

Programme Details



DIPLOMA IN VFX (CODE - 477)

Introduction

A Diploma in VFX is a course where you learn how to create amazing visual effects used in movies, TV shows, web series, and games. These effects include things like explosions, magic powers, futuristic scenes, and realistic backgrounds that are not shot in real life.

In this course, students learn how to use computers and special software to combine real video with digital elements. For example, making a superhero fly, creating a fantasy world, or adding rain, fire, and smoke effects to a scene.

You will learn skills such as:

- Video editing
- Compositing (mixing different visuals together)
- Green screen effects
- 3D basics and animation
- Motion graphics

In simple words, VFX helps turn imagination into reality on screen.

Objectives

- Develop creative and technical skills in visual effects
- Teach industry-standard VFX software and tools
- Enable students to create realistic and imaginative scenes
- Build strong knowledge of compositing, editing, and motion graphics
- Prepare students for careers in animation, film, gaming, and advertising industries

Unique Features

- Practical, hands-on learning
- Training on software like Adobe After Effects and Autodesk Maya
- Short-term, job-oriented course
- Focus on creativity and real projects
- Portfolio/showreel development
- Good career opportunities in media and film industry

Opportunities

- | | |
|---------------------|----------------------------|
| • VFX Artist | • Compositor |
| • Video Editor | • Motion Graphics Designer |
| • 3D Artist | • Film and TV industry |
| • Animation studios | • Advertising agencies |
| • Gaming companies | • Digital media platforms. |

Programme Details



Eligibility : 12th (H.S.C) passed.
Duration : 1 Year – Full Time
Medium : English
Exam Mode : Offline

Fee Structure :

Tuition	Admission	Exam	Eligibility	Library	Laboratory / Practical	Total
26,500	2,000	1,000	1,000	500	40,000	71,000

COURSE STRUCTURE

MINIMUM PASSING MARKS : 50% FOR EACH MODULE

Semester I

Sr. No	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	DVF-20-101	Fundaments of Sketching (Pr)	Core	-	4	-	-	40	60	100
2.	DVF-20-102	Color (Pr)	Core	-	4	-	-	40	60	100
3.	DVF-20-103	Introduction to Digital Arts and Composition (Pr)	Core	-	4	-	-	40	60	100
4.	DVF-20-104	History of VFX (Th)	Core	2	-	20	30	-	-	50
Total Courses = 04			Total	2	12	20	30	120	180	350

Semester II

Sr. No	Course Code	Course Name	Category	Credit		Theory Marks		Practical Marks		Total Marks
				Theory	Practical	External	Internal	External	Internal	
1.	DVF-20-201	Digital Background and Composition (Pr)	Core	-	4	-	-	40	60	100
2.	DVF-20-202	Special Effects (Pr)	Core	-	4	-	-	40	60	100
3.	DVF-20-203	VFX Techniques (Pr)	Core	-	4	-	-	40	60	100
4.	DVF-20-204	VFX Project and Viva (Pr)	Core	-	4	-	-	40	60	100
Total Courses = 04			Total	-	16	-	-	160	240	400