COURSE AIMS AND OBJECTIVES

- Focused Excellence in Visual Effects through intensive skill-building.
- Technical Innovation through training in the latest technologies in Digital Media Production.
- Multidimensionality.
- Spirit of Collaboration.

SRISHTI MANIPAL INSTITUTE OF ART, DESIGN AND TECHNOLOGY (A Constituent Unit of MAHE, Manipal) | MANIPAL ACADEMY of HIGHER EDUCATION BENGALURU CAMPUS (Institution of Eminence Deemed to be University) | INSTITUTION OF EMINENCE | NAAC A++ GRADE ACCREDITED | nirf 4th

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

B.Voc. in Digital Media Production

PATHWAYS VISUAL EFFECTS

FOR FURTHER INFORMATION

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DIGITAL MEDIA PRODUCTION

The three-year Digital Media Production course is designed to enable students to develop skilled qualifications in Visual Effects using digital technology. Through focused skill-building, collaborative learning, and industry experience, students will learn how to use technological innovation and artistic skills effectively in a collaborative and dynamic culture of creation. Upon completion, students will be well-prepared for several roles in the rapidly expanding field of Digital Media Production.

PATHWAY VISUAL EFFECTS

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

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.

PATHWAY

VISUAL EFFECTS

The Visual Effects pathway aims to develop technical and creative competency in individuals who can generate industry standard computer-generated imagery (CGI). They will engage in a comprehensive skills training covering several aspects of film production and post-production. The approach for teaching encourages research and innovative thinking along with a highly focused development of craft. Srishti has a state-of-the-art green screen studio and a well-equipped shooting floor to support the student's learning.

EXIT CRITERIA

At the end of year 1 students will:

- Understand visual effects fundamentals.
- Learning pre-production techniques, including storyboarding, pre-viz, and motion graphics.
- Training in rotoscopy, green screen techniques, and 2D compositing.
- Introduction to 3D world building, including modelling, texturing, and lighting.
- Gaining practical experience with compositing software.
- Exposure to industry work culture, production pipeline, and collaborative practices.

At the end of year 2 students will:

- Development of advanced skills in 3D and compositing software.
- Proficiency in set extensions and advanced compositing techniques.
- Application of skills to replicate real-world phenomena within a digital environment.
- Practical experience through industry apprenticeships, applying learning in a professional setting.

At the end of year 3 students will:

- Hands-on experience in a production studio, honing practical skills in a specialized role.
- Opportunity to identify and develop expertise in a specific area of interest within visual effects.
- Execution of a capstone project, either individually or in a team, to apply and showcase acquired knowledge.
- Cultivation of investigative thinking, project management skills, and specialized expertise through the capstone project.

FOR FURTHER INFORMATION

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