

Name of Faculty	:	Faculty of Design
Name of Program	:	Diploma in Design (D. Des.) - Animation, VFX & Gaming
Course Code	:	2DAG04
Course Title	:	Previsualization
Type of Course	:	Professional Core
Year of Introduction	:	2023-24

Prerequisite	:	
Course Objective	:	Previsualization, often abbreviated as "previs," refers to the process of creating preliminary visual representations of scenes or sequences in a film, TV show, video game, or any other form of media before actual production begins. The objective of previsualization is to help filmmakers, directors, and creative teams to plan and visualize complex shots, sequences, and visual effects, aiding in the overall storytelling and production process.
Course Outcomes	:	At the end of this course, students will be able to:
	CO1	Understand the concept and importance of previsualization in the filmmaking and animation industries
	CO2	Gain practical skills in using previsualization tools and techniques to plan and communicate creative ideas effectively
	CO3	Develop the ability to work collaboratively in a previsualize team and contribute to the overall production process
	CO4	Analyze and evaluate previsualization examples from professional projects to understand best practices and industry standards

Teaching and Examination Scheme

Teaching Scheme (Contact Hours)			Credits	Examination Marks				
L	T	P		Theory Marks		Practical Marks		Total Marks
			C	SEE	CIA	SEE	CIA	
2	0	4	4	70	30	30	20	150

Legends: L-Lecture; T-Tutorial/Teacher Guided Theory Practice; P - Practical, C - Credit, SEE - Semester End Examination, CIA - Continuous Internal Assessment (It consists of Assignments/Seminars/Presentations/MCQ Tests, etc.)

Course Content

Module No.	Topics	Teaching Hours	Weightage	Mapping with COs
1	Introduction to Previsualization , Definition and purpose of previsualization, Historical overview and evolution of previs techniques, Importance of previs in the filmmaking and animation industries	8	17%	CO1 CO3
2	Previsualization Tools and Software , Overview of commonly used previs tools and software, Introduction to 3D modeling, animation, and virtual cinematography software	8	17%	CO2 CO4
3	Storytelling and Storyboarding , Fundamentals of storytelling, Techniques for creating effective storyboards, Storyboard-to-animatic workflow	7	16%	CO2
4	Camera and Shot Planning , Camera basics and shot composition, Camera movement and cinematography principles, Planning complex camera shots and sequences	8	17%	CO3 CO4
5	Character and Set Design , Motion Capture and Virtual Production, Collaboration and Communication, Case Studies and Analysis , Previs Project Development, Future Trends and Emerging Technologies	7	17%	CO3
6	Previs Project Development , Practical previs project assignment, Applying previsualization techniques to plan and create a previs sequence	7	16%	CO4

Suggested Distribution of Theory Marks Using Bloom's Taxonomy

Level	Remembrance	Understanding	Application	Analyse	Evaluate	Create
Weightage	16	16	32	20	16	0

NOTE: This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Reference Books

Sr. No.	Name of Reference Books
1	The Virtual Handshake: Opening Doors and Closing Deals Online" by David Teten and Scott Allen.
2	The Filmmaker's Guide to Visual Effects: The Art and Techniques of VFX for Directors, Producers, Editors, and Cinematographers by Eran Dinur
3	Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know by Jennifer Van Sijl -
4	Previsualisation cinéma et BD" by Yves Caumon - If you're interested in previsualization in the context of comics (bande dessinée), this French-language book provides insights into the process