

Bachelor in Visual Effects and Animation – LTP

Total Credits = 133

Semester	Subject Name	L - T - P	Credits	Total Marks
1:	Foundations of Generative AI and VFX			
	Introduction to Generative AI	2-0-0	2	100
	Digital Design Principles	1-0-2	2	100
	Introduction to Visual Effects	1-0-4	3	100
	Basics of PFTrack	0-0-6	3	100
	Vocational/ SSD	1-0-0/0-0-2	1	100
	SEC-1	3-0-0	3	100
	AEC-1	2-0-0	2	100
	VAC-1	2-0-0	2	100
		Total Credits - 18		
2	Core Skills in VFX and AI			
	3D Modeling and Animation Basics	0-0-4	2	100
	AI for Image and Video Synthesis	1-0-2	2	100
	Cinematography and Visual	1-0-2	2	100
	Introduction to Silhouette	0-0-4	2	100
	Vocational/ SSD	0-0-2/1-0-0	1/1	100
	MDC1	4-0-0	4	100
	SEC-2	3-0-0	3	100
	AEC-2	2-0-0	3	100
	VAC-2	2-0-0	2	100
		Total Credits - 21		
3	Advanced Generative AI Techniques			
	Generative Adversarial Networks (GANs)	1-0-0	1	100
	Particle Systems and Simulations	1-0-2	2	100
	AI for Style Transfer and Content Manipulation	1-0-2	2	100
	Collaborative Project I: AI + VFX	1-0-4	3	100
	NM-1	4-0-0	4	100
	NV-5	1-0-0	1	100
	NV-6 – Mentored seminar	1-0-0	1	100

	MDC-2	4-0-0	4	100
	AEC-3	2-0-0	2	100
		Total Credits - 20		
4	Advanced Visual Effects			
	Real-Time VFX for Media and Games	1-0-2	2	100
	Deep Learning for Creative	2-0-0	2	100
	Advanced Compositing and Match Moving	0-0-6	3	100
	Ethics and Intellectual Property in AI Media	1-0-0	1	100
	NM-2	4-0-0	4	100
	NV-7	1-0-0	1	100
	NV-8	1-0-0	1	100
	MDC-3	4-0-0	4	100
	AEC-4	2-0-0	2	100
		Total Credits - 20		
5	Specialization in Generative AI for Media			
	AI for 3D Asset Creation	1-0-2	2	100
	Motion Capture and Animation	0-0-6	3	100
	Advanced Rotoscoping with	0-0-6	3	100
	Collaborative Project II: Generative AI in Film	0-0-6	3	100
	NV-9	1-0-0	1	100
	NV-10	1-0-0	1	100
	SEC-3	3-0-0	3	100
	VAC-3	2-0-0	2	100
		Total Credits - 18		
6	Integration and Industry Readiness			
	Procedural Content Generation for	0-0-4	2	100
	AI-Enhanced Visual Editing	0-0-4	2	100
	Immersive Media and Virtual Production	0-0-4	2	100
	Portfolio Development and Industry Networking	1-0-4	3	100
	NM-3	4-0-0	4	100
	NMD-1	0-0-2	1	100

	NV-11	1-0-0	1	100
	INT-1	0-0-6	3	100
		Total Credits - 18		
7	Specialization			
	Track 1: Advanced Match Moving and Camera Tracking, or, Track 2: Mastering Rotoscoping and Paint Tools, or, Procedural World-building with AI	0-0-12	6	100
	NM-4	4-0-0	4	100
	NM-DEPT-2	2-0-0	2	100
		Total Credits - 12		
8	Capstone Project or Internship			
	Capstone Project	0-0-12	6	100
	Industry Internship	0-0-12	6	100
		Total Credits - 6		