

FACULTY OF COMPUTER APPLICATIONS
B.Sc.(IT) (Animation, Vfx and Game Design)

- **Sem** : 6
- **Subject Code** : 05BA0601
- **Subject** : Capstone Project III

- **Course Objectives** : Students will be able:
 1. Apply domain-specific knowledge to conceptualize and execute a complete production-ready project.
 2. Work in teams or independently following professional production pipelines.
 3. Demonstrate creative, technical, and storytelling skills through a polished output.
 4. Build an industry-relevant portfolio piece for animation, VFX, or game design.
 5. Present and defend their work through documentation and viva..

- **Prerequisites** : Completion of core subjects in Animation, VFX, or Game Design domains.

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PRACTICALS

Unit No	Topics Covered	No of lectures required
1	Pre-production Planning <ul style="list-style-type: none"> ▪ Concept selection, genre/format choice ▪ Research, storyboarding, references, and scriptwriting ▪ Production pipeline and timeline scheduling ▪ Team allocation and scope definition 	30
2	Production Stage <ul style="list-style-type: none"> ▪ Asset creation (characters, environments, props) ▪ Animation or VFX shot development / Game level development ▪ Texturing, lighting, rendering, simulation (as applicable) ▪ Sound and music integration (if needed) 	30
3	Post-production & Final Output <ul style="list-style-type: none"> ▪ Compositing and final render ▪ Debugging and polishing ▪ Exporting for final formats (video/game engine) ▪ Creating breakdown sheets and process documentation 	30

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4	Project Presentation & Review <ul style="list-style-type: none"> ▪ Final presentation of work ▪ Showcasing the output with process demo ▪ Peer and faculty evaluation ▪ Viva and feedback session 	30
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Course Outcomes:

1. Students will demonstrate complete project lifecycle execution.
2. Students will produce a high-quality short film, VFX sequence, or game demo.
3. Students will collaborate effectively in creative teams.
4. Students will document their process professionally.
5. Students will present and defend their creative and technical choices.

Course Outcomes – Program Outcomes Mapping Table:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PSO1	PSO2	PSO3
CO1	-	M	-	H	L	-	-	L	-	M	H
CO2	H	-	L	-	-	M	-	-	M	H	-
CO3	M	-	-	-	H	-	L	-	H	-	M
CO4	-	L	M	-	-	H	H	-	-	L	M
CO5	L	H	-	M	-	-	-	H	L	-	H