

SYLLABUS

SEMESTER- 6

Film Editing

SP.PAPER-4

Basics of Graphics and VFX

Credits-3

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1. Introduction

- 1.1 Importance and need for graphics designing
- 1.2 Applications of Graphics Designing
- 1.3 Career and Opportunities as a Graphics Designer
- 1.4 Importance of Color, knowing color theory
- 1.5 Space
 - (a) Structure -Elements Perspective
 - (b) Frame-Aspect ratio, Orientation, Composition, depth
- 1.6 Form
 - (a) Image – Shape, size, color, dimension
 - (b) Text- Case, face, size, width
 - (c) Supporting-Line, symbol, shape
- 1.7 Time
 - (a) Motion-direction, orientation, layering, transformation
Sequence-Structure, juxtaposition, transition, rhythm

2 Visualization

- 2.1 Definition & process of Visualization
- 2.2 Creative Visualization
- 2.3 Qualities of creative Visualization

3. 2D Design

- 3.1 Principles & elements, design process
- 3.2 Design experience in Photoshop- Understanding, Art, Backgrounds, design, tools, printing vs. design guidelines
- 3.3 Design for print, Typography, image manipulation, Logo & Title design

4. Motion Graphics

- 4.1 Introduction , History of animation, principles, Rules of motion, fundamentals of motion graphics, graphics design elements, Graphics in details-Raster Vs Vector, Dimensional depth and effects, Applying design principles in motion

5. Basic compositing and visual effects

- 5.1 Working in After Effect
- 5.2 Exploring frames, panels Tabs and views
- 5.3 Creating & Saving a Project
- 5.4 Using composition
- 5.5 Importing Footage
- 5.6 Adding layer & effects
- 5.7 Playing Backs

Reference Books-

1. Photoshop for Beginners guide By-Casey Barre
2. Motion Design By-Matt Woolman
3. The Elements of Graphic Design By-Alex W. White
4. Advanced Visual effects compositing By-Lee Lanier
5. The Film maker's guide to visual effects By- Eran Dinur