HIGHER NITEC IN VISUAL EFFECTS

CERTIFICATION

Credits required for certification:

Core Modules	:	50
Life Skills Modules	:	9
Elective Modules	:	4
Total	:	63

COURSE STRUCTURE

Module Title	Credits
CORE MODULES	
Digital Effects Essentials	7
3D Modelling	7
Texturing, Lighting and Rendering	7
Digital Sculpting	7
Matchmoving and Rotoscoping	7
Dynamic FX	7
Industry Attachment	8
ELECTIVES (COURSE SPECIFIC)	
Introduction to Procedural Modelling	4
Creative Production	2
ELECTIVES (GENERAL) AND LIFE SKILLS MODULES	
For details, click here	

Note: The offer of electives is subject to the training schedule of respective ITE Colleges. Students are advised to check with their Class Advisors on the availability of the elective modules they intend to pursue.

MODULE OBJECTIVES

Core Modules

Digital Effects Essentials
On completion of the module, students should be able to apply the workflow of production techniques based on industry workflow. This module covers the creation of fundamental of 3D modelling, lighting, rendering and compositing.

3D Modelling
On completion of the module, students should be able to create hard surface and organic 3D elements. This module covers the creation of 3D elements and renders them into the appropriate file format.

Texturing, Lighting and Rendering
On completion of the module, students should be able to produce apply good techniques of texturing and lighting. They should also be able to perform rendering of photo realistic Computer Graphics scene.

Digital Sculpting

On completion of the module, students should be able to create detailed 3D model using advanced sculpting tools and techniques. They should also be able to perform complex surface details and rendering.

Matchmoving and Rotoscoping

On completion of the module, students should be able to create 2D/3D camera tracking effectively and integrating live action footage with computer graphic elements. They should also be able to perform compositing and apply the techniques of rotoscoping and matte extraction.

Dynamic FX

On completion of the module, students should be able to apply the techniques and workflow in creating dynamic visual effects animation.

Industry Attachment

Students will undergo a 6-month attachment in visual effects or work on an industry-based project. On completion of the module, students should be able to apply and integrate the skills and knowledge that they have acquired to the industry and would have gained relevant work experience.

Electives (Course Specific)

Introduction to Procedural Modelling

On completion of the module, students should be able to create procedural models through the Node-based system in the software.

Creative Production

On completion of this module, students should be able to produce video clips using appropriate production and post-production techniques.

Electives (General) and Life Skills Modules

For details, click here.