

# BS Graphics & Motion Technology

The BS in Computer Graphics and Motion Technology prepares students who have a passion for art, math or technology for a multitude of career paths in computer graphics animation. Graduates from this major create visuals for video games, scientific and aerospace visualization, movies, television, and advertising.

## SEMESTER 1

Introduction to Video, Introduction to Audio, Fundamentals of Lighting, Fundamentals of Editing, Computer Literacy, Drawing & Perspective

## SEMESTER 2

Fundamentals of Design, Color Theory, Observational Drawing, Typography, 3D Modeling, 3D Animation

## SEMESTER 3

Background Design & Layout, Digital Illustration, Concepts in Motion Design, Introduction to 2D Animation, Storyboarding, Conceptual Storytelling

## SEMESTER 4

Computer Paint, Principles of Photography, Introduction to Visual Effects, 3D Visual Effects Design, Graphic Symbolism, Intermediate Visual Effects I

## PROGRAM HIGHLIGHTS

- 4 years degree program
- Enhances employability & assimilation factor in the market
- State-of-the-art academic system
- Saves valuable time, to manage work and studies together
- Transfer credits considered
- Entire program offered in all campuses
- Aims to make students competent professionals
- Free Transport facility available for main campus
- Scholarships and financial assistance provided.

## SEMESTER 5

Intermediate Editing, Intermediate Visual Effects II, Intermediate Broadcast Graphics, Advanced Editing, Advanced Visual Effects I

## SEMESTER 6

Interactive Visual Design, Post-Production Management, Advanced Visual Effects II, Video Production, Motion Tracking

## SEMESTER 7

Production Studio I, Advanced Broadcast Graphics, Advanced Sound Techniques, Production Studio II, Portfolio Preparation

## SEMESTER 8

3D Visual Effects, Portfolio Development & Presentation, Advanced Illustration, Advanced Digital Illustration, Historical & Political Issues

## DISCLAIMER

All courses may not necessarily be offered every year. Alternate courses may be substituted as and when needed.

## ADMISSION REQUIREMENTS

For admission to the BS Graphics & Motion Technology program, the candidate must have completed Intermediate with minimum 45% / A Levels (Minimum three Papers) or equivalent from a recognized institution.

## FACULTY

Most Biztek faculty have PhDs and postgraduate degree with years of experience in the academics and corporate world. Detail of faculty qualifications and experience can be found on the Biztek website.



**Institute of  
Business & Technology**

### Shara-e-Faisal Campus (EDC)

Direct: 021-34301087

Cell: 0332-2277763

0332-2273358

Pabx: 021-34301085-8

### Gulshan Campus

Direct: 021-34969987

Cell: 0332-2291994

0332-9964656

Pabx: 021-34969984-7

### Nazimabad Campus

Direct: 021-36617948

Cell: 0332-2641371

0332-2189746

Pabx: 021-36617946-49

### Main Campus

Direct: 021-35120461

Cell: 0332-3340807

0332-2313077

Pabx: 021-35091871-3