

Department of Animation Science

Revised Syllabus of Diploma Programme (UG)

II Year Diploma Programme

1. Title: Diploma in 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
2	III	CT III	DASE-T 303	30	2	75
		CL III	DASE- L303	60	2	75
	IV	CT IV	DASE-T 404	30	2	75
		CL IV	DASE- L404	60	2	75
	Annual	CP II	DASE-P202	30	1	50
	Industrial and or Incubation and or Research and or Field Training			30	1	-
	Total			240	10	350

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 III

DASE-T 303: Audio Editing
(Contact Hrs: 30 Credits: 2)

Learning Objectives:

Students will be able to

1. Critically evaluate computer graphics and the mixed media.
2. Know basic aesthetic principles and concepts, and the production process.

Credits (Total Credits 2)	Semester III	No Of hours
Unit I	Fundamentals of Sound Editing	15
	Introduction of Sound Forge, Sound Forge Interface, Selecting Objects and using Layers, Tooltips, Creating Projects, Working with audio, Editing Multichannel audio, Using Markers.	
Unit II	Editing Audio	15
	Recording and Extracting Audio, Editing , Repairing and synthesizing Audio Working With Effects, Using Spectrum Analysis, Working with synthesizing Audio, Laying Working with Audio, Importing and Exporting Audio file, Working with videos.	

Learning Outcomes:

After completion of the unit, Student is able to

1. Design and utilize pre-production and post-production workflows.
2. Demonstrate knowledge and skill in digital cinematography, sound design, and editing.

Reference Books:

1. Complete Book of Sony Sound Forge
2. Adobe Bible.

DASE- L303: (Practical):
(Contact Hrs: 60 Credits: 02)

Learning Objectives:

Students will be able to

1. Learn the basic and essential techniques to work with sound files.
2. Understand how to set up a sound file and Sound track pipeline.
3. Understand the fundamental concepts of digital video.
4. Know how to perform video editing commercially.

Credits (Total Credits 2)	<p align="center">Semester I (Lab) DASE- L303 : Audio Editing</p>	No of hours per Unit Credits
	<ol style="list-style-type: none"> 1. Changing File Property in Sony sound forge. 2. Changing File format in Sony sound forge. 3. Editing Multi – Chanel Audio in Sony sound forge. 4. Recording Audio in Sony sound forge. 5. Extracting Audio in Sony sound forge. 6. Editing Audio in Sony sound forge. 7. Repairing Audio in Sony sound forge. 8. Creating Sound Effects in Sony sound forge. 9. Applying Audio Effects 10. Noise Reduction 11. Splitting Clips. 12. Cross fading 13. How to Add Background Music. 14. Creating Various Types of Sound Output in Sony sound forge. 15. Working with video in Sony sound forge. 	2

Learning Outcomes:

After completion of the unit, Student is able to

1. Work and edit in the Timeline.
2. Use advanced editing techniques in the Timeline.

Reference Books:

1. Adobe Bible.
2. Adobe Helpers.

Semester IV

**DASE-T 404: Video Editing
(Contact Hrs: 30 Credits: 2)**

Learning Objectives:

Students will be able to

- 1) To provide the knowledge about different development phases of Animation movies to students.
- 2) Student will be able to critically evaluate computer graphics and the mixed media.

Credits (Total Credits 2)	Semester IV	No Of hours
Unit I	Fundamental of Video Editing	15
	Introduction of Adobe Premiere, Interface of Adobe Premiere Pro, Working with Projects, Capturing and Importing Source Clips, Editing Video, Adding Transitions, Mixing Audio.	
Unit II	Animating a Clip	15
	Creating Titles, Superimposing and Compositing, Animating a Clip, Applying Effects, Producing Final Video.	

Learning Outcomes:

After completion of the unit, Student is able to

- 1) Recognize and evaluate critical and aesthetic issues within computer graphics and the mixed media.
- 2) Understand Key skills of audio and video editing.
- 3) Understand Camera techniques and operations.

Reference Books:

1. Adobe Bible.
2. Adobe Helpers.

DASE- L404: (Practical):
(Contact Hrs: 60 Credits: 02)

Learning Objectives:

Students will be able to

1. Learn the basic and essential techniques to work with sound files.
2. Understand how to set up a sound file and Sound track pipeline.
3. Understand the fundamental concepts of digital video.
4. Know how to perform video editing commercially.

Credits (Total Credits 2)	Semester I (Lab) DASE- L404 : Video Editing	No of hours per Unit Credits
	<ol style="list-style-type: none"> 1. Capturing and Importing Source Clips in Adobe premier pro. 2. Basic Timeline Editing in Adobe premier pro. 3. Editing Video in Adobe premier pro. 4. Adding Transitions in Adobe premier pro. 5. Modifying Transitions in Adobe premier pro. 6. customizing Transitions in Adobe premier pro. 7. Adding, Navigating Key frames in Adobe premier pro. 8. Adding Markers in Adobe premier pro. 9. Audio Editing in Adobe premier pro. 10. Mixing Audio in Adobe premier pro. 11. Creating Titles in Adobe premier pro. 12. Color Corrections in Adobe premier pro. 13. Superimposing in Adobe premier pro. 14. Compositing in Adobe premier pro. 15. Multicam Editing in Adobe premier pro. 	2

Learning Outcomes:

After completion of the unit, Student is able to

1. work and edit in the Timeline.
2. Use advanced editing techniques in the Timeline.
3. work with motion in Premiere.

Reference Books:

1. Adobe Bible.
2. Adobe Helpers.

DASE-P202 (Project):
(Contact Hrs. 30/60, Credits: 1/2)

Diploma Course (II Year)

BOS Sub-Committee

1. Mr.Bhambure R.V.
2. Mrs.Marulkar S.V.

Chairman
Member

Expert Committee

1. Mr. Firode V.P.
2. Mr. Shete S.P.

Name of Academic Expert
Name of Industrial Expert