



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM  
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

UG PROGRAM (4 Years Honors)

CBCS - 2020-21

<b>B.Sc.,</b>
<b>Film Studies</b>



## Syllabus and Model Question Papers



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**Note:** BOS is to provide final soft copy in PDF and word formats and four copies of hard copies in bounded form to the office of Dean Academic affairs.



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**1. RESOLUTIONS OF THE BOARD OF STUDIES**

Meeting held on:22.01.2021.Time:10 A.M  
At: Adikavi Nannaya University , RJY

**Agenda:**

1. Resolved to Adopt of revised-common program structure and revising/updating course-wise syllabi(in the prescribed format) as per the guidelines issued by APSCHE.
2. Resolved to Adopt the regulations on scheme of examination and marks/grading system of the University UG programs.
3. Resolved to prepare the Model question papers in prescribed format.
4. Resolved to give the List of equipment/software requirement for each lab/practical
5. Resolved the Eligibility of student for joining the course
6. Resolved the Eligibility of faculty for teaching the course
7. Resolved to give the List of paper-setters/paper evaluators with phone, email-id in the prescribed format

**Members present:**

Dr. P.Venkateshwara Rao	Chairman, Dept. of CSE,ANUR.
Dr. V.Persis	Member, Dept. of CSE, ANUR.
Mr.N.B.C.S.N.Murthy	Member , Dept. of CSE, Aditya Degree College,Kakinada
Mrs. P S V D Gayatri	Coordinator, Dept. of CSE, ANUR



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**2. DETAILS OF PAPER TITLES & CREDITS**

Sem	Course no.	Course Name	Course type (T/L/P)	Hrs./ Week: (Science: 4+2)	Credits: (Science 4+1)	Max. Marks Cont/ Internal/ Mid Assessment	Max. Marks Sem-end Exam
I	1	Art & Design	T	4	4	25	75
		Art & Design Lab	L	2	1	-	50
II	2	Film Studies – I	T	4	4	25	75
		Film Studies – I Lab	L	2	1	-	50
III	3	Compositing – I	T	4	4	25	75
		Compositing – I Lab	L	2	1	-	50
IV	4	Digital Film Editing	T	4	4	25	75
		Digital Film Editing Lab	L	2	1	-	50
	5	Compositing – II	T	4	4	25	75
		Compositing – II Lab	L	2	1	-	50
V							

Note: \*Course type code: T: Theory, L: Lab, P: Problem solving

- a. Proposed combination subjects: Computer Science, Animation [i.e B.Sc., (Computer Science, Animation, Film Studies)]
- b. Student eligibility for joining in the course:
- c. Faculty eligibility for teaching the course:
- d. List of Proposed Skill enhancement courses with syllabus, if any
- e. Any newly proposed Skill development/Life skill courses with draft syllabus and required resources



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f. Required instruments/software/ computers for the course (Lab/Practical course-wiserequired i.e., for a batch of 15 students)

Sem. No.	Lab/Practical Name	Names of Instruments/Software/ computers required with specifications	Brand Name	Qty Required
1	Art & Design Lab	Pencil(2B,4B,6B,8B),A3 & A4 Art book, Color pencils		1 set per student
2	Film Studies – I	Camera, Tripod, Reflectors, Adobe premiere, Adobe After Effects	Canon,Adobe	1 Set per student
3	Compositing – I	Adobe After effects	Adobe	6
4	Digital Film Editing	Adobe Premiere	Adobe	8
5	Compositing - II	Nuke, Silhouette, Boujou, Fusion	The Foundry, Black Magic	8

g. List of Suitable levels of positions eligible in the Govt/Pvt organizations

Suitable levels of positions for these graduates either in industry/govt organization like., technical assistants/ scientists/ school teachers., clearly define them, with reliable justification

S.No	Position	Company/ Govt organization	Remarks	Additional skills required, if any
1	2D Artist	Cartoon studios		
2	Layout designer	Graphic Design Studio		
3	Advertisement maker	Advertisement industry		
4	3D Modeler	3D industry		
5	Story board Artist	Film & Animation industry		
6	Animator	2D or 3D industry		
7	Composter	Visual effects industry		
8	Game Designer	Game industry		
9	Video & Audio editor	Film(or)Television(or)Entertainment industry		
10	Trainer	Media School (or) College		



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- a. List of Govt. organizations / Pvt companies for employment opportunities or internships or projects

S.No	Company/ Govt organization	Position type	Level of Position			
1	Film Industry					
2	Animation Industry					
3	Medical Industry					
4	Media Industry					
5	Interior Designing					
6	Automobile Industry					
7	Photography Industry					
8	Web desing & Development Industry					
9	Visual effects Industry					
10	Gaming Industry					
11	Banking Industry					
12	Educational Industry					
13	Photography Industry					

- b. Any specific instructions to the teacher /paper setters/Exam-Chief Superintendent



### 3. PROGRAM OBJECTIVES, OUTCOMES, CO-CURRICULAR ANDASSESSMENT METHODS

B.Sc Animation	Film Studies
<p>1. Aim and objectives of UG program in Subject:</p> <ul style="list-style-type: none"><li>• Develop the skills on the Art &amp; Animation</li><li>• Working with upcoming concepts</li><li>• Evaluate the projects and assignments developed/prepared by the students</li><li>• Apply the filters and effects to get photorealistic and quality outputs</li></ul>	
<p>2. Learning outcomes of Subject (in consonance with the Bloom's Taxonomy):</p> <ul style="list-style-type: none"><li>• Learning recent methods in print and designing works</li><li>• Fundamentals of making process</li><li>• Understand the Production pipeline(Pre-Production, Production &amp; Post- Production)</li><li>• Apply many techniques for quality outputs</li><li>• Use different tools to build complex objects</li></ul>	
<p>3. Recommended Skill enhancement courses: (Titles of the courses given below and details of the syllabus for 4 credits (i.e., 2 units for theory and Lab/Practical) for 5 hrs class- cum-lab work</p>	
<p>4. Recommended Co-curricular activities:(Co-curricular Activities should not promote copying from text book or from others' work and shall encourage self/independent and group learning)</p> <p>A. Measurable:</p> <ul style="list-style-type: none"><li>• Seminar &amp; Workshop on subjects relevant topics with students and industryexperts</li><li>• Group Discussion on subject relevant topics</li><li>• Quiz program on each module</li><li>• RVJ (Reflective Visual Journal) on the theory and particlesB General</li><li>• Exhibition on the practical works</li><li>• Outdoor/ Field study on their subject</li><li>• Maintain a blog.</li></ul>	
<p>5. Recommended Continuous Assessment methods:</p> <ul style="list-style-type: none"><li>• Oral presentations</li><li>• Self – reflective blogs</li><li>• Peers and self assessment on outputs</li><li>• Evidence of process and experimentation in response to artistic exercises</li><li>• Portfolios on outputs</li></ul>	



#### 4. DETAILS OF COURSE-WISE SYLLABUS

<b>B.Sc</b>	<b>Semester: I</b>	<b>Credits: 4</b>
<b>Course: 1</b>	<b>Art &amp; Design</b>	<b>Hrs/Wk: 4</b>

#### Learning Outcomes:

- Understanding of the drawing skills and conceptual skills
- Explore and integrate color and design theories in the art
- Apply Design theories & Art techniques in the production
- Analyze the Shapes and Patterns of the 2D & 3D forms
- Create artwork of sculpture and craftworks

#### Learning Outcomes of course

**Course Objectives:** The course will cover theory, techniques, and tools for Art & Design. Finally introduces image modification in the form of image segmentation.

#### UNIT I:

**Figure Drawing:** 2D & 3D – geometrical shapes – basic shapes, patterns, textures, perspectives, overlapping objectives, light and shades, forms, human anatomy.

#### UNIT II:

**Clay modeling:** Different approaches to composition in figure drawing – materials, tools, and strategies of clay modeling. Indoor & Outdoor sketching; Pencil Drawing, Painting Techniques, Still Art; Sculpture; Craftworks; Pastel Drawings; Thermacoal Decoration; Clay & Sand art; Event Decoration

#### UNIT III:

Color Balance, Color, RYB Color System, And Properties of Color: Hue - Value Tint - Shade - Tone -Intensity, Color scheme: Monochromatic, Analogous, Complementary, Color domination - Colours in terms of Weight.

#### UNIT IV:

Making Color Wheel - Primary, Secondary, Tertiary Colors - Warm and cool Colour - Additive Colour System (RGB) -Subtractive Colour System (CMYK).

#### UNIT V:

**PRINCIPLES OF DESIGN: Balance - Proximity - Alignment - Repetition - Contrast - Space, Copy Preparation, Design, and Layout - Layouts for DTP & Printing, Type Faces - Classification of Types, Type Setting.**

#### TEXT BOOKS:

1. Enchanted Drawings: Solomon, Charles, The History of Animation - Steven Cavalier Animation Art: From Pencil to Pixel - Beck, Jerry, The world of Cartoon, Anime, and CGI - Collins, 2004.
2. Animation Art: The Early Years 1911-1953 - Lotman, Jeff and Smith, Jonathan, Animation in Asia and Pacific - Joan Libbey, 2010.

#### REFERENCES:

1. Color Psychology and Color Therapy - Faber Birren The Color Revolution - Regina Lee Blaszczyk Color and Space Sandu Cultural Media
2. Historical Color Guide: Primitive to Modern Times with Thirty Plates in Color Elizabeth Burris-Meyer





**CO-CURRICULAR ACTIVITIES:**

- The student has to do the outdoor and indoor drawing assignment
- Seminar/Workshop on clay & craftworks.
- Group discussion on the art and craft works output
- Exhibition on the art and design works
- Outdoor study tour for the live sketching in the public areas

**ASSESSMENT METHODS:**

- Critical engagement in practical assignments
- Oral Presentations on the craftwork
- Evidence of process and experimentation in response to artistic exercises



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<b>B.Sc</b>	<b>Semester: I</b>	<b>Credits: 1</b>
<b>Course: 1</b>	<b>ART &amp; DESIGN LAB</b>	<b>Hrs/Wk: 2</b>

**Details of the Lab: ART & DESIGN LAB**

**ART**

1. Geometrical shapes, Basic shapes, Patterns.
2. Perspectives Drawings: One, Two and Three-Point Perspectives
3. Overlapping objectives light and shades, forms
4. Indoor & Outdoor sketching
5. Pencil Drawing; Drawing & Oil Canvas Painting
6. Still Art: Clay, Craftworks, Pastel Drawings

**DESIGN**

7. Draw a color wheel
8. Primary color and Secondary color
9. Tint and shade color
10. Cool colors and warm color
11. Additive & Subtractive Color system



**MODEL QUESTION PAPER (Sem-End. Exam)**  
**UG Degree Examinations**  
**Semester I:**  
**Course: Art & Design**

**Time: 3Hrs**

**Max.Marks:75**

**Section A**

**Answer any 5 of the following question**

**5X5 = 25M**

1. Explain the 2D & 3D
2. what is clay modeling
3. write about RGB & RGY
4. What is primary color
5. what is balance
6. What is geometrical shapes
7. what is the subtractive color system
8. How to create and design for DTP layouts

**Section B**

**Answer five of the following question**

**5X10 = 50M**

9. A) Explain in detail about the shapes and patterns  
(OR)  
B) Explain human anatomy
10. A) Explain indoor and outdoor sketching with the drawings  
(OR)  
B) Write difference clay model and thermacoal design
11. A) What is tone and tint  
(OR)  
B) explain color domination and weight
12. A) what is additive color system  
(OR)  
B) What is subtractive color system
13. A) Write design and layout in detail  
(OR)  
B) what is type face and type setting



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<b>B.Sc</b>	<b>Semester: II</b>	<b>Credits: 4</b>
<b>Course: II</b>	<b>Film Studies - I</b>	<b>Hrs/Wk: 4</b>

**Learning Outcomes:**

- Analyze variety of research & Digital film techniques
- Understand how to implement the idea to video edit
- Create storyboard for a short film concepts
- Evaluate the Ideas using different techniques

**Learning Outcomes of course:**

**Course Objectives:** Learn many technical and conceptual developments of digital film making process, such as relationships to the truth, beauty, and fact as well as the ethics of digital film making

**UNIT I:**

Research methodology - Creative thinking, How to think out of the box. Creative thinking vs. Critical thinking, Divergent thinking, Convergent thinking, Six Thinking Hats, Lateral Thinking, Brainstorming, Idea generation techniques, Mind map - Idea management - Evaluation of ideas by the filtering process. (Key questions like feasibility, uniqueness, relevance, etc...)

**UNIT II:**

**Production Pipeline** - Introduction to Storyboard - The difference between storyboard and Comic book - Difference between Storyboard and Presentation Board - Anatomy of a Storyboard - Thumbnail Storyboard - Preparing Storyboards using Digital software - Transitions, Aspects of the storyboard – Understanding the scene and emotion – Matching with the layout - Animatics.

**UNIT III:**

**Film Grammar** - Digital film making - Cinematographic properties – Camera movement calculation - Basic shot terminology – Scene – Sequence – Space and framing - 180-degree rule, 30-degree rule, jump cuts, intercuts, cuts always and cut-ins, editing, and direction, aesthetics of cinematography. Kula shove effect, vertigo effect, Camera angles – Camera Shots and camera movement – Tri Angle Exposure/F- Stop/Shutter/ISO Depth of field Camera operating

**UNIT IV:**

Mis-En-Scene and design, Acting and Performance Composition The appeal, Golden mean, Centerstage, pyramid, circular composition, Dutch angle, weight, balance, rhythm, directing the eye - Shot timing – Sound or Dialogue track

**UNIT V:**

Different film Formats (16 min, 35 mm, 70 mm) and aspect ratios - Parts of a still camera – Editing and Rendering - Cinematography and photography - Camera quiz – Introduction to digital editing – Principles of editing

**TEXT BOOKS:**

1. Storyboards: Motion in Art Book by Mark Simon
2. The Digital Filmmaking Handbook, 2nd edition. U Ben Long and Sonja Schenk



(June 2002)

3. Digital Photography for Dummies by Julie Adair King

**REFERENCES:**

1. Exploring Storyboarding Book by Wendy Tumminello
2. Directing the Story Book by Francis Glebas
3. Don Bluth's the Art of Storyboard Textbook by Don Bluth
4. The Art of the Storyboard: Storyboarding for Film, TV, and Animation Book by John M. Hart

**Film Making Reference:**

1. Block, Bruce. The Visual Story: Creating the Visual Structure of Film, TV and DigitalMedia, 2nd. Ed. Focal Press, 2008.
2. Film Directing Shot by Shot: Visualizing from Concept to ScreenU Stephen D. Katz(1991)
3. Final Cut Express 2: Digital Video Editing for Everyone. U Diana Weynand (2004)
4. Writing for Television and Radio 6th edition.U Robert L. Hilliard (1997)

**Idea & Research Reference:**

1. Lateral Thinking: Creativity step by step by Edward de Bono
2. Six thinking hats by Edward de Bono
3. Start with why: how great leaders inspire everyone to take action by Simon Sinek

**CO-CURRICULAR ACTIVITIES:**

- Seminar/Workshop on the short film and documentary making process
- Outdoor shooting like Landscape, Nature, Forest
- Quiz program on cameras, film process & portable storage device
- Create individual research on short films
- Maintain a Blog and RVJ(Reflective Visual Journal)

**ASSESSMENT METHOD:**

- Oral presentation on script to shooting
- Viva voice on concepts
- Self-assessment of outputs



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<b>B.Sc</b>	<b>Semester: II</b>	<b>Credits: 1</b>
<b>Course: II</b>	<b>Film Studies Lab</b>	<b>Hrs/Wk: 2</b>

**Details of the Lab: FILM STUDIES-I LAB**

1. Preparation of script and storyboard with the animatics
2. Camera: Operation, Shot, Angles, and Movements
3. The shooting of the script in the video
4. Different Transition and Effects in editing
5. Shooting a silent or Mix genres ( Drama, Horror, Action, Thriller, etc.,) short film
6. Edit the short film using different techniques
7. Edit the title and add effects on the shots



**MODEL QUESTION PAPER (Sem-End. Exam)**  
**UG Degree Examinations**  
**Semester II:**  
**Course: Film Studies - I**

**Time: 3Hrs**

**Max.Marks:75**

**Section A**

**Answer any 5 question**

**5X5 = 25M**

1. What is creative thinking
2. What is story board
3. Write about the cinematographic
4. Explain the acting and performance
5. Write aspect ratios of film
6. What is idea
7. Write the matching and layout
8. Explain still camera parts in detail

**Section B**

**Answer following question**

**5X10 = 50M**

9. A) what is divergent thinking and convergent thinking?  
(OR)  
B) Explain the six thinking hats with drawing
10. A) What is storyboard and comic book  
(OR)  
B) Explain the digital software's for editing
11. A) Explain camera movement and calculation  
(OR)  
B) Write ISO, Aperture, Shutter speed
12. A) What is Mis-En-Scene  
(OR)  
B) What is shot timing?
- 13) A) Write role of the cinematography and photography  
(OR)  
B) Explain Editing principles



<b>B. Sc</b>	<b>Semester: III</b>	<b>Credits: 4</b>
<b>Course: III</b>	<b>Compositing – I</b>	<b>Hrs/Wk: 4</b>

**Learning Outcomes:**

- Analyze and awareness of computer graphics software
- Understand and Recognize the different techniques in the VFX
- Create a drawing using motion graphics techniques
- Evaluate the own assignment

**Learning Outcomes of course:**

**Course Objectives:** Understand and apply the basic principles, techniques for generating and interacting with simple graphical objects on a display screen

**UNIT I:**

**Introduction** to layer-based software – Workspace and panels – Timeline panel – Working with composition settings – Importing and interpreting video and audio – Frame rate – Pixel aspect ratio and frame aspect ratio – Preparing and importing – Layers and properties – Selecting and arranging layers – Null object layers – 3D layer

**UNIT II:**

Cameras – Lights – Points of interest – Animation and keyframes - Keyframe interpolation – Controlling speed – Animating with puppet tools – Time stretching and time remapping – Paint tools: Brush, Clone Stamp, and Eraser – Shapes and Mask

**UNIT III:**

Creating Text – Editing text layers – Animating text - Alpha channels – Masks – Mattes – Keying – Roto Brush - Refine matte – Motion graphics – Blur – Sharpen – Channel effects

**UNIT IV:**

Color Correction effects – Time remapping – 3D Camera tracking – Transparency – Compositing - Effects – 4-Color gradient effects – fill effects – Fractal effect – Ramp effects – paint bucket effects – Lens flare effect – Vegas effects – write-on effect – Drop shadow effects – Shatter effects – cc effects

**UNIT V:**

Rig removal - Morphing - XMP metadata – Expression basics – Transition – Compositions – Tracking and stabilizing – Audio effects – Audio transition – Rendering and exporting – Exporting still images – Exporting Image sequences

**REFERENCE BOOKS:**

1. The Art and Science of Digital Compositing Book by Ron Brinkmann
2. Compositing Visual Effects: Essentials for the Aspiring Artist Book by Steve Wright
3. Digital Compositing in Depth! Book by Doug Kelly
4. Adobe After Effects CS6 Classroom in a Book by Adobe Creative Team (Author)

**ACTIVITIES:**

- Workshop/Seminar on motion graphics
- Work on the given assignments
- The individual shooting of your original footage for the demo reel
- Visit the Chroma studio to shoot green/blue screen footage
- RVJ





<b>B.Sc</b>	<b>Semester: III</b>	<b>Credits: 1</b>
<b>Course: III</b>	<b>Compositing Lab</b>	<b>Hrs/Wk: 2</b>

**Details of the Lab: COMPOSITING – I LAB**

1. Rotoscopy
2. Keying (Green/Blue screen shooting and compositing)
3. Color Correction
4. Tracking and Stabilizing
5. Day to Night convert
6. Wire or Rig Removals
7. Applying various effects
8. Motion poster design
9. Title animation
10. Info-graphic and Motion graphic using with the effects



**MODEL QUESTION PAPER (Sem-End. Exam)**  
**UG Degree Examinations**  
**Semester III:**  
**Course: Compositing – I**

**Time: 3Hrs**

**Max.Marks:75**

**Section A**

**Answer any 5 question**

**5X5 = 25M**

1. Explain the layer based software in detail
2. What is color space LUT & Viewer LUT
3. What is Curve Editor
4. How to create face roto
5. What is rig removal
6. explain the frame aspect ration
7. what is puppet tool
8. Explain the rendering and exporting formats

**Section B**

**Answer following question**

**5X10 = 50M**

9. A) What is null object and null object layer  
(OR)  
B) how to preparing and importing footage
10. A) Explain the animation and keyframes  
(OR)  
B) What is brush and clone stamp
11. A) What is Refine matte and roto brush  
(OR)  
B) Explain the tracking and stabilizing
12. A) Explain the camera tracking and roto tips  
(OR)  
B) What is 3D camera solve and lens flare
13. A) Write footage format and footage properties  
(OR)  
B) What is camera solving and survey data



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<b>B.Sc</b>	<b>Semester: IV</b>	<b>Credits: 4</b>
<b>Course: IV</b>	<b>Digital Film Editing</b>	<b>Hrs/Wk: 4</b>

**Learning**

**Outcomes:**

- Understand video formats and principles
- Learn fundamental of linear and non-linear editing
- Analyze on high quality motion graphics and editing techniques
- Able to do professional style color correction

**Learning Outcomes of course:**

**Course Objectives:** Explore the theory and practice of various editing techniques and styles in order to gain a better understanding on stories narration and set as a sequence (or) order. Learn advanced editing techniques with an in-depth examination of editing softwares.

**UNIT I:**

Introduction to digital editing – Principles of Editing – Liner & Nonlinear – Online & Offline editing – Film formats – Broad Brand formats – Scene – Shot – Frame – Frame Aspect ratio – Live DV Capture – Analog Editing Equipment – Red Giant - Introduction to editing software's.

**UNIT II:**

Workspace and workflow – Project setup – Importing footage into software – Supported file formats – Importing still images – Importing digital audio – Working with timecode – Digitizing analog video – Editing sequences – Graphics – Titles – Motion graphics – Monitoring assets – Exporting media

**UNIT III:**

Effects – Transitions – Effects presets – Masking and tracking – Stabilize effects – Adjustment layer – Three way color corrector – audio effects – audio transitions – Rolling shutter – Interlacing field – Animation – Keyframes – Moving and copying keyframes – Editing audio – Audio track mixer – Editing audio timeline – Recording audio – Advanced mixing

**UNIT IV:**

Editing time and pace – Re edit the exiting film – Effects – Applying, Removing– Organizing effects - Color correction and adjustment – Eliminate flicker – Motion – Position – Scale – Transition overview – Compositing – Alpha channels.

**UNIT V:**

Audio editing – Timeline panel – Recording audio – Mixes the audio – Panning – Balancing – Multitrack – Mixing multitrack sound – EQ controls – Audio effects – Audio truncation - Recording surround sound – 5.1 sound – save and export audio files – XMP metadata – Exporting DVD or Blue-ray Disc – Exporting web and mobile devices – Exporting videotape



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**TEXT BOOKS:**

1. Adobe Premiere Pro 2 Bible, w/dvd, by Adele Droblas, Seth Greenberg, Wiley
2. Adobe Audition CS6 Classroom in a Book, by Adobe Creative Team

**REFERENCES:**

1. Premiere Pro CS5 in Simple Steps, Kogent Learning Solutions Inc., Simple Steps
2. After Effects CS6 in Simple Steps, Kogent Learning Solutions Inc. Dreamtech
3. Exploring Adobe Premium Pro CS6, Prof. Sham Tickoo, Sakshi Malhotra, Dreamtech
4. After Effects CS5 in Simple Steps, Kogent Learning Solutions Inc, Simple Steps

**CO-CURRICULAR ACTIVITIES:**

- Conducting competition on short film
- Seminar on Advanced Editing techniques
- Field studies in the film/television industry

**ASSESSMENT METHOD:**

- Maintain a Blog for outputs
- Individual and group projects feedback from the target audience
- Viva on outputs



<b>B.Sc</b>	<b>Semester: IV</b>	<b>Credits: 1</b>
<b>Course: IV</b>	<b>DIGITAL FILM EDITING LAB</b>	<b>Hrs/Wk: 2</b>

**Details of the Lab: DIGITAL FILM EDITING LAB**

1. Title Graphics
2. Video – Audio synchronization
3. Non-linear editing and color correction
4. Remix video and audio
5. Music video
6. 30 Second Commercial AD
7. 30 Second Message video on Public Server Announcement (PSA)
8. 1 minute Trailer (any movie)
9. Edit a Documentary (or) short film for your own script
10. Edit Action scene on exiting movie



**MODEL QUESTION PAPER (Sem-End. Exam)**  
**UG Degree Examinations**  
**Semester: IV**  
**Course: Digital Film Editing**

**Time:3Hrs**

**Max.Marks:75**

**Section A**

**Answer any 5 question 5X5 = 25M**

1. What is liner editing
2. Explain footage importing into the software.
3. What is transitions
4. How to re edit the exiting film
5. What is sound? In detail
6. How to record Live DV Capture
7. Write media exporting
8. Explain DVD and Blue ray disc in detial

**Section B**

**Answer following question**

**5X10 = 50M**

9. A) Explain nonlinear and liner editing  
(OR)  
B) What is the editing style and explain
10. A) Write project setup and import formats  
(OR)  
B) How to edit sequences and video
11. A) How to mask and tacking the face  
(OR)  
B) How to record the audio and video
12. A) What is Eliminate flicker  
(OR)  
B) What is compositing
13. A) Explain the surround and 5.1 sound variation  
(OR)  
B) How to edit Multitrack and Mixing sound



**ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM**  
**B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)**

<b>B.Sc</b>	<b>Semester: IV</b>	<b>Credits: 4</b>
<b>Course: V</b>	<b>Compositing - II</b>	<b>Hrs/Wk: 4</b>

**Learning Outcomes:**

- Analyze various techniques for realistic effects
- Create and Recognize the different techniques in the VFX
- Understand the shooting techniques in visual effects sequences
- Apply the filters and effects to get photorealistic

**Course Objectives:** fundamentals of film making with Chroma shoot to create photorealistic effects and different techniques in VFX

**UNIT I:**

Introduction to the interface – Introduction to the flow editor – Working with polylines – Working with effect masks – working with motion paths – Working with grid warp deformations – particles – 3D interface – working with auxiliary channels – Stereoscopic and optical flow - Previews and Final renders.

**UNIT II:**

Induction to node software – Understanding the workflow – Toolbar – Menu bar – Properties panels – Project Settings - Read & Write nodes – Node software file name variables - File formats - Color space in node software - Color space LUT & viewer LUT - Reformat Animation Parameters – Curve Editor – Keying – Working with paint and rotoscoping – Color and Rotoscoping - 3D integration – Warping and Morphing Images – Tracking – Stabilizing – Image-based keying - Renders.

**UNIT III:**

User interface – Project – Sessions – Using the timeline – Adding note – Curve Editor – Nodes – Roto – Motion Blur – Paint – Clone Brush - Power Matte – Closed shape method – Blue/Green screen keying – zMatte – Pin Based warping – Shape-based warping - Morphing – Inverse Kinematics – Planar Tracker – Point Tracker – Offset Tracking – Modifying Tracking Data – Stereo paint – Rendering

**UNIT IV:**

Planar tracking - the lynchpin to mocha. Fast mask creation, inserts, and even 3D camera tracking are impossible without solid tracking data. Tougher tracks, Stabilization, Skin retouch, Camera Tracking Roto tips & tricks in mocha, 3D camera solve, Removing lens flare, Techniques for removal, and background patching.

**UNIT V:**

The user interface, project overview, shot overview, 3d perspective, an orthographic view, Useful Keys, Menus, tracking menu, camera menu, Import footage, Tracking Parameters, Color key, Clean Auto Feature Tracks, Survey Data, Camera Parameters, Solver Controls, Lens distortion, Depth Map, Importing footage, Footage format, footage properties, camera parameters, Auto feature tracking, Tracking length graph(Track-L), Tracking Error Graph(Track – E), Editing feature track F- Curves, creating masks, tracking masks, image masks, solving camera motion, constraints, survey data.



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**TEXT BOOKS:**

1. Nuke 101: Professional Compositing and Visual Effects Book by Ron Gambar
2. Digital Compositing with Nuke by Lee Lanier (Author)

**REFERENCES:**

1. The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures by Susan Zwerman (Editor), Jeffrey A. Okun (Editor)
2. The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics (The Morgan Kaufmann Series in Computer Graphics) by Ron Brinkmann (Author)

**ACTIVITIES:**

- Workshop/Seminar on VFX techniques and projects
- Assignments on compositing
- Study tour for the Outdoor and Indoor shooting to collecting own footage for VFX
- RVJ(Reflective Visual Journal)

**ASSESSMENT METHOD:**

- Maintain a webpage or blog on demo reel
- Industry survey reports
- Viva on Visual Effects





<b>B.Sc</b>	<b>Semester: IV</b>	<b>Credits: 1</b>
<b>Course: V</b>	<b>COMPOSITING – II LAB</b>	<b>Hrs/Wk: 2</b>

**Details of the Lab:**

1. Working with nodes
2. Working with Chrome Keying
3. Working on Rotoscoping
4. Human Rotoscoping
5. Animal Rotoscoping
6. Object adding or removing with the Paint
7. Day to night converting + Color Correction
8. 2D Compositing in live-action short
9. 3D Compositing in live-action short
10. Working with Hair Rotoscoping
11. Tracking and Stabilizing
12. Crowd duplication with particles



**MODEL QUESTION PAPER (Sem-End. Exam)**

**UG Degree Examinations  
Semester IV:  
Course: Compositing – II**

**Time:3Hrs**

**Max.Marks:75**

**Section A**

**Answer any 5 question**

**5X5 = 25M**

1. What is polylines
2. Explain reformat animation parameters
3. What is motion blur
4. How to create face roto
5. What is planar tracking in detail
6. What is survey data in matchmoving
7. How to create camera parameters
8. Explain the tracking error graph

**Section B**

**Answer following question**

**5X10 = 50M**

9. A) What is keying write step by step to remove key  
(OR)  
B) What is motion graphics and explain in detail
10. A) Explain Node software and name in detail  
(OR)  
B) What is Rotoscoping explain in detail
11. A)What is rotopaint explain in detail  
(OR)  
B) Explain the tracking and stabilizing
12. A) Explain the camera tracking and roto tips  
(OR)  
B) What is 3D camera solve and lens flare
13. A) Write footage format and footage propeties  
(OR)  
B) What is camera solving and survey data