

BHARATHIAR UNIVERSITY: COIMBATORE-641046
CENTRE FOR COLLABORATION OF INDUSTRY AND INSTITUTION (CCII)
M.Sc. Animation & VFX
(For the CCII students admitted from the academic year 2015-16 onwards)

SCHEME OF EXAMINATION – CBCS PATTERN

Parts	Course Title	Inst. Hrs / Week	Marks			Credit	
			Dur. hrs	CIA	Marks		Total Marks
Semester -1							
	Theory 1: Advanced Animation Art	4	3	25	75	100	4
	Theory2: Advanced Digital Image Compositing	3	3	20	55	75	3
	Theory 3: Multimedia and Applications	3	3	25	75	100	4
	Theory 4: Communicative English	4	3	25	75	100	4
	Theory 5: Digital Photography	4	3	20	55	75	3
	Practical 1: Digital Image Compositing Lab	4	3	40	60	100	4
	Practical 2: Photography	4	3	40	60	100	4
	Practical 3: Visual Design Production	4	3	40	60	100	4
Semester – 2							
	Theory 6: 3D Modeling	5	3	20	55	75	3
	Theory 7: Advanced Texturing	5	3	20	55	75	3
	Theory 8: Advanced Lighting	4	3	20	55	75	3
	Theory 9: Advanced Rigging	4	3	20	55	75	3
	Internship	-	-	-	-	100	4
	Practical 4: 3D Modeling Lab	4	3	40	60	100	4
	Practical 5: Texturing and Lighting	4	3	40	60	100	4
	Practical 6: 3D Animation	4	3	40	60	100	4
Semester – 3							
	Theory 10: Advanced Video Editing	5	3	20	55	75	3
	Theory11: Advanced Composting	5	3	20	55	75	3
	Theory12: Advanced Visual effects	5	3	20	55	75	3
	Theory 13: Introduction to Film Studies	5	3	20	55	75	3
	Mini Project - 3D Movie	-	-	-	-	100*	4
	Practical 7: Video Editing and Compositing	5	3	40	60	100	4
	Practical 8: Advanced Visual Effects	5	3	40	60	100	4
Semester – 4							
	Project& Internship Specialization	-	-	-	-	200*	8
Total						2250	90

***For Project work 80% Marks & Viva Voce 20% Marks**

Semester	I
Subject	Theory 1 : Advanced Animation art

Unit – I

Advanced man made drawing- linear perspective- color- pencil shade techniques- organic drawing – perspective – color application- study of live models – humans- Birds – animal- alien study

Unit – II

Organic drawing and painting - advanced Painting & Color mixing techniques -Still life Organic drawing, Still life Inorganic drawing & painting.

Unit – III

History of art- Memory Drawing – western History- Indian History- perspective drawing- live Landscape painting- elevation for buildings-aesthetics theory – western and Indian aesthetics-traditional color understanding

Unit - IV

Preproduction- importance of character- conceiving characters- designing main characters – ancillary characters- environment – camera language –story telling.

Unit - V

Molding & fabrication- vegetables as characters – models from recycled items-building models-mixed media – murals – advanced Set designing- finishing

REFERENCE:

Story boarding the Simpsons way - Chris roman
How to Draw Anime & Game Characters - Tadashi Ozawa Perspective –
A Guide for Artists, Architects and Designers - Gwen
White How to draw Portrait Drawing A Step-By-Step Art Instruction Book (2005) - Watson-Guptill

Subject	Theory 2 : ADVANCED DIGITAL IMAGE COMPOSITING
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Unit – I

Interface overview - Color Correction - Layer Blends - Resolution- Masking- Application of all above .

Unit – II

Familiarity with the color tools- contrast –levels-brightness - contrast under image menu - Match color- Duotone-Replace Color-Hue & Saturation- Retouching (intermediate) – change replace and match BG and color

Unit - III

Blends styles (intermediate)- create layers- name the layers- arranging works in separate layers while working on a project/design - change layer styles Using the Styles Panel- handling pen tool

Unit - IV

Masking techniques (intermediate) – intermediate selection commands - Editing palette – understanding parameters - short cuts using Quick Mask mode- familiarizing vector paths- improving Tracing speed.

Unit - V

Webpage layout- Header banner Design – Design aesthetics- layouts- Poster Layout Design – collage - inputting Text - Adding Title - Matte painting for webpage – creating webpages to suit client needs.

REFERENCE:

Photoshop book for Digital Photographers - Scott Kelby

Subject	Theory 3 : Multimedia and Applications
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Unit-I Introduction to multi media – Multimedia elements – multimedia applications – multimedia highway – uses – stages of multimedia project – The multimedia team – multimedia hardware peripherals: memory inputs, outputs and communication hardware for multimedia.

Unit-II Multimedia software: basic tools – painting and drawing tools – 3D modeling and animation tools – OCR software – sound editing programs – animation – video and digital movies – linking multimedia objects – presentation tools.

Unit-III Introduction to photo shop – tools overview, classification of images – creation of background and textures – working with colours, layers, filters, importing artworks from corel Draw and illustrator, creation of slices for web page designing, introduction to page making

softwares. Text: fonts, faces, computers and text, font editing and design tools, hypermedia and hypertext. Sound: Nature of sound, digitalization and processing sound, multimedia system sounds. Digital audio, Audio file formats, sound in windows.

Unit-IV Vector and Bitmap images: Introduction to computer graphics – vector and bitmap graphics – combining vectors and bitmaps – file formats – vector shapes – transformation and filters – different image formats – Corel Draw, Creating artworks with Corel Draw, Bitmap conversions – special effects in Corel Draw – Exporting to Adobe Photoshop and Adobe Illustrator, Corel Draw photo paint bitmap – image compression – image manipulation, geometric transformation.

Unit-V Images: Still images, colour, image file format – concept of animation – Principles of animation – captured animation and image sequence – digital cell – spite animation. Video: usage – video standards – integrating computer and television – recording formats – video compression

Reference:

1. Photoshop for Dummies, Dake MC celland, IDG Books, New Delhi 2000
2. Multimedia and CD-Roms for Dummies, Dake MC celland, IDG Books, New Delhi 1997.
3. Multimedia – Making it work by Tay Vaughan, Tata McGraw Hill Publication, New York 1998.
4. Multimedia ; An Introduction by John Villamil and Louis Molina, Prentice Hall, New Delhi 1998.
5. Corel Draw 9 for Dummies by Dake MC celland, IDG Books, New Delhi 1997.

Subject	Theory 4 : COMMUNICATIVE ENGLISH
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Course Description:

Language English develops the ability to communicate clearly, accurately and effectively in both speech and writing. Students learn how to employ a wide-ranging vocabulary, use correct grammar, spelling and punctuation, and develop a personal style and an awareness of the audience being addressed.

Course Goals:

Enable students to communicate accurately, appropriately and effectively in speech and writing.

UNIT: 1

Match an oral description to a picture - Follow oral instructions given in familiar everyday situations - Understand classmates when they exchange personal information and speak about familiar topics - Distinguish different meanings marked by stress and intonation - Recognize the

speaker's intentions as revealed through the tone - Follow descriptions which are complex in terms of linguistic, thematic and lexical content, e.g. television documentaries.

UNIT: 2

Rephrase information - Describe people including themselves, familiar topics, places and objects in detail - Tell a story in a simple sequence of events - Talk about own skills and abilities - Give a short presentation on a familiar topic that they have prepared in advance - Describe personal events and activities - Express future plans - Describe possessions and everyday items - Explain a viewpoint on a topical issue, e.g. global warming, and elaborate on different aspects of the issue. 13

UNIT :3

Participate in short, structured dialogues on familiar topics of interest in the classroom and in other situations where English is required - Use basic interjections, e.g. Wow, Hey, Oh dear, Cheers appropriately - Give simple directions and instructions, e.g. how to get somewhere by using a plan or a map - Participate in lengthy conversations about a variety of topics of general interest and express their point of view - Identify and understand a wider range of text types in terms of literal meaning and inference - Identify different layers of meaning and understand their significance and effect.

UNIT: 4

Use punctuation correctly, in particular the capital letter, comma, full stop, question mark, apostrophe - nouns: singular and plural (regular and irregular) - pronouns: personal – adjectives - Use the definite and indefinite article: the, a, an - identify and use the following tenses - simple present - present continuous - simple past (regular and irregular verbs) - Form the interrogative with - verbs: to be, to have, to do - relative pronouns: who, what, where, when, why, how - Write statements in the affirmative and negative (including contractions) - Use the possessive - Use the affirmative and the negative form of the imperative - Produce compound and complex sentences - Use adverbs of time and place - Use punctuation correctly -in particular the semi-colon, colon, parenthesis, dash and hyphen - Use quantifiers, e.g. much, many, a lot of, plenty, a few, little, a little, several - Use prepositions of time, e.g. until, since, for, during, after, before, while - Use nouns - used only in the singular, e.g. news, athletics, physics - used only in the plural, e.g. jeans, trousers - Use link words in - summing up, e.g. therefore, so, to conclude - comparing and contrasting, e.g. the same as, even more important, however, on the other hand - Identify the infinitive form - the present perfect simple - the past perfect simple - the simple present and present continuous with future time reference - Know when to use, make and do.

UNIT: 5

Use link words, e.g. furthermore, not only...but also, for instance, however, yet, either...or, whether...or, one or the other, namely, supposing - Use modal verbs: can, could, must (had to), shall, should, will, would, may, might in the affirmative, negative and interrogative forms - Use the passive - Use the following tenses - present perfect continuous - past perfect continuous - Use

-ing and -ed clauses as in - Use affixes - negative suffixes –less - negative prefixes: il-, im-, in-, ir-, dis-, mis-, un.- change from direct to indirect/reported speech and from indirect/reported to direct speech - Use adverbs (in the comparative and superlative form) - Use adverbs of probability / degrees of certainty.

Reference Book

- Effective english communication: by krishnamohan
- Learning English: A Communicative Approach - Board of Editors

Subject	Theory 5 : Digital Photography
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Unit-I Introduction to Photography: Define photography – Brief history and development of photography –camera ; types, usage – Lens; types, usage – Lights; Types, usage – Filters; types, usage – Film ; types, film speed and size – Tripod ; types and usage; Light meter; usage – Flash; types, usage – Electronic Flash – Selection of Right Flash Mode – Other Useful accessories.

Unit-II Photo Composition: Basic techniques for better image – Aperture – usage –Shutter speed – usage – Depth of Field – Focal length – Basic Lighting – Key Light – Fill Light – Low key and high Key picture – Rule of Third – Angle of view – Picture Format.

Unit-III Introduction to Digital Photography : Definition of digital photography – Digital still camera – Digital SLR Camera – Types – Working with digital camera – Major components and functions – camera operation – mode – advantages – set up for digital imaging – Windows and Macintosh – Desk top computer components – Data storage and Transfer options – software for digital process (Digital Dark Room) – Image Editor – File formats – Convertors – Working with Scanner – Types – Scanning techniques – Film scanning – Photo Printers – How Printer works – Photo quality – Printing paper – types.

Unit-IV Introduction to Digital Imaging: Define Photoshop – Photoshop work space – Palettes – Buttons – choosing colour – Brush shape – operations and usage of tools – Pencil tool – Paint Brush tool – Air Brush tool – Text tool – Paint Bucket tool – Gradient tool – smudge tool – Focal tool – toning – Eye dropper – Zoom tool – Morgue Tool – Lasso Tool – Magi Wand – Art Marks – Art Layers – Layer Mark – Create Layer – Fill tool – Trashcan – Cloning – Clone Align – Art Filter – Plug ins – Rule of Thumb – Kerning – leading digital image on various media.

Unit-V Introduction to Digital Studio: Photography Project – Assignments – Photo Power point presentations – Photo documentary – Photo essay – small budget studio – design – equipments and budget – Corporate Studio – Design – Equipments and Budget – Popular Photography websites – Creating Photography Website – Connecting images of internet use.

References:

1. Tom and Mitchell Beazley, Digital Photography, A step by step guide and manipulating great images,
2. O.P Sharma, Practical Photography, Hind Pocket Books,

3. Richard Zakia, LeatieStroebe, The Focal encyclopedia of Photography 3rd edn. Focal Press, Baston, London (1993).
4. Peter K. Burian, Mastering Digital Photography and Imaging, First edition, Sybex Publisher, USA, 2001.
5. Ralph E Jacobson, Geoffrey G Attridge, Sidney F Ray, The Manual of Photography, 9th edn. Focal Press, 2000.
6. John Hedgecoe's Alfred A, The photographer's Handbook, Knopf Publisher, 1999.
7. Roger Hicks and Frames Schultz, Interior shots, Rotovision, Switzerland, 2002.
8. Joseph A Ippolito, Understanding Digital Photography, Thomson Delmar Learning, USA 2003.

Subject	Practical 1:Digital Image Compositing Lab
	<ol style="list-style-type: none">1. Create a location using Matte painting technique2. Recreate an old damage image3. Convert a grey scale image into a colored one4. Create an digital photo manipulation image5. Create a low poly portrait6. Create a web template7. Create a pamphlet or brochure8. Create a typography art9. Draw a realistic portrait using brush10. Create and design an advanced Photo manipulation 2

Subject	Practical 2:Photography
	Still Life, Portrait, Children, Silhouette, Rim Lighting, Product – Indoor and Outdoor, Advertising Photography,Architecture – Interior and Exterior, Industrial Photography, Photographs on Human Interest, Photographs on Foods and Beverage, Wild Life Photography, Multiple Exposures, Photo Essay on Developmental activities

Subject	Practical 3: Visual Design Production
	Graphic design applications in Brochure, Newsletter, Direct mail, Magazines, Posters, Newspapers, Billboards, Catalogue, Letterhead, Corporate merchandising, Product packaging in different forms.

Semester	2
Subject	Theory 6 : 3D Modeling

Course Description

This course introduces fundamental 3D theories and principles of computer modeling and animation.

Course Goals:

This unit aims to introduce students to the principles and basic techniques of 3D Modeling and Animation

UNIT – 1

Modeling methods – Modeling with Primitives – Planning your Model – Deforming Lattices, Wire or Cluster.

UNIT – 2

Extrusion – Object duplication – Pivots and CV Surfaces – The Production Process – Complex Model Hierarchy.

UNIT – 3

Complexities over various Modeling Techniques – Purpose and Modeler Dependency - Hardware and Software Considerations.

UNIT – 4

Basic Animation – Animation Types – Key frame Animation – Understanding Animation workflow, Simulation, Scale.

UNIT – 5

Animation Techniques – Non – Linear and Character Animation – Posing, Timing and Refining – Working with Poses.

Suggested books for Reading:

- The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators by Richard Williams
- Cartoon Animation (How to Draw and Paint series) by Preston Blair.
- The Illusion of Life: Disney Animation by Frank Thomas, Ollie Johnston (Contributor), Collie Johnston.

Subject	Theory 7 : Advanced Texturing
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UNIT - I (FUNDAMENTALS)

Unwrapping - Maya Maps - Projection methods - Utilizing the UV texture editor & interactive editing its positions in view port & its main attributes to control mapping areas over objects.

UNIT – II (INTERMEDIATE LEVEL)

UV map coordination - UV Texture layout - Merging UV's – UV uniformities - Stretching UVs to fit in grid - aligning UV's in grid.

UNIT - III

2D, 3D textures & Environmental textures – Bitmaps – Bump Map - Texture Generation using Photoshop - Maya 3D textures – Procedure - Resolutions – Mathematics - Algorithms.

UNIT – IV (ADVANCE LEVEL)

Texture Utilities - General utilities- Color utilities (Photoshop) - Render node utilities - Switch utilities - tuning output results

UNIT - V

Generating texture without editing the attributes - double side texturing, mixing 3 or more colors & taking output – Shading workflow.

REFERENCE

Advanced Maya Texturing and Lighting with CDROM - Lee Lanier, Wiley Publishing Texturing and Modeling : A Procedural Approach - David S. Ebert

Subject	Theory 8 : ADVANCED LIGHTING
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UNIT – I (FUNDAMENTALS)

Light Theory - Maya lights - Spot lights - on stage - in motion pictures- Directional lights- Ambient lights - Point lights - Area lights – Volume light – Light properties and palettes.

UNIT – II (INTERMEDIATE LEVEL)

Concepts of light rigging - 3point lighting concepts – Three point lighting in film & animation industry - Still photography – computer generated imagery- Effective use of key light- Fill light - Back light

UNIT – III (ADVANCE LEVEL)

Global Illumination - Final Gather - Caustics- Global Illumination in mental ray simulation - Photons - Final Gathering - Caustics phenomena - Reflection & Refraction in transparent surfaces – IBL basics.

UNIT – IV

Advanced Techniques (Physical sun & sky, HDRI) & Generating various passes (ambient, occlusion, diffuse, etc.) HDRI - Definition & its applications

UNIT - V

What are cameras- How to use different types of cameras available in maya.- Camera & Aim-Zoom , Pan , focus – lenses and filters – effective blocking techniques- Maintaining shot continuity

REFERENCE

Advanced Maya Texturing and Lighting with CDROM - Lee Lanier, Wiley Publishing
Essential CG Lighting Techniques - Darren Brooker

Subject	Theory 9: ADVANCED RIGGING
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Unit – I (FUNDAMENTALS)

Rigging Concepts – Rigging Tools – Techniques - Rigging for animating a mechanical character - Brief description about importance of rigging a character or an object – Constraints

Unit – II (INTERMEDIATE LEVEL)

Robot Rigging – Analyzing mesh flow - Joints - Orientation axis - Ik Handles creation - Grouping - Attributes Creation – Controls creation – Parenting – Fine Tuning

Unit – III

Vehicle Rigging - Analyzing Vehicle movements - Joints Creation - Orientation Axis - Attributes Creation – Expressions - Controls Creation - Rigid Binding – Fine Tuning

Unit – IV (ADVANCED LEVEL)

High poly rig - Biped Rigging (Character Rigging) – Analyzing Mesh Flow - Joints Creation - IK Attributes creation - FKIK Switching - Controls creation - Skinning - Skinning Tools & Techniques - Binding - Fine Tuning.

Unit – V

High poly rig - Quadruped Rigging – Analyzing character movements - Analyzing Mesh Flow - Joints Creation – FKIK - Controls creation Skinning - Binding - Fine Tuning Influences.

REFERENCE

An Essential introduction to Maya Character Rigging - Cheryl Cabrera

Subject	Practical 4: 3D Modeling Lab
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1. Create a model using basic geometric shapes
2. Create a musical instrument
3. Create a car model

4. Create an interior
5. Create an interior and exterior for walk through
6. Create a mechanical parts with proper dimensions
7. Create a semi realistic face model
8. Create a realistic face model
9. Create comical character with less mesh
10. Create a human model with proper anatomy

Subject	Practical 5: Texturing and Lighting
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1. Create a lighting according to caustic effects
2. Create lighting for an interior using mental ray
3. Create an room dim light
4. Create a light for an object under table lamp
5. Create an exterior lighting using mental ray with environment lighting
6. Assign glass texture and chrome texture to two individual objects
7. Texture a face using U-V mapping
8. Texture an interior with appropriate texturing options
9. Texture a model using displacement and specular bump map
10. Texture an interior and exterior with V-ray

Subject	Practical 6: 3D Animation
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1. Add Facial rig and create facial expressions to a character
2. Character walk cycle
3. Create rain or water flow using dynamics
4. Create a dominos fall using ndynamics
5. Create multiple Character animation in a scene

Semester	3
Subject	Theory 10: Advanced Video Editing

Unit - I

History of film editing – continuity – montage- proper cuts- framing shots-camera angles-camera movement-180 degree rule

Unit - II

Types of editing – film splicing- tape to tape- live editing- Film Grammar – Formats and standards – understanding compression ratios – field – interlaced video- HDTV SDTV – progressive scan - resolutions

Unit - III

Introduction to Premier pro, Final cut pro and Auid pro – working with tools – timeline – advanced palettes- working with effects – effects and rendering mechanism.

Unit - IV

Video and Animation editing – handling 2D, 3D and video clips - Composite Editing (Multilayer) – rendering multilayer composite shots – playing out and fine tuning

Unit - V

Advanced color Correction - understanding formats before beginning- Final rendering advanced edits - rendering for films- Online rendering – effective showreel editing

REFERENCE

The Technique of Film and Video Editing, Fourth Edition: History, Theory, and Practice - Ken Dancyger

Subject	Theory 11: Advanced Compositing
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Unit_01

Shooting a chroma shot - Types of keying - keying with after effects – making composites using keys – advance rotoscoping techniques, Green Matte, blue Matte, Skin tone analysis

Unit_02

Motion tracking – combining elements – stabilizing footage – animating effects- animating still image – one point tracking – two point tracking – 4 point tracking

Unit_03

Creating title sequence – steps to follow- adjustment layers – matted layers- foreground elements- adjusting colors and levels- adding craziness – effects – using Motion sketch – adding final title

Unit_04

Wire removal- frame by frame- patching over the top- stabilize and paint back- creating clean plate – using paint tool- roto clone tools/ source nodes - chroma keying- color correction methods.

Unit_05

Advanced Compositing – passes – order and setting of passes- using geometry matte – compositing 3D rendered layers – multi layer compositing process

REFERENCE

Art & Science of Digital Compositing - Ron brinkmann

Subject	Theory 12: Advanced Visual Effects
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Course Description

This course will prepare the learners to design and execute compositing in Visual Effects using digital electronic media

Course Goals:

Aim of the Course is to develop the students in a core set of technical and creative skills related to digital filmmaking.

UNIT – 1

Visual Effects- Description- Types- Particles – Analysis- Size- Sand Effects – Smoke Effects- Fire Effects – Cloud Effects – Snow Effects

UNIT-2 Fluid Effects-Colouring- designing Clouds Background – Designing Fog Effects – Explosion Effects– Fire Effects with flames - Space Effects and designs- Designing Thick Smoke

UNIT-3

Designing Paint Effects – Coloring paints- Designing Trees and green effects – Designing Weather and seasons –Effects on seasons- Designing Glass image – Designing Different glass reflection- Designing Glow Effects – Liquid Effects and Reflection design.

UNIT-4

Designing Special Effects – Designing effects of Hair and shape – Designing Fur Effects- Designing Clothes and effects

UNIT-5 Visual Effects Tool and advanced functions– Converting images from 2D to 3D Pictures - Creating 3D Effects- Differentiation 2D effects and 3D effects.

Suggested books for Reading:

- The Invisible Art by Mark Cotta Vaz
- Visual Effects Cinematography [Paperback] ZoranPerisic (Author)
- Industrial Light & Magic: The Art of Special Effects by Thomas G. Smith
- The Language of Visual Effects by Micheal J. McAlister

Subject	Theory 13: Introduction to Film Studies
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Unit-I Short History of Indian cinema – Brief history and trends of foreign cinema – Film as a medium of communication and Social change – Growth of Tamil Cinema – contributions of Tamil cinema to social and political awareness – Film Industry status – contemporary trends.

Unit-II Planning, Pre-production: Concept / story development – Scripting / Screen play writing – Budgeting – casting – locations – financing. Production: Shooting – Problems of artists – direction, cinematography. Post-Production: Editing - sound recording – dubbing – special effects – graphics and final mixing – distribution and exhibition.

Unit-III Mis-en-scene – space and time – framing – Film culture – Film genres – dividing a feature film into parts and genres (language, style, grammar, syntax), Documentary genres, Role of a cinematography, Editing dimensions of film editing – deconstruction of film, Award winning films – review – The power of sound, Foley sound, theatrical sound formats.

Unit-IV Camera Production: the shot, scene, sequence, story board, types of script, location shooting. Single camera Vs. multi camera production – rehearsal – digital intermediate – video format.

Unit – V Documentary and short films – World union of documentary film makers – cinema of reality – real life characters – real issues – story material – propaganda films and corporate films – films of expression – Indian documentary forms – National film policy.

References;

- AshishRajadhyasha, Paul Wileman, Encyclopedia of Indian Cinema, Oxford Uni. Press, New Delhi 2005.
- Proferes, Nicholas, Film Directing Fundamentals, Oxford University Press, 2001.
- Paul Wheeler, Digital Cinematography, Focal Press 2001
- Monoco, James. How to read a film, Routledge, London 2001
- Thoraval, Yves. The Cinema of India (1896 -2000).

Subject	Practical 7:Video Editing and Compositing
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1. Create a video fusion
2. Create a composition using png, targa sequence
3. Add multiple clips and combine
4. Add pre-set video transitions
5. Add time warp and time transition to a video
6. Add multiple effects to a video
- 7.Remove matte screen using chroma key
8. Add/ remove audio using audio properties
9. Convert a raw video into a new color scene using color correction techniques
10. Render and save output in different formats

Subject	Practical 8:Advanced Visual Effects
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1. Create a dual role character scene
2. Create and simulate fire effect for title animation
3. Create matte painting and combine with original footage
4. Convert a day environment scene into a night scene applying all appropriate color correction options
5. Make a video combining live footage and animation.