

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

- **Sem** : 6
- **Subject Code** : 05BA0605
- **Subject** : Showreel Creation

- **Course Objectives** : Students will be able:
 1. Understand the purpose and structure of a professional showreel.
 2. Analyze industry standards and expectations for different creative domains.
 3. Curate and organize content that highlights individual strengths.
 4. Develop branding and presentation strategies for portfolios.
 5. Create an impactful, domain-specific showreel suitable for job applications or higher education.

- **Prerequisites** : Completed projects or assignments in animation, VFX, or game design from previous semesters.

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Unit No	Topics Covered	No of lectures required
1	Showreel Fundamentals <ul style="list-style-type: none"> ▪ Purpose and formats of showreels ▪ Domain-specific reels: Animation, VFX, Game Design ▪ Analyzing top industry reels: Timing, flow, and music ▪ Content selection: Strengths, relevance, clarity ▪ Organizing shots and storyboarding your reel 	15
2	Presentation & Branding <ul style="list-style-type: none"> ▪ Designing opening & closing slates (Name, Role, Contact) ▪ Typography, colors, and transitions for visual consistency ▪ Adding audio – Music selection, sound design (optional) ▪ Online presence – YouTube, ArtStation, Behance, Vimeo ▪ Final submission & peer review – Receiving and applying feedback 	15

Course Outcomes:

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1. Students will understand the core elements of a compelling showreel.
2. Students will curate content aligned with industry roles in Animation, VFX, or Games.
3. Students will apply visual design and narrative structure to present work professionally.
4. Students will explore online platforms and strategies for showcasing their reels.
5. Students will develop a final, peer-reviewed showreel ready for submission to studios or schools.

Course Outcomes – Program Outcomes Mapping Table:

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

Text Book:

1. The Demo Reel – A Guide to Building Your Creative Career by Cheryl Cabrera 2011 by Routledge.

Reference Books:

1. Creative Careers in Animation and Game Design by Ferguson 2010 by Ferguson Publishing Company
2. The Visual Story by Bruce Block (for editing and visual structure) 2013 by Focal Press

Web Reference:

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1. <https://www.artstation.com/>
2. <https://vimeo.com/channels/animationreels>

App Reference:

1. YouTube – Showreel Breakdown channels: The Rookies, Motionographer
2. LinkedIn Learning / Skillshare – Portfolio & Showreel Strategy Courses.

Syllabus Coverage from text /reference book & web/app reference:

Unit	Chapter Numbers
1	Cabrera – Ch. 1–4 (Purpose, Planning, Curation) Showreel examples from YouTube/Vimeo
2	Cabrera – Ch. 5–7 (Presentation, Branding) ArtStation & The Rookies Tips for Online Portfolios