferences

**APPRENTICESHIP** Involves working in a professionally mentored environment under a practitioner from the industry such as a master craftsman, designer or artist

**CAPSTONE PROJECT** A compulsory industry-based project situated in a real world production pipeline, focusing on developing industry standard solutions. Students will apply their skills and learning in research, design process, ideation, prototyping, making and testing.

CURRICULUM COMPONENTS	SEMESTER
Theory	1, 2, 3, 4, 5
Tutorial	1, 2, 3, 4, 5
Master Class	1, 2, 3, 4, 5
Practical	1, 2, 3, 4, 5, 6
Self-Study	1, 2, 3, 4, 5, 6
Seminar	2, 4
Focused Area Study	5
Projects	1, 2, 3
Mentor Lab	5
Portfolio	1, 2, 3, 5
Language	1, 2, 3, 4, 5
Electives	1, 2, 3, 4
Holistic Education	1, 2, 3, 4
Practicum	1, 2, 3, 4, 5, 6
Industry Exposure	2
Apprenticeship	4
Capstone	6

**COMMON LEARNING UNITS**

**YEAR 1**

SMVPC01	Elective - 1
SMVPC03	Language - 1
SMVPC05	Project - 1
SMVPC07	Industry Exposure - 1
SMVPC09	Holistic Education - 1
SMVPE01	Portfolio - 1
SMVPC02	Elective - 2
SMVPC04	Language - 2
SMVPC06	Project - 2
SMVPC08	Industry Exposure - 2
SMVPC10	Holistic Education - 2
SMVPE02	Portfolio - 2
SMVPS02	Seminar

**YEAR 2**

SMVPC11	Elective - 3
SMVPC13	Language - 3
SMVPC15	Project - 3
SMVPC17	Apprenticeship - 3
SMVPC19	Holistic Education - 3
SMVPE03	Portfolio - 3
SMVPC12	Elective - 4
SMVPC14	Language - 4
SMVPC16	Project - 4
SMVPC18	Apprenticeship - 4
SMVPC20	Holistic Education - 4
SMVPE04	Portfolio - 4
SMVPS04	Seminar

**YEAR 3**

SMVPC21	Language - 5
SMVPC23	FAS - 5
SMVPC25	Mentor Lab - 5
SMVPE05	Portfolio - 5
SMVPC22	Language - 6
SMVPC24	FAS - 6
SMVPC26	Mentor Lab - 6
SMVPE06	Portfolio - 6
SMVCAP6	Capstone

**COURSE AIMS AND OBJECTIVES**

- » To develop skills and understanding of the several aspects of creating and producing works in the animation, visual effects industries.
- » To provide a broad exposure to related fields.
- » To encourage individual approaches in learning and skill enhancement and the exploration of unique contexts.

**PATHWAY 1: ANIMATION**

**PATHWAY 2: VISUAL EFFECTS**



## PATHWAY 1

### ANIMATION

The Animation pathway aims to develop technical and creative competency in students to generate industry standard elements of 3D animation. Students will engage in a comprehensive process of skills training in 3D animation with inputs in the several aspects of the production pipeline. Students can work towards becoming pre-production artists, character designers, character modelers, environment modelers, texturing and lighting artists, riggers and character animators.

LEARNING UNITS		EXIT CRITERIA
<b>YEAR 1</b>		<b>At the end of year 1 students will:</b> <ul style="list-style-type: none"> <li>» Gain an understanding of the various techniques of pre-production with attention to narrative, character, script and storyboard</li> <li>» Understand the basics of 3D environments</li> </ul>
SMDP125	Pre-Production	
SMDP153	Pre-Vizualisation	
SMDP152	Character Design	
SMDP154	3D Worlds - 101	
<b>YEAR 2</b>		<b>At the end of year 2 students will:</b> <ul style="list-style-type: none"> <li>» Become proficient in industry standard technical 3D software</li> <li>» Gain expertise in character rigging and animation</li> </ul>
SMDP251	Character Modeling and Texturing	
SMDP252	Character Rigging and Animation	
SMDP254	Character Animation	
<b>YEAR 3</b>		<b>At the end of year 3 students will:</b> <ul style="list-style-type: none"> <li>» Will be able to formulate and execute a 3D animation project</li> <li>» Learn to apply investigative thinking and develop project management skills</li> </ul>
SMVCAP6	Capstone	



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## PATHWAY 2

### VISUAL EFFECTS

The Visual Effects pathway aims to develop technical and creative competency in students to generate industry standard computer generated imagery (CGI). They will engage in a comprehensive process of skills training in VFX with inputs in the several aspects of the production pipeline of a studio environment. Students can work towards becoming motion graphics artists, rotoscoping artists, clean-up and prep artists, match-move artists, 3D dynamics artists, 3D generalists for VFX, 2D compositors, and 3D compositors.

LEARNING UNITS		EXIT CRITERIA
<b>YEAR 1</b>		<p><b>At the end of year 1 students will:</b></p> <ul style="list-style-type: none"> <li>» Understand the basics of Visual Effects along with fundamentals of image making and its manipulation</li> <li>» Gain an understanding of various techniques of moving image and 2D compositing</li> <li>» Be able to work with different technical aspects of pre-production such as motion graphics, camera work, rotoscoping and green screen using 2D compositing software</li> </ul>
SMDP125	Pre-Production	
SMDP127	2D Compositing - 1	
SMDP126	2D Compositing - 2	
SMDP128	3D Worlds - 1	
<b>YEAR 2</b>		<p><b>At the end of year 2 students will:</b></p> <ul style="list-style-type: none"> <li>» Become proficient in industry standard technical 3D software</li> <li>» Gain expertise in 3D dynamics, animation and compositing at an advanced level</li> </ul>
SMDP225	3D Worlds - 2	
SMDP229	Dynamics 1	
SMDP226	Dynamics 2	
SMDP228	3D Compositing - 1	
<b>YEAR 3</b>		<p><b>At the end of year 3 students will:</b></p> <ul style="list-style-type: none"> <li>» Be able to formulate and execute an execute a VFX project</li> <li>» Learn to apply investigative thinking and develop project managerial skills</li> </ul>
SMVAP6	Capstone	



Students' visual effects short films and its making

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All Images courtesy Srishti Institute of Art, Design & Technology

**For more information on the programs and courses**

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