SRISHTI MANIPAL INSTITUTE OF ART, DESIGN AND TECHNOLOGY (A Constituent Unit of MAHE, Manipal) | MANIPAL ACADEMY of HIGHER EDUCATION (Institution of Eminence Deemed to be University) | INSTITUTION OF EMINENCE | NAAC A++ GRADE ACCREDITED

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

B.Voc. in Digital Media Production

PATHWAYS FILM PRODUCTION | VISUAL EFFECTS

FOR FURTHER INFORMATION

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DIGITAL MEDIA PRODUCTION

As media become increasingly intertwined with our daily lives, there is a growing need for skilled professionals who can produce audio visual content that engage audience across viewing platforms. Today, Media and Film production is a complex amalgamation of live action processes and computer-generated imagery (CGI) in a wide production environment with interrelated departments. Digital production and post-production are crucial to everyday entertainment, irrespective of the content being realistic or fantastical.

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 Mentor Lab	1, 2, 3 5
Portfolio	1, 2, 3, 5
Language Electives Holistic Education	1, 2, 3, 4, 5 1, 2, 3, 4 1, 2, 3, 4
Practicum	1, 2, 3, 4, 5, 6
Industry Exposure Apprenticeship Capstone	2 4 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

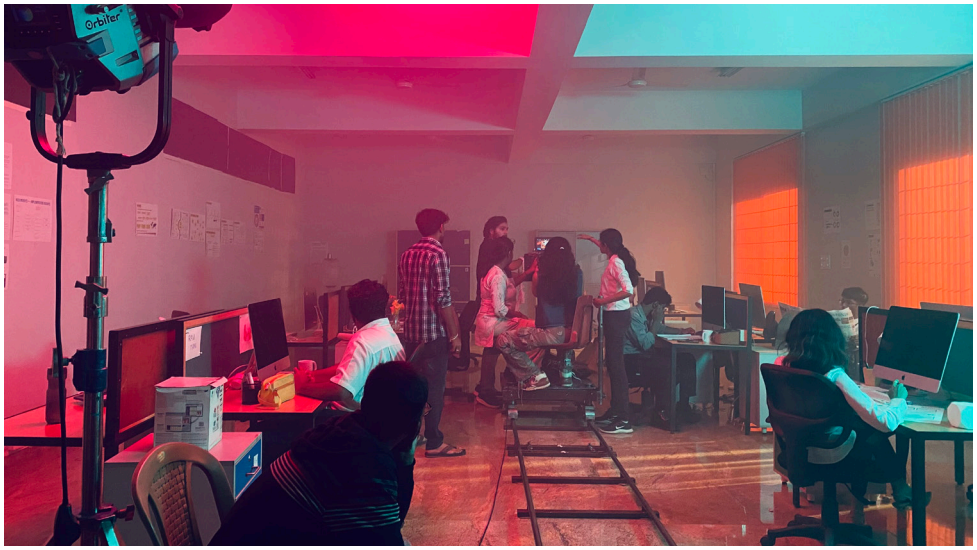
YEAR 3

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 film production and 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: FILM PRODUCTION
PATHWAY 2: VISUAL EFFECTS

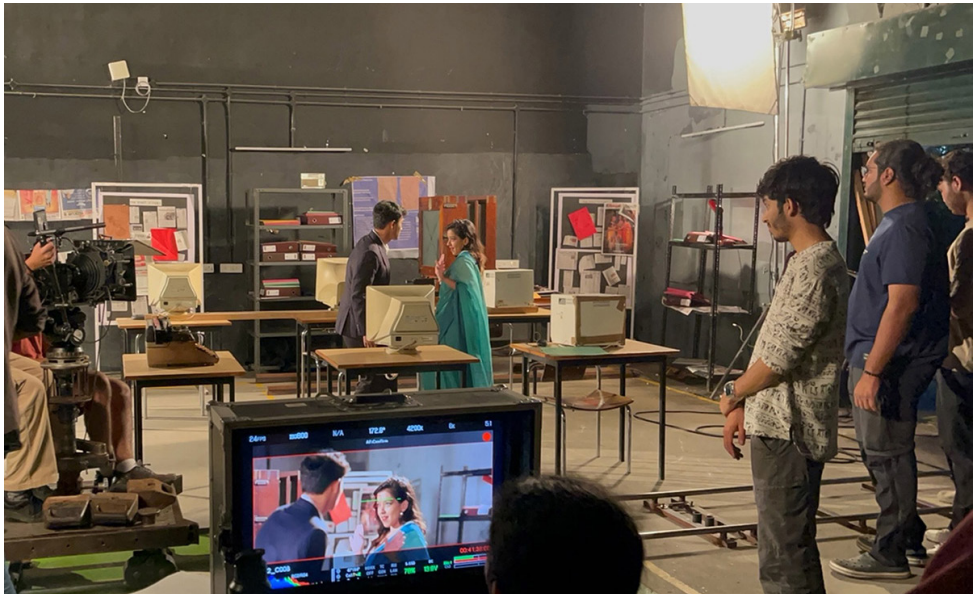


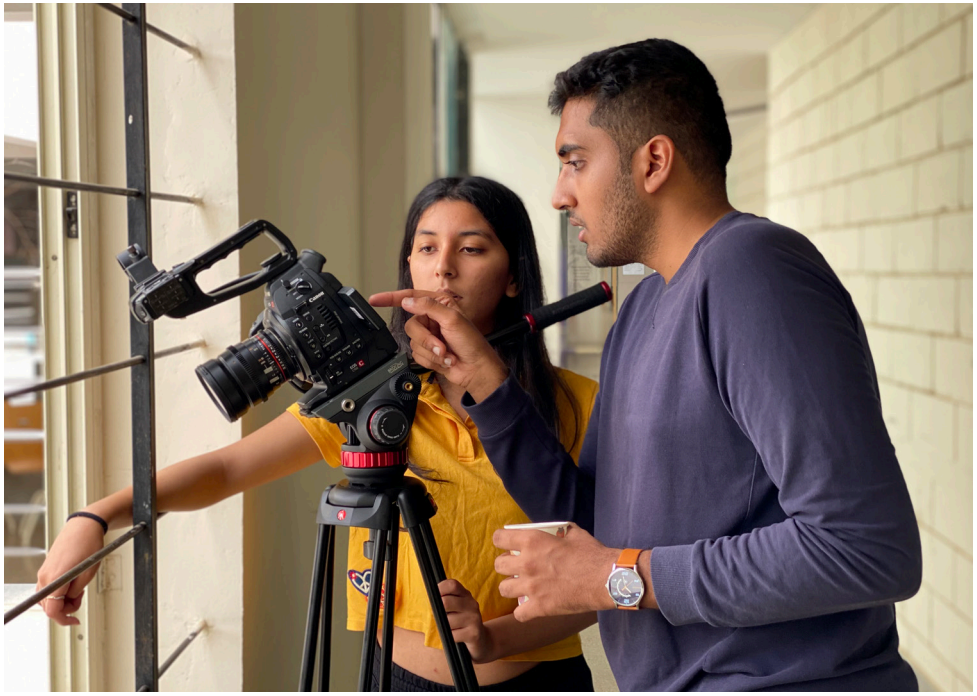
PATHWAY 1

FILM PRODUCTION

The Film production pathway is designed to produce technically competent directors who can adapt to the production processes of the industry. You will have the opportunity to learn visualisation techniques using screen language and grammar for various formats of video production. Through hands-on experience, you will gain a sharp understanding of the production process of fiction, non-fiction, and promotional videos towards the construction of an impactful narrative.

LEARNING UNITS		EXIT CRITERIA
YEAR 1		**At the end of year 1 students will:**
SMDP235	Introduction to Film I	» Be familiar with film as a medium in its various forms.
SMDP237	Introduction to Film II	» Understand the history of the moving image and sound.
SMDP236	Film Technique I	» Demonstrate basic proficiency in using the tools of film production such as camera, sound recording, direction, and editing.
SMDP238	Film Technique II	
SMDP240	Film Technique III	
YEAR 2		**At the end of year 2 students will:**
SMDP239	Techniques of Editing	» Understand the best practices of editing workflow for a given project.
SMDP241	Techniques of Scriptwriting	» Demonstrate writing ability for various kinds of projects and formats.
SMDP243	Video Production I	» Learn to ideate for and execute productions that range from simple to complex such as communication videos, product videos etc.
SMDP245	Video Production II	
SMDP242	Video Production III	
YEAR 3		**At the end of year 3 students will:**
SMVCAP6	Capstone	» Acquire proficiency in focused or specialised areas of film production.
		» Develop a professional attitude and work ethic, including, working to timelines, and adapting to different production environments.
		» Be proficient in the ideation and realisation of a film production project.





FOR FURTHER INFORMATION

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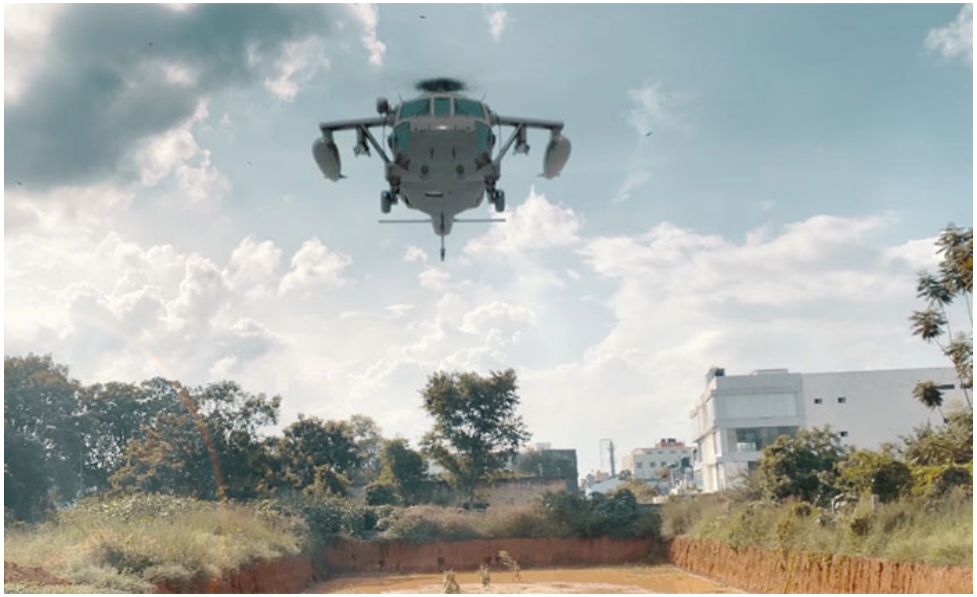
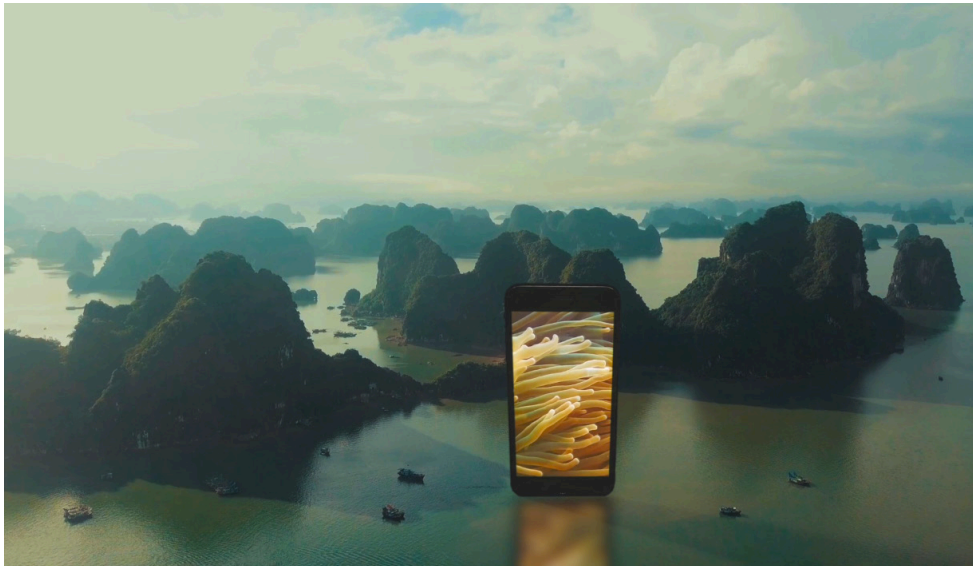
PATHWAY 2

VISUAL EFFECTS

The Visual Effects pathway trains students in both technical and creative skills to produce industry-standard CGI. This pathway covers the various processes involved in creating visual effects for various stages of film production. A majority of the contemporary cinematic image is manipulated in some form or the other using CGI. This pathway helps develop abilities to create these images with standard, inspired and new approaches.

LEARNING UNITS		EXIT CRITERIA
YEAR 1		**At the end of year 1 students will:**
SMDP125	Pre-Production	» Understand the basics of Visual Effects along with fundamentals of image making and its manipulation. » Gain an understanding of various techniques of moving image and 2D compositing. » Be able to work with different technical aspects of pre-production such as motion graphics, camera work, rotoscopy and green screen using 2D compositing software.
SMDP127	2D Compositing - 1	
SMDP126	2D Compositing - 2	
SMDP128	3D Worlds - 1	
YEAR 2		**At the end of year 2 students will:**
SMDP225	3D Worlds - 2	» Become proficient in industry standard technical 3D software. » Gain expertise in 3D dynamics, animation and compositing at an advanced level.
SMDP229	Dynamics 1	
SMDP226	Dynamics 2	
SMDP228	3D Compositing - 1	
YEAR 3		**At the end of year 3 students will:**
SMVCAP6	Capstone	» Be able to formulate and execute a film project involving substantial Visual Effects and image-manipulation. » Learn to apply investigative thinking and develop project managerial skills.





Students' visual effects short films and its making

FOR FURTHER INFORMATION

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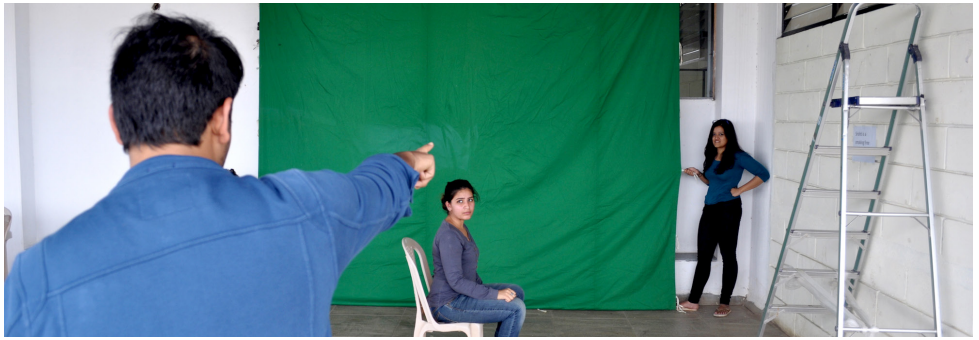

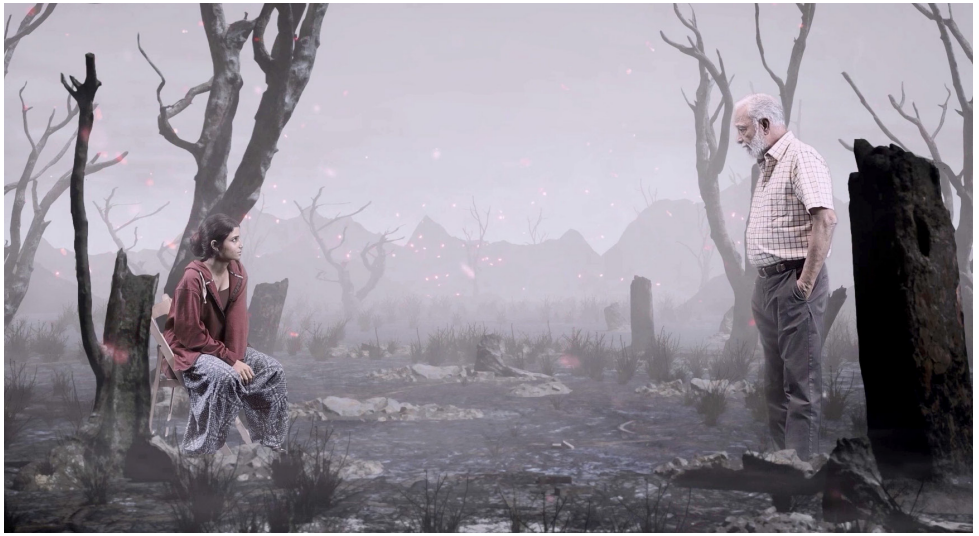

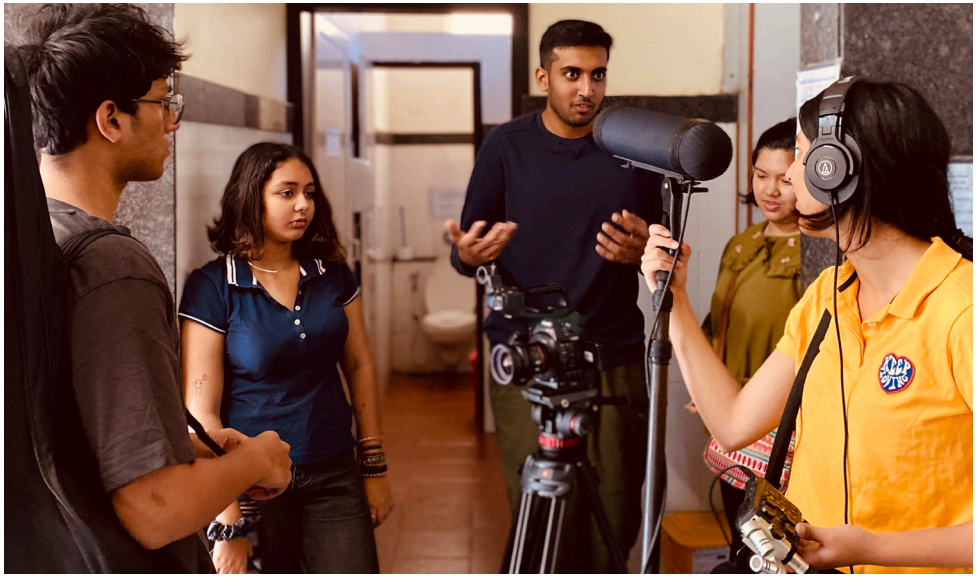

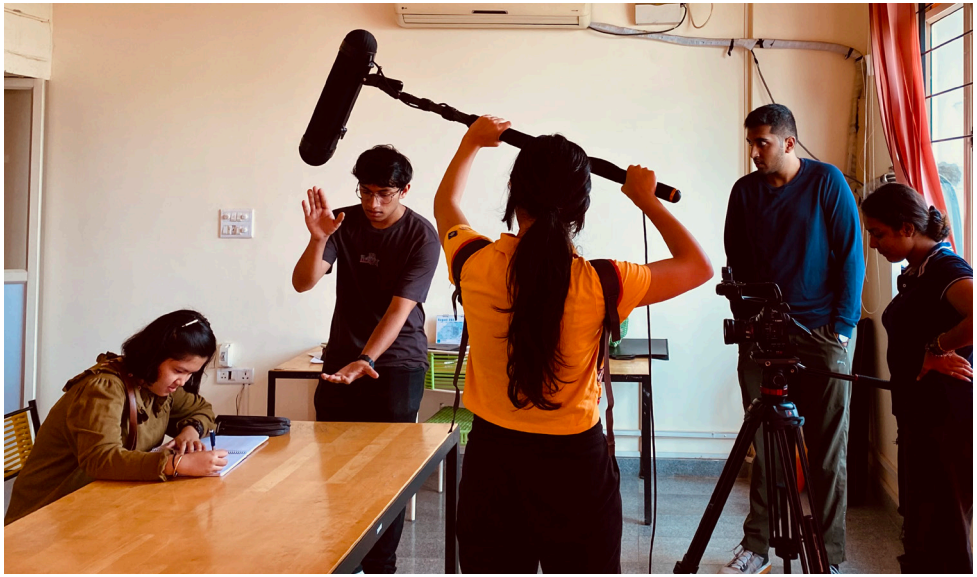

All Images courtesy Srishti Institute of Art, Design & Technology

For more information on the programs and courses

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