

Department of Animation Science

Revised Syllabus of Diploma Programme (UG)

Preamble:

Certificate course in film making is combination of Photography and cinematography being coordinated and conducted by the Department of Animation Science. Animation is a lead Course in today's world. It has very good prospects and it gives a broad platform to student creativity. The course has wide scope. By considering the need of different industries and present scenario in animation industry the syllabus is designed. This course is design for first year students of Yashvantrao chavan institute of science satara. The syllabus is designed to assess candidates' knowledge of photography as a visual means of communication, as well as their skill in the creative utilization of photographic equipment. It is also meant to evaluate their knowledge of the socio-economic potentials of photography. The student who don't know the ABC of Photography will be able to understand and work independently in the industrial world after completion of this course.

Program Objectives of the Course:

- 1) To create a supportive learning environment that applies new knowledge through teaching, learning and research.
- 2) To provide the knowledge about different development phases of Animation movies to students.
- 3) To develop animation oriented attitude amongst students.
- 4) Student will be able to critically evaluate computer graphics and the mixed media.
- 5) They will know basic aesthetic principles and concepts, and the production process.
- 6) Learn the basic design and photo editing
- 7) Develop a Documentary film
- 8) Develop designing of Visiting card, Flex, Boucher's etc.
- 9) To learn Advance Film Editing effects.

10) Develop the Designing and Film editing Skills.

Program Outcomes:

- 1) Students recognize and evaluate critical and aesthetic issues within computer graphics and the mixed media.
- 2) Key skills of audio and video editing.
- 3) Camera techniques and operations.
- 4) Students will get detail knowledge of various biomedical instruments Electrodes, other tools and can handle it properly.
- 5) Design and utilize pre-production and post-production workflows.
- 6) Demonstrate knowledge and skill in digital cinematography, sound design, and editing.
- 7) Employ basic lighting techniques for moving image production.
- 8) Evaluate the history of cinematic style and the language of film in narrative, documentary, and experimental filmmaking.
- 9) Assemble a crew for on-set or location based shoots.
- 10) Employ editing and sound design to create mood, concept, or character.
- 11) Demonstrate knowledge of cinematography, including advanced compositional methods, camera movement, and lighting.
- 12) Evaluate and reference traditional and alternative forms of narrative film structure and style.
- 13) Recognize role of post-production within overall time-based media.
- 14) Understand historical context of editing theory.
- 15) Record, edit, and manipulate audio for picture.
- 16) Operate audio software effects plugins.

I Year Diploma Programme
(Keep one of above as per year)

1. **Title: Film making**
2. Year of Implementation: 2020
3. Duration: One Year
4. Pattern: Semester
5. Medium of Instruction: English
6. Contact hours: 7 hours/week
8. Structure of Course:

Syllabus Structure (UG)

Year	Semester	Course No.	Course Code	Contact Hours	Credits (1Credit=15 H)	Total Marks
1	I	CT I	DA-T 101	30	2	75
		CL I	DA-L101	60	2	75
	II	CT II	DA-T 202	30	2	75
		CL II	DA-L202	60	2	75
	Annual	CP I	DA-P101	30	1	50
	Total				210	9

D: Diploma, *: Departmental Code (C: Chemistry, MI: Microbiology, CSE: Computer Science (Entire), etc)

C: Course, T: Theory, L: Lab (Practical), P: Project

Total No. of Courses: 10 (Theory: 06, Practical: 06, Project: 03) Theory and Practical: Semester, Project: Annual

Semester I

DA-T 101: Basic of Cinematographic

(Contact Hrs: 30 Credits: 2)

Learning Objectives:

1. This course is designed from a photographic viewpoint. We will be utilizing the unique and unlimited power of a digital image. My emphasis is on photography as a purist. I want my students to have a mental image of the photo first, and then to create a photo that matched their thoughts.
2. To become proficient at the technical aspect of photographing with a digital camera students will be working with those images in post processing including digital editing, saving, sizing, and posting of those images.
3. To develop and practical skills using digital photography tools and the internet including emailing and posting to a web site.

Unit I: Evolution of Camera

(15)

ISO, Aperture, Shutter Speed, White Balance, History of Photography, Depth of Field (Depth of Focus). Portraiture, Action Photography, Still Life, Black and White (Monochrome) Basic Techniques of Lighting (Including: Front, Side, Back, Diffused, etc.)

Basic Photo Composition (Including: Rule of Thirds, Leading Lines, Framing Subjects, etc.)

Basic Photo Editing & Processing.

Unit II: Cinematographic properties

(15)

Basic shot terminology : Close up, Mid shot, Long shot, Big close up, Mid-long shot, Extreme long shot, Point of view (POV) shot. Over-the- Shoulder(OTS) shot, high angle and low angle shot, top angle shot. Introduction to the concept of Imaginary line (1800); matching of action, direction of the movement and look. Reverse angle.

Learning Outcomes:**Unit-I After completion of the unit, Students are able to:**

1. use basic tools, techniques, technologies, and processes sufficient to work from concept to finished product. This involves a mastery of the materials, equipment, and processes of the discipline, including uses of cameras, film, lighting/digital technologies, processing in black and white and in color, printing (wet, hybrid, and digitally), and work with non silver materials. Work in these areas continues throughout the degree program.
2. understand the industrial and commercial applications of photographic techniques.

Unit-II After completion of the unit, Students are able to:

1. apply functional knowledge of photographic history and theory, the relationship of photography to the visual disciplines, and its influence on culture.
2. understand visual forms and their aesthetic functions, and basic design principles, developing throughout the degree program, with attention to such areas as design, color, and lighting.

Reference Books:

1. Digital Cinematography: Fundamentals, Tools, Techniques, and Workflows – David Stump, Asc
2. Cinematography Techniques: The Different Types of Shots in Film - By Timothy Heiderich

**DA- L101: (Practical):
(Contact Hrs: 60 Credits: 02)**

List of Practical's

1. Capture Images by Camera /Scanner and Import Images into Computer.
2. Up Close angles of one object.
3. Capturing a Motion (scene or emotion) in slow motions like that of a turtle or fast motion like a speeding train.
4. Water drop art.
5. Capture object with Perspective.
6. Captured a few textural details in the 'Up Close'.
7. Capture object with Perspective of color theory.
8. Emotions (photographs that express each of the basic emotions: happy, sad, and mad.)
9. Lighting techniques and types.
10. Production preparation, line production and post-production.
11. Arrange Film crew.
12. Shooting and editing effects.
13. Technical knowledge of different type of lances.
14. Technical knowledge of different type of Camera.
15. Basic Settings in DSLR cameras.

Semester II

DA-T 202: Image Processing**(Contact Hrs: 30 Credits: 2)****Learning Objectives:**

1. To learn to shoot with digital cameras maximizing the quality of the output from them.
2. To appreciate more about the “Photographer’s Art” through the study of historic & contemporary trends and to apply that appreciation to and through your own work.
3. To develop the habit of looking closely at the visible world around you in order to represent it in terms of aesthetics, beauty and truth-To look at what you are seeing and to see what you are looking at.

Unit I: Basic Photographic Processing**(15)**

Scanners as input devices- Working of a Scanner– Scanning procedure – Scanning resolution. Image editing through image editing software's like Adobe Photoshop Adjustment of Brightness, Contrast, Tonal and Color Values – Experimenting with Level and Curve. Working With Documents, Drawing and Transforming Objects, Making and Saving Selections, Working with Shapes and Objects.

Unit II: Digital Output**(15)**

Working with Color, Gradients, Pattern Fills, and Blends, Points and Paths, Working With Paths. Working With Paths, Working With Layers, Working with Type, Drawing and Painting, Illustrator Effects, Symbols, Outputting Your Work. Placing photos in other documents –Using photos on the web. Increase and Decrease resolution, Noise Free Photography Printers as output devices – Different types of Print, Proofing, Photo quality printing. How can a digital image be printed?

Learning Outcomes:**Unit –I: After completion of unit, Students are able to -**

1. Understand color and apply color to object fills and strokes.
2. Use basic selection tools and edge refinement to isolate and edit parts of an image.

Unit –II: After completion of unit, Students are able to -

1. Transform and distort objects using the Transform and Liquefy tools on the Tools panel.
2. Manipulate layers through ordering, positioning, scaling, rotation, and adjustments.

Reference Books:

3. AdobePhotoshop CS6 On Demand- Steve Johnson Perspection, Inc.
4. Photoshop® CS6 Bible

**DA- L 202: (Practical):
(Contact Hrs: 60 Credits: 02)
List of Practical's (30)**

1. Shooting and editing effects.
2. Getting started with Photoshop.
3. Opening images in Photoshop.
4. Zooming and Navigating images.
5. Making selections with selection tools.
6. Using Layers in Photoshop.
7. Understanding Layer masks.
8. Drawing & Editing gradients.
9. Reshaping and resizing objects with free transform.
10. How to use the custom shape tool
11. How to use the color replacement tool.
12. Create a water color logo in Photoshop.
13. How to customize animated GIFs in Photoshop.
14. How to Add Rain to a Photo with Photoshop
15. How to Add Falling Snow to Your Photos with Photoshop

**DA- P 101 (Project):
(Contact Hrs. 30/60, Credits: 1/2)**

BOS Sub-Committee

- 1) Ms.Pawar P.B
- 2) Mr. Bhambure R.V.

1. Department of Animation Science
2. Department of Animation Science

Expert Committee

- 1) Mr.Pimpale S. N.
- 2) Mr.Unkule Mandar

1. Shivaji college, Satara
2. Paps Studio, Satara