



Savitribai Phule Pune University
Skill Development Centre

BACHELOR IN VOCATIONAL (B.Voc.) 2020-21

Digital Art and Animation

(3 years Degree Course)



Pune District Education Association's
Anantrao Pawar College, Pirangut, Pune.

Objective

- To provide judicious mix of skills relating to a profession and appropriate content of General Education.
- To ensure that the students have adequate knowledge and skills, so that they are work ready at each exit point of the program.
- To provide flexibility to the students by means of pre-defined entry and multiple exit points.
- To integrate NSQF within the undergraduate level of higher education in order to enhance employability of the graduates and meet industry requirements. Such graduates apart from meeting the needs of local and national industry is also expected to be equipped to become part of the global workforce.
- To provide vertical mobility to students coming out of 10+2 with vocational subjects.
- Demonstrate creativity and technical expertise for content creation
- Promote and develop the opportunities in the field of multimedia where as students can be eligible to demonstrate and explore the skills acquired.
- Develop in house capabilities to create talent with the ongoing revolution of media requirements.

SEM 1 – Digital Design

| CODE | SUBJECT | HOURS/DAY | LECTURES | TH | PR | CREDIT |
|----------|--|-----------|------------|----------|----------|-----------|
| BVOC 101 | Concept of Graphics and Digital Art | 1 | 36 | T | | 4 |
| BVOC 102 | Digital Design I, II, III | 1 | 36 | T | | 4 |
| BVOC 103 | Motion Graphics | 1 | 36 | T | | 4 |
| BVOC 104 | Digital Design Assessment's | 4 | 30 | | P | 6 |
| BVOC 105 | Creating social Media infographics Video content | 4 | 30 | | P | 6 |
| BVOC 106 | Hands on Training (Project - Branding) | 6 | 15 | | P | 6 |
| Total | | | 285 | 3 | 3 | 30 |

SEM 2 – Film Making

| CODE | SUBJECT | HOURS/DAY | LECTURES | TH | PR | CREDIT |
|--------------|---|-----------|------------|----------|----------|-----------|
| BVOC 107 | Photography Fundamentals | 1 | 36 | T | | 4 |
| BVOC 108 | Cinematography Fundamentals | 1 | 36 | T | | 4 |
| BVOC 109 | Audio Video Editing | 1 | 36 | T | | 4 |
| BVOC 110 | Outdoor/Product theme-based Photography | 4 | 30 | | P | 6 |
| BVOC 111 | Creating a Live action short film | 4 | 30 | | P | 6 |
| BVOC 112 | Hands on Training (Project – Film Making) | 6 | 15 | | P | 6 |
| TOTAL | | | 285 | 3 | 3 | 30 |

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| Course Type: Core Credit | Course Code: BV101 |
| Paper – 1: Concept of Graphics and Digital Art | |

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|--|----------------------------|---|
| Teaching Scheme 4 Hours / Week | No. of Credits 4 | Examination Scheme IE: 50 Marks UE: 50 Marks |
|--|----------------------------|---|

Objective

- 1) Learn design aspects and able to explore the emerging needs and technology for a good design.
- 2) To learn how to write for print and web color models
- 3) Students must be able to manipulate type to convey precisely what's intended and demonstrating the impact importance of good typography.
- 4) Create a design which can have impact of a good idea with the help of all design necessities.

Outcome

- 1) Students will be able understand and design the industry requirement for digital design.
- 2) This semester gives an all-round experience of modern trends inside design industry.
- 3) Latest toolsets with core techniques and ample of design theory to build Brand identity, promotional branding, social media content.
- 4) This includes UI UX Design, Motion Graphic, infographics, Print Media, web, apps mockups and so on.

Course Content - Multimedia and Computer Graphics

| | | |
|--|---|---------|
| Chapter 1 | Introduction to Computer Graphics and Display Systems | 2 Hours |
| <ol style="list-style-type: none"> 1.1. Image and objects 1.2. Image representation 1.3. Basic graphics pipeline 1.4. Raster and vector-based graphics 1.5. Applications of computer graphics 1.6. Display devices 1.7. Cathode ray tubes 1.8. Raster-scan display 1.9. Random-scan display 1.10. Characteristics of video display devices 1.11. Flat panel display 1.12. Volatile displays 1.13. Static flat-panel displays 1.14. 3D display technology 1.15. Input technology | | |

- 1.16. Touch screens
- 1.17. Light pen
- 1.18. Graphics tablets Hard-copy output devices

Chapter 2

Color Models

2 Hours

- 2.1. Types of colors
- 2.2. Color models
- 2.3. RGB color model
- 2.4. CMYK color
- 2.5. HSV color model
- 2.6. Industry and color models
- 2.7. Film colors
- 2.8. Bit depth
- 2.9. Film formats and color modules

Chapter 3

Coordinate system

1 Hours

- 3.1. Coordinate system overview
- 3.2. Cartesian coordinate system
- 3.3. Polar coordinate systems
- 3.4. Three-dimensional polar (or spherical) coordinate systems
- 3.5. Cylindrical coordinate systems
- 3.6. Conversion of coordinate systems

Chapter 4

Graphics Output Primitives

1 Hours

- 4.1. Curve Generation
- 4.2. Area Filling and Solid Area Scan-Conversion
- 4.3. Two-Dimensional Transformation
- 4.4. Two-Dimensional Viewing and Clipping
- 4.5. Three-Dimensional Transformation, Viewing and Projection
- 4.6. Surface Generation
- 4.7. Visible and Hidden Surfaces

Chapter 5

Object-Rendering

3 Hours

- 5.1. Introduction
- 5.2. Light modeling techniques
- 5.3. Illumination model
- 5.4. General illumination model
- 5.5. Intensity attenuation
- 5.6. Contribution of ambient light
- 5.7. Specular light and Phong model
- 5.8. Shading
- 5.9. Flat shading
- 5.10. Polygon mesh shading
- 5.11. Gouraud shading model
- 5.12. Phong shading
- 5.13. Transparency effect
- 5.14. Shadows
- 5.15. Types of shadows

- 5.16. Shadow algorithms
- 5.17. Texture and object representation
- 5.18. Steps in texture mapping
- 5.19. Types of texture mapping

- 5.20. Procedural textures
- 5.21. Ray tracing
- 5.22. How ray tracing works
- 5.23. Limitations of ray tracing
- 5.24. Ray casting
- 5.25. Radiosity

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| Chapter 6 | Computer Animation | 2 Hours |
|-----------|---------------------------|---------|

- 6.1. Introduction
- 6.2. Key frame animation
- 6.3. Construction of an animation sequence
- 6.4. Motion control methods
- 6.5. Methods based on geometric and kinematics information
- 6.6. Methods based on physical information
- 6.7. Methods based on behavioral information
- 6.8. Procedural animation
- 6.9. Key frame animation vs. procedural animation
- 6.10. Introduction to morphing
- 6.11. Intermediate images
- 6.12. Mapping orders
- 6.13. Warping techniques
- 6.14. Mesh warping
- 6.15. Feature-based image warping
- 6.16. Thin-plate spline-based image warping
- 6.17. Three-dimensional morphing
- 6.18. Shape transformation mechanisms
- 6.19. Volumetric three-dimensional models
- 6.20. Shape transformation for polyhedral objects

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| Chapter 7 | Introduction to Virtual Reality | 2 Hours |
|-----------|--|---------|

- 7.1. Introduction
- 7.2. Classical components and design of a VR system
- 7.3. Classical components of VR system
- 7.4. Important factors in a virtual reality system 12
- 7.5. Visual realism
- 7.6. Image resolution
- 7.7. Frame rate
- 7.8. Latency
- 7.9. Types of virtual reality systems
- 7.10. Immersive VR
- 7.11. Telepresence
- 7.12. Augmented reality
- 7.13. Fish tank VR
- 7.14. Advantages of virtual reality
- 7.15. VR Input devices
- 7.16. Three-dimensional position trackers
- 7.17. Navigation and manipulation interfaces
- 7.18. Gesture interfaces
- 7.19. Understanding AR VR

Typography and Corporate Identity

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|--|-----------------------------|---------|
| Chapter 1 | Typeface Anatomy | 1 Hours |
| <ul style="list-style-type: none">1.1. Size1.2. Scale1.3. Type Classification1.4. Type Families1.5. Superfamilies1.6. Caps and Small Caps1.7. Mixing Typefaces1.8. Punctuation1.9. Typeface Design1.10. Project: Letterforms1.11. Font Format. | | |
| Chapter 2 | Text | 2 Hours |
| <ul style="list-style-type: none">2.1. Kerning2.2. Tracking2.3. Project: Space and Meaning2.4. Line Spacing2.5. Alignment2.6. Project: Alignment2.7. Vertical Text2.8. Making Paragraphs2.9. Enlarged Capitals2.10. Hierarchy2.11. Project: Hierarchy2.12. Project: Long Lists | | |
| Chapter 3 | Grid | 2 Hours |
| <ul style="list-style-type: none">3.1.3.2. Golden Section3.3. Multicolumn Grid3.4. Modular Grid3.5. Project: Modular Grid | | |
| Principles of Design and Concept of Advertisement | | |
| Chapter 1 | Principles of Design | 3 Hours |
| <ul style="list-style-type: none">1.1. Unity1.2. Balance1.3. Visual Tension1.4. Rhythm1.5. Proportion1.6. Contrast1.7. Texture1.8. Directionality1.9. The Three-Dimensional Field1.10. Depth1.11. Overlap1.12. Relative Size1.13. Vertical Location1.14. Left/Right1.15. Linear Perspective1.16. Foreshortening | | |

- 1.17. Chiaroscuro
- 1.18. Atmospheric Perspective
- 1.19. Forces of Visual Organization

- 1.20. The Line
- 1.21. The sinuous Line
- 1.22. Compositional Triangles
- 1.23. Horizontals, Verticals, and Diagonals
- 1.24. The Power of the Edge: The Frame
- 1.25. Open and Closed Frame
- 1.26. Frame within a Frame
- 1.27. Balanced and unbalanced Frame
- 1.28. Positive and Negative Space
- 1.29. Movement in the Visual Field
- 1.30. The Rule of Thirds
- 1.31. Rules of Composition for People
- 1.32. Headroom
- 1.33. Nose room
- 1.34. Other Guidelines

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|---|--------------------------|---------|
| Chapter 1 | Concept of Advertisement | 4 Hours |
| <ul style="list-style-type: none"> 1.1. What is advertising? 1.2. AIDA Principle. 1.3. Purpose of advertising 1.4. Types of advertising 1.5. Classification 1.6. Budget of advertising 1.7. Role and functions 1.8. Classification | | |
| Reference books | | |
| <ul style="list-style-type: none"> ➤ Express Learning - Computer Graphics and Multimedia (English, Paperback, ITL Education Solutions Limited) ➤ Computer Graphics with Virtual Reality System Paperback ➤ The Advertising Concept Book ➤ Typographic Design (English, Paperback, Carter Rob) ➤ Design, Typography etc. (English, Hardcover, Gautier Damien) ➤ Thinking with Type -Jefferey Zeldman. ➤ Building a Story Brand: Clarify Your Message So Customers Will Listen ➤ Universal Principles of Design | | |
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Course Type: Core Credit

Course Code: BV102

Paper-II: Digital Design I - Adobe Photoshop, Illustrator, InDesign

Teaching Scheme
4 Hours / Week

No. of Credits
4

Examination Scheme
IE: 50 Marks
UE:50Marks

Objective

1. Learn design aspects and able to explore the emerging needs and technology for a good design.
2. To learn how to write for print and web color models
3. Students must be able to manipulate type to convey precisely what's intended and demonstrating the impact importance of good typography.

Outcome

1. Students will be able to understand about computer graphics.
2. Students can create a concept-based design as per the subject and theme.

Chapter 1

Getting to Know the Work Area

2 Hours

1. Starting to work in Adobe Photoshop
2. Using the tools
3. Sampling a color
4. Working with tools and tool properties
5. Undoing actions in Photoshop
6. More about panels and panel locations

Chapter 2

Basic Photo Corrections

2 Hours

1. Strategy for retouching
2. Resolution and image size
3. Opening a file with Adobe Bridge
4. Straightening and cropping the image in Photoshop
5. Adjusting the color and tone
6. Using the Spot Healing Brush tool
7. Applying a content-aware patch
8. Repairing areas with the Clone Stamp tool
9. Sharpening the image

Chapter 3

3. Working with Selections

2 Hours

1. About selecting and selection tools

2. Getting started
3. Using Cloud Documents
4. Using the Magic Wand tool
5. Using the Quick Selection tool
6. Moving a selected area
7. Using the Object Selection tool
8. Manipulating selections
9. Selecting with the lasso tools
10. Rotating a selection

11. Selecting with the Magnetic Lasso tool
12. Selecting from a center point
13. Resizing and copying a selection
14. Cropping an image

Chapter 4

4. Layer Basics

2 Hours

1. About layers
2. Getting started
3. Using the Layers panel
4. Rearranging layers
5. Applying a gradient to a layer
6. Applying a layer style
7. Adding an adjustment layer
8. Updating layer effects
9. Adding a border
10. Flattening and saving files

Chapter 5

5. Quick Fixes

2 Hours

1. Getting started
2. Improving a snapshot
3. Adjusting facial features with Liquify
4. Blurring a background
5. Creating a panorama
6. Filling empty areas when cropping
7. Correcting image distortion
8. Extending depth of field
9. Removing objects using Content-Aware Fill
10. Adjusting perspective in an image

Chapter 6

6. Masks and Channels

4 Hours

1. Working with masks and channels
2. Getting started
3. Using Select and Mask and Select Subject
4. Creating a quick mask
5. Manipulating an image with Puppet Warp
6. Using an alpha channel to create a shadow

Chapter 7

7. Typographic Design

2 Hours

1. About type
2. Getting started
3. Creating a clipping mask from type

4. Creating type on a path
5. Warping point type
6. Designing paragraphs of type
7. Adding a rounded rectangle
8. Adding vertical text

Chapter 8

8. Vector Drawing Techniques

3 Hours

1. About bitmap images and vector graphics
2. About paths and the Pen tool
3. Getting started
4. Drawing a shape with the Pen tool
5. Drawing a path traced from a photo
6. Converting a path to a selection and a layer mask
7. Creating a logo with text and a custom shape

Chapter 9

9. Advanced Compositing

4 hours

1. Getting started
2. Arranging layers
3. Using Smart Filters
4. Painting a layer
5. Adding a background
6. Using the History panel to undo edits
7. Upscaling a low-resolution image

Chapter 10

10. Painting with the Mixer Brush

3 hours

1. About the Mixer Brush
2. Getting started
3. Selecting brush settings
4. Mixing colors
5. Mixing colors with a photograph
6. Painting and mixing colors with brush presets

Chapter 11

11. Editing Video

2 hours

1. Getting started
2. About the Timeline panel
3. Creating a new video project
4. Animating text with keyframes
5. Creating effects
6. Adding transitions
7. Adding audio
8. Muting unwanted audio
9. Rendering video

Chapter 12

12. Working with Camera Raw

2 hours

1. Getting started
2. About camera raw files
3. Processing files in Camera Raw
4. Applying advanced color correction

Chapter 13

13. Preparing Files for the Web

2 hours

1. Getting started
2. Creating placeholders with the Frame tool
3. Using layer groups to create button graphics
4. Automating a multistep task
5. Designing with artboards

Chapter 14

14. Producing and Printing Consistent Color

2 hours

1. Preparing files for printing
2. Getting started
3. Performing a “zoom test”
4. About color management
5. Specifying color-management settings
6. Identifying out-of-gamut colors
7. Proofing document colors on a monitor
8. Bringing colors into the output gamut
9. Converting an image to CMYK
10. Saving the image as a CMYK EPS file
11. Printing a CMYK image from Photoshop

Chapter 15

15. Exploring Neural Filters

2 hours

1. Understanding Neural Filters
2. Getting started
3. Exploring the Neural Filters workspace
4. Improving complexion with Skin Smoothing
5. Combining Neural Filters

Reference books

- Photoshop Classroom in a Book
- Adobe Photoshop For Beginners: 2021

Digital Design I - Illustrator

Objective

- 5) Learn design aspects and able to explore the emerging needs and technology for a good design.
- 6) To learn how to write for print and web color models
- 7) Students must be able to manipulate type to convey precisely what's intended and demonstrating the impact

Outcome

- 1) Students will be able understand and design the industry requirement for digital design.
- 2) This semester gives an all-round experience of modern trends inside design industry.
- 3) Latest toolsets with core techniques and ample of design theory to build Brand identity, promotional branding, social media content.
- 4) This includes UI UX Design, Motion Graphic, infographics, Print Media, web, apps mockups and so on.

| | | |
|---|--|---------|
| Chapter 1 | Getting to Know the Work Area | 2 Hours |
| <ol style="list-style-type: none">1. Introducing Adobe Illustrator2. Opening an Illustrator file3. Exploring the workspace4. Changing the view of artwork5. Navigating multiple artboards6. Arranging multiple documents | | |
| Chapter 2 | 2. Techniques for Selecting Artwork | 2 Hours |
| <ol style="list-style-type: none">1. Starting the lesson2. Selecting objects3. Aligning objects4. Working with groups5. Exploring object arrangement | | |
| Chapter 3 | Using Shapes to Create Artwork | 2 Hours |
| <ol style="list-style-type: none">1. Starting the lesson2. Creating a new document3. Working with basic shapes4. Using Image Trace to convert raster images into editable vector art5. Working with drawing modes | | |
| Chapter 4 | 4. Editing and Combining Shapes and Paths | 2 Hours |
| <ol style="list-style-type: none">1. Starting the lesson2. Editing paths and shapes3. Combining shapes4. Using the Width tool | | |
| Chapter 5 | 5. Transforming Artwork | 2 Hours |
| <ol style="list-style-type: none">1. Starting the lesson2. Working with artboards3. Working with rulers and guides4. Transforming content | | |
| Chapter 6 | 6. Using the Basic Drawing Tools | 4 Hours |
| <ol style="list-style-type: none">1. Starting the lesson2. Creating with the Curvature tool3. Creating dashed lines4. Drawing with the Pencil tool5. Joining with the Join tool | | |

6. Adding arrowheads to paths

Chapter 7

7. Drawing with the Pen Tool

2 Hours

1. Starting the lesson
2. Understanding curved paths
3. An introduction to drawing with the Pen tool
4. Creating artwork with the Pen tool
5. Editing paths and points

Chapter 8

8. Using Color to Enhance Artwork

3 Hours

1. Starting the lesson
2. Exploring color modes
3. Working with color
4. Working with Live Paint

Chapter 9

9. Type

4 hours

1. Starting the lesson
2. Adding type
3. Formatting type
4. Resizing and reshaping type objects
5. Creating and applying text styles
6. Wrapping text
7. Warping text
8. Working with type on a path
9. Creating text outlines

Chapter 10

10. Organizing your Artwork with Layers

3 hours

1. Starting the lesson
2. Creating layers and sublayers
3. Editing layers and objects
4. Creating a clipping mask
5. Painting and mixing colors with brush presets

Chapter 11

11. Gradients, Blends, and Patterns

2 hours

1. Starting the lesson
2. Working with gradients
3. Working with blended objects
4. Creating patterns

Chapter 12

12. Using Brushes

2 hours

1. Starting the lesson
2. Working with brushes
3. Using Calligraphic brushes
4. Using Art brushes
5. Using Pattern brushes
6. Using Bristle brushes
7. Working with the Blob Brush tool

Chapter 13

13. Exploring Creative Uses of Effects and Graphic Styles

2 hours

1. Starting the lesson
2. Using the Appearance panel
3. Using live effects
4. Applying a Photoshop effect
5. Using graphic styles

Chapter 14

14. Creating Artwork for a T-Shirt

2 hours

1. Starting the lesson
2. Working with symbols
3. Working with Creative Cloud libraries
4. Working with global editing

Chapter 15

15. Placing and Working with Images

2 hours

1. Starting the lesson
2. Combining artwork
3. Placing image files
4. Masking images
5. Working with image links

Chapter 16

16. Sharing Projects

2 hours

1. Starting the lesson
2. Packaging a file
3. Creating a PDF
4. Creating pixel-perfect drawings
5. Exporting artboards and assets

Reference books

➤ [Illustrator Classroom in a Book](#)

Digital Design I – Adobe InDesign

Objective

- 1) Learn design aspects and able to explore the emerging needs and technology for a good design.
- 2) To learn how to write for print and web color models
- 3) Students must be able to manipulate type to convey precisely what's intended and demonstrating the impact importance of good typography.

Outcome

- 1) Students will be able understand and design the industry requirement for digital design.
- 2) This semester gives an all-round experience of modern trends inside design industry.
- 3) Latest toolsets with core techniques and ample of design theory to build Brand identity, promotional branding, social media content.
- 4) This includes UI UX Design, Motion Graphic, infographics, Print Media, web, apps mockups and so on.

| | | |
|--|--|---------|
| Chapter 1 | Getting to Know the Work Area | 2 Hours |
| <ol style="list-style-type: none">1. Introducing the Workspace2. Getting started3. Looking at the workspace4. Working with panels5. Customizing the workspace6. Changing the magnification of a document7. Navigating through a document8. Using context menus9. Using panel menus10. Modifying interface preferences11. Exploring on your own | | |
| Chapter 2 | 2. Getting to Know InDesign | 2 Hours |
| <ol style="list-style-type: none">1. Getting started2. Viewing guides3. Adding text4. Working with styles5. Working with graphics6. Working with objects7. Working with object styles8. Preflighting as you work9. Viewing the document in Presentation mode10. Exploring on your own | | |
| Chapter 3 | 3. Setting Up a Document and Working with Pages | 2 Hours |
| <ol style="list-style-type: none">1. Getting started2. Creating a new document3. Creating and saving custom document settings4. Creating a new document from a preset5. Working with master pages6. Applying master pages to document pages7. Adding new document pages8. Rearranging and deleting document pages9. Changing the size of pages within one InDesign document10. Adding sections to change page numbering11. Overriding master page items and placing text and graphics12. Printing to the edge of the paper: Using the bleed guides13. Viewing the completed spread14. Exploring on your own | | |
| Chapter 4 | 4. Working with Objects | 2 Hours |
| <ol style="list-style-type: none">1. Getting started | | |

2. Introducing layers
3. Working with layers
4. Creating and modifying text frames
5. Creating and modifying graphics frames
6. Adding metadata captions to graphics frames
7. Wrapping text around a graphic
8. Transforming the shape of frames
9. Transforming and aligning objects
10. Selecting and modifying grouped objects
11. Flowing type along a path
12. Drawing lines and modifying arrowheads
13. Finishing up
14. Exploring on your own

Chapter 5

5. Working with Color

2 Hours

1. Getting started
2. Managing color
3. Defining printing requirements
4. Creating colors
5. Applying colors
6. Working with tint swatches
7. Working with gradients
8. Working with color groups
9. Exploring on your own

Chapter 6

6. Flowing Text

4 Hours

1. Getting started
2. Flowing text into an existing frame
3. Flowing text manually
4. Creating text frames while flowing text
5. Creating threaded frames automatically
6. Flowing text automatically
7. Using Find/Change to delete extra paragraph returns
8. Applying paragraph styles to text
9. Adjusting columns
10. Using the baseline grid to align text
11. Adding a jump line page number
12. Exploring on your own

Chapter 7

7. Editing Text

2 Hours

1. Getting started
2. Entering and importing text
3. Finding and changing text and formatting
4. Checking spelling
5. Editing text by dragging and dropping
6. Using the Story Editor
7. Tracking changes
8. Exploring on your own

Chapter 8

8. Working with Typography

3 Hours

1. Getting started
2. Adjusting vertical spacing

3. Working with fonts, type styles, and glyphs
4. Working with columns
5. Changing paragraph alignment
6. Creating a drop cap
7. Adjusting letter and word spacing
8. Adjusting line breaks
9. Setting tabs
10. Working with paragraph shading and rules

Chapter 9

9. Working with Styles

4 hours

1. Getting started
2. Creating and applying paragraph styles
3. Creating and applying character styles
4. Nesting character styles inside paragraph styles
5. Creating and applying object styles
6. Creating and applying table and cell styles
7. Globally updating styles
8. Loading styles from another document
9. Exploring on your own

Chapter 10

10. Creating Tables

3 hours

1. Getting started
2. Working with tables
3. Converting text to a table
4. Changing rows and columns
5. Formatting a table
6. Adding graphics to table cells
7. Creating a header row
8. Creating and applying table and cell styles
9. Exploring on your own

Chapter 11

11. Importing and Modifying Graphics

2 hours

1. Getting started
2. Adding graphics from other programs
3. Comparing vector and bitmap graphics
4. Managing links to imported files
5. Updating revised graphics
6. Adjusting display quality
7. Importing and sizing graphics
8. Editing placed pictures
9. Working with dropped backgrounds
10. Importing native Adobe graphic files
11. Using subject-aware text wrap
12. Filling type with a graphic
13. Using an InDesign library to manage objects
14. Exploring on your own

Chapter 12

12. working with transparency

2 hours

1. Getting started
2. Creating a background graphic
3. Applying transparency settings
4. Adding transparency effects to imported vector and bitmap graphics

5. Importing and adjusting Illustrator files that use transparency
6. Applying transparency settings to text
7. Working with effects
8. Exploring on your own

Chapter 13

13. Printing and Exporting

2 hours

1. Getting started
2. Preflighting files
3. Previewing separations
4. Managing colors
5. Previewing transparency effects
6. Previewing the pages
7. Creating an Adobe PDF proof
8. Creating a press-ready PDF and saving a PDF preset
9. Printing a proof and saving a print preset
10. Packaging files
11. Exporting graphics for the web and other digital destinations
12. Exploring on your own

Chapter 14

14. Creating Adobe PDF Files with Form Fields

2 hours

1. Getting started
2. Setting up a workspace for forms
3. Adding form fields
4. Setting the tab order of the fields
5. Adding a button to submit the form
6. Exporting an interactive Adobe PDF file
7. Testing your form in Acrobat Reader
8. Exploring on your own

Chapter 15

15. Creating a Fixed-Layout Epub

2 hours

1. Getting started
2. Creating a new document for fixed-layout export
3. EPUB: Fixed-layout versus reflowable
4. Adding animation
5. Buttons
6. Adding multimedia and interactive elements
7. Exporting a fixed-layout EPUB file
8. InDesign Publish Online
9. Exploring on your own

Reference books

- [How Do I Do That in InDesign? Dave Clayton, Scott Kelby](#)
- [InDesign Classroom in a Book](#)
- [Adobe InDesign 2020 By Against the Clock](#)

| | | |
|---|--|---|
| Course Type: Core Credit | | Course Code: BV105 |
| Paper-3: Motion Graphics – Adobe After Effect | | |
| Teaching Scheme 4 Hours / Week | No. of Credits 4 | Examination Scheme IE: 50 Marks UE: 50 Marks |
| <p>Objective</p> <ol style="list-style-type: none"> 1) To fulfill the needs of social media for creation of motion graphics and dynamic media. 2) Creating E-learning content on the fly with the proper toolsets. 3) On demand workflows of media industry for crating content. | | |
| <p>Outcome</p> <ol style="list-style-type: none"> 1) Students will be able to create dynamic content and concept-based designs. 2) Students can create a concept-based design as per the subject and theme. | | |
| Chapter 1 | 1. Getting to Know the Workflow | 2 Hours |
| <ol style="list-style-type: none"> 1. Getting started 2. Creating a project and importing footage 3. Creating a composition and arranging layers 4. Adding effects and modifying layer properties 5. Animating the composition 6. Previewing your work 7. Optimizing performance in After Effects 8. Rendering and exporting your composition 9. Customizing workspaces 10. Controlling the brightness of the user interface 11. Collaborating in After Effects 12. Finding resources for using After Effects | | |
| Chapter 2 | 2. Creating a Basic Animation Using Effects and Presets | 2 Hours |
| <ol style="list-style-type: none"> 1. Getting started 2. Importing footage using Adobe Bridge 3. Creating a new composition 4. Working with imported Illustrator layers 5. Applying effects to a layer 6. Applying an animation preset 7. Recomposing layers for a new animation 8. Previewing the effects 9. Adding transparency 10. Rendering the composition | | |

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| Chapter 3 | 3. Animating Text | 2 Hours |
| <ol style="list-style-type: none"> 1. Getting started 2. About text layers 3. Installing a font using Adobe Fonts 4. Creating and formatting point text 5. Animating with scale keyframes 6. Using a text animation preset 7. Animating imported Photoshop text 8. Animating type tracking 9. Animating text opacity 10. Animating an image to replace text 11. Using a text animator group 12. Animating a layer's position 13. Adding motion blur | | |
| Chapter 4 | 4. Working with Shape Layers | 2 Hours |
| <ol style="list-style-type: none"> 1. Getting started 2. Creating the composition 3. Adding a shape layer 4. Creating a self-animating shape 5. Duplicating a shape 6. Creating custom shapes with the Pen tool 7. Positioning layers with snapping 8. Animating a shape 9. Animating using parenting 10. Using nulls to connect points 11. Previewing the composition | | |
| Chapter 5 | 5. Animating a Multimedia Presentation | 2 Hours |
| <ol style="list-style-type: none"> 1. Getting started 2. Adjusting anchor points 3. Parenting layers 4. Precomposing layers 5. Keyframing a motion path 6. Animating additional elements 7. Applying an effect 8. Animating precomposed layers 9. Animating the background 10. Adding an audio track | | |
| Chapter 6 | 6. Animating Layers | 4 Hours |
| <ol style="list-style-type: none"> 1. Getting started 2. Simulating lighting changes 3. Duplicating an animation using the pick whip 4. Using a track matte to confine animation 5. Animating using the Corner Pin effect 6. Simulating a darkening sky 7. Retiming the composition | | |
| Chapter 7 | 7. Working with Masks | 2 Hours |

1. About masks
2. Getting started
3. Creating a mask with the Pen tool
4. Editing a mask
5. Feathering the edges of a mask
6. Replacing the content of the mask
7. Adjusting the opacity
8. Adding a shadow
9. Creating a vignette

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| Chapter 8 | 8. Distorting Objects with the Puppet Tools | 3 Hours |
| <ol style="list-style-type: none"> 1. Getting started 2. About the Puppet tools 3. Adding Position pins 4. Adding Advanced and Bend pins 5. Stiffening an area 6. Animating pin positions 7. Using the Puppet tools to animate video 8. Recording animation | | |
| Chapter 9 | 9. Using the Roto Brush Tool | 4 hours |
| <ol style="list-style-type: none"> 1. About rotoscoping 2. Getting started 3. Creating a segmentation boundary 4. Fine-tuning the matte 5. Freezing your Roto Brush tool results 6. Changing the background 7. Adding animated text 8. Outputting your project | | |
| Chapter 10 | 10. Performing Color Correction | 3 hours |
| <ol style="list-style-type: none"> 1. Getting started 2. Adjusting color balance with levels 3. Adjusting color with the Lumetri Color effect 4. Replacing the background 5. Color-correcting using Auto Levels 6. Motion tracking the clouds 7. Replacing the sky in the second clip 8. Color grading | | |
| Chapter 11 | 11. Creating Motion Graphics Templates | 2 hours |
| <ol style="list-style-type: none"> 1. Getting started 2. Preparing a master composition 3. Setting up a template 4. Adding properties to the Essential Graphics panel 5. Providing image options 6. Protecting the timing of a section 7. Exporting the template | | |
| Chapter 12 | 12. Using 3D Features | 2 hours |
| | | |

1. Getting started
2. Creating 3D layers
3. Animating 3D layers
4. Adding ambient light
5. Recomposing layers
6. Creating 3D text
7. Using 3D views
8. Adding a camera
9. Lighting a scene

Chapter 13

13. Working with the 3D Camera Tracker

2 hours

1. About the 3D Camera Tracker effect
2. Getting started
3. Tracking the footage
4. Creating a ground plane, a camera, and the initial text
5. Creating additional text elements
6. Locking an image to a plane with a solid layer
7. Tidying the composition
8. Adding a final object
9. Creating realistic shadows
10. Adding ambient light
11. Adding an effect
12. Previewing the composition

Chapter 14

14. Advanced Editing Techniques

2 hours

1. Getting started
2. Stabilizing a shot
3. Using single-point motion tracking
4. Removing unwanted objects
5. Creating a particle simulation
6. Retiming playback using the Time warp effect

Chapter 15

15. Rendering and Outputting

2 hours

1. Getting started
2. About rendering and output
3. Exporting using the Render Queue
4. Creating templates for the Render Queue
5. Rendering movies with Adobe Media Encoder

Reference books

- [Adobe After Effect Classroom in a Book](#)

Guidelines: Practical's/Assessment/Presentations

Practical's: Faculty has to take Daily practical of 1 hour each for 30 days.

Presentations: In class/Lab/projector-based presentations along with the submission of the PPT file.

Software Assignments: Student has to submit Master file along with the Jpg version of the same file (1920X1080).

For e.g. A *.psd File for **photoshop** assessment along with its **jpg**.

Images/Photography: All video submission should be 1920X1080 for the respective subject.

Videos: All video submission should be 1920X1080 for the respective subject.

Renderers: All Rendered submissions should be 1920X1080 for the respective subject.

Naming conventions: File Naming should be in given format for all type of assignments.

College_Year_Studentname_subject_Assesmentname.Ext

E.g. *APC_FYBvoc2021_VikasJadhav_Illustrator_LogoDesign.Jpg*

Drawings: The Drawing assignments are to be submitted by the student in the form of a journal/file containing individual assignment sheets. Each assignment includes the Assignment Title, Problem statement, Date of submission, Assessment date, Assessment grade and instructor's sign.

BVOC 104

Digital Design Assessment's

Paper- 4 Credits 6

Assessment 1: Retouching old photographs

Assessment 2: Create simple artwork by using basic shapes and layers

Assessment 3: Masking assignments, layer, vector, clip.

Assessment 4: Image Background cutting/Clipping

Assessment 5: Create 5 logos on given concepts by faculty.

Assessment 6: Digital Painting

Assessment 7: Matte Painting

Assessment 8: Creating advertisement layouts for concept given by faculty.

Assessment 9: Creating illustration (characters, symbols, 2d backgrounds)

Assessment10: Multipage document magazine/book.

Assessment11: Advertisement layout design InDesign.

Assessment 1: Presentation on Multimedia and Computer Graphics along with PPT File.

Assessment 2: Presentation on Typography and Corporate Identity along with PPT File.

Assessment 3: Presentation on Principles of Design and Concept of Advertisement along with PPT File.

Assessment 4: Compose paper drawings for 5 concept advertisements.

Assessment 5: paper drawings for 5 concept Typography.

Assessment 6: Develop 5 paper drawings for concept logos.

BVOC 105

Creating social Media infographics Video content

Paper- 5 Credits 6

Assessment 1: Basic Motion Graphic importing adobe illustrator file.

Assessment 2: Puppet tool animation

Assessment 3: Multimedia Presentation using pick whips, track mattes, motion blurs

Assessment 4: Creating 3d compositions with lights.

Assessment 5: Basic rotoscoping practices

Assessment 6: Creating 3d matte paint

Assessment 7: Creating Motion Graphics using effects.

Assessment 7: 2d 3d element's Compositing Practices.

BVOC 106

Hands on Training on 2 skill Specialization

Paper- 6Credits 6

Assessment 1: Product branding project with production standards. Includes print, web, social media and motion graphics for the brand.

Course Type: Core Credit

Course Code: BVOC 107

Paper - 1: **Photography Fundamentals**

Teaching Scheme
4 Hours / Week

No. of Credits
4

Examination Scheme
IE: 50 Marks
UE: 50 Marks

Objective

- 1) To create creative artist for creative content with technical abilities.
- 2) To capture the phase of wild spreading industry of video content.
- 3) Practicing the base of film making to produce best of entertainment by pitching the right preproduction management.

Outcome

- 1) This semester focuses on film production process and literacy of pipeline for live action films.
- 2) This will teach from concept visualization, storyboards, screenplays, animatics.
- 3) Student will be able to plan his own short film and understand the entire process of film making. Photography will be an addition to make students more eligible for jobs and their own small-scale business.

Chapter 1

Chapter 1: Getting Started with Photography

8 Hours

- 1.1. Getting Started with Photography
- 1.2. Compact Digital Cameras
- 1.3. Advanced Digital Cameras
- 1.4. DSLR and SLR
Digital Photography vs. Film

Chapter 2

The Different Elements Of Photography

8 Hours

- 2.1. Line -- Can be vertical, horizontal, curved or jagged. Examples: roads, sunsets, bridges.
- 2.2. Shape -- Two-dimensional representation of objects. Examples: silhouetted photographs of birds.
- 2.3. Form -- Three-dimensional representation of objects, usually through the use of lighting and shadows.
- 2.4. Texture -- The use of lighting to bring out details of an object, making it easy to see whether a surface is smooth or soft.
- 2.5. Pattern -- The use of repetition to create an interesting photo. Examples: photos of gardens or flowers.
- 2.6. Color -- Using warm or cool colors to set a mood.
- 2.7. Space -- Either negative or positive space can be used to make a statement. Often seen when using the rule of thirds. Bit depth

Chapter 3

Proper Lighting and Your Options

8 Hours

- 6.1. The farther the source, the harder the light
- 6.2. Diffusion scatters light
- 6.3. Bouncing light acts as diffusion
- 6.4. The farther the light source, the more it falls off
- 6.5. Light falloff
- 6.6. Front lighting de-emphasizes texture
- 6.7. Shadows and volume
- 6.8. Backlight
- 6.9. The exposure triangle

Reference books

- Understanding Exposure by Bryan Peterson
- Understanding Exposure by Bryan Peterson
- DSLR Photography for Beginners: Take 10 Times Better Pictures in 48 Hours or Less by Brian Black

Sem 2 – Film Making

FY B.Voc

| | |
|---|-----------------------|
| Course Type: Core Credit | Course Code: BVOC 108 |
| Paper-2: Cinematography Fundamentals | |

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| Teaching Scheme 4 Hours / Week | No. of Credits 4 | Examination Scheme IE: 50Marks UE: 50 Marks |
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Objective

- 1) To create creative artist for creative content with technical abilities.
- 2) To capture the phase of wild spreading industry of video content.

Practicing the base of film making to produce best of entertainment by pitching the right preproduction management.

Outcome

- 1) This semester focuses on film production process and literacy of pipeline for live action films.
- 2) This will teach from concept visualization, storyboards, screenplays, animatics.
- 3) Student will be able to plan his own short film and understand the entire process of film making. Photography will be an addition to make students more eligible for jobs and their own small-scale business.

| | | |
|-----------|------------------------------|---------|
| Chapter 1 | Cameras & sensors | 2 Hours |
|-----------|------------------------------|---------|

1. The Digital Signal Path
2. Digital Signal Processor
3. HD, HD+ AND UHD
4. HD Recording
5. Post High-def
6. Raw Vs. Baked in
7. RAW Camera Signal Path
8. Viewing Stream
9. Definitions
10. Digital Negative
11. Chroma Subsampling
12. Pixels
13. Resolution
14. Photo sites
15. Pixels and Photo sites Are Not the same Thing!
16. Digitizing
17. Olpf
18. Digital Sensors
19. CCD
20. CMOS
21. Other Types of Sensors
22. 3-Chip
23. Making Color from Black-and-White
24. Bayer Filter
25. Demosaicing/DeBayering
26. Color Interpolation
27. What Color Is Your Sensor?
28. How Many Pixels is Enough?
29. 5K for 4K
30. Shutters
31. Spinning Mirror
32. Rolling Shutter and Global Shutter
33. Sensor Size and Depth-of-Field
34. ISO in Digital Cameras
35. Noise
36. IR and Hot Mirror Filters
37. Bit Rate
38. Bit Depth
39. Frame Rates
40. The Film Look vs. the Video Look
41. Film Cameras

Chapter 2

Measurement

2 Hours

1. The Waveform Monitor
2. External Sync
3. Types of Display
4. Color Bars in Detail
5. Using the PLUGE in Monitor Calibration
6. Monitor Probes
7. Legal and Valid
8. Hue/Phase
9. The Vectorscope
10. Using the Vectorscope on the Set
11. Color Bars on the Vectorscope
12. White Balance/Black Balance
13. Gamut
14. Video Test Cards

15. The Deceptively simple Neutral Gray Card
16. The Gray Card and Color Balance in Film and Video
17. Why Isn't 18% Gray Also 50%?
18. Calibration Test Charts
19. DSC Labs Test Charts
20. The One Shot
21. The X-Rite Color Checker
22. Chroma Match & screen Align
23. Skin Tone
24. Measuring Image Resolution

Chapter 3

Exposure

4 Hours

1. Exposure Theory
2. What Do We Want Exposure to Do for Us?
3. Controlling Exposure
4. Change the Bucket
5. The Elements of Exposure
6. Light
7. F/Stops
8. Shutter Speed/Frame Rate/Shutter Angle
9. The Response Curve
10. Underexposure
11. Overexposure
12. Correct Exposure
13. Higher Brightness Range in the Scene
14. Two Types of Exposure
15. How Film and Video Are Different
16. We'll Fix It in Post
17. The Bottom Line
18. Exposure in shooting RAW Video
19. Video Exposure
20. The Tools of Exposure
21. The Incident Meter
22. The Reflectance Meter
23. A Different World of Exposure
24. Setting Exposure with the Waveform Monitor
25. F/Stops on the Waveform
26. The 18% Solution
27. Exposure Indicators in the Camera
28. Zebras
29. Histogram
30. Traffic Lights and Goal Posts
31. False Color Exposure Display
32. Arri Alexa False Colors
33. Strategies of Exposure
34. Don't Let It Clip, but Avoid the Noise

35. Texture & Detail
36. The Dilemma
37. Using Light Meters
38. Meter the Key
39. Using the Waveform Monitor
40. Placing Middle Gray
41. Start at the Bottom or Start at the Top
42. Expose to the Right
43. Zebras
44. The Monitor

- 45. Know Thyself and Know Thy Camera
- 46. Blackmagic Camera Exposure Advice
- 47. HDRX

Chapter 4

Linear, gamma, log

4 Hours

- 1. Dynamic Range
- 2. Linear Response
- 3. An Ideal and a Problem
- 4. Linear as Scene Referred
- 5. The Classic S-Curve in the Image
- 6. Film Gamma and Video Gamma
- 7. Video Gamma
- 8. The Coincidence
- 9. Rec. 709
- 10. Studio Swing Levels, Full Range, and Legal Video
- 11. Gamma Control In Traditional HD
- 12. Knee Control
- 13. Black Stretch/Black Gamma
- 14. Another Approach
- 15. Hypergamma/Cinegamma/Film Rec
- 16. Sony Hypergamma terminology
- 17. Gamma in RAW Video
- 18. The Inefficiency of Linear
- 19. Log Encoding
- 20. Superwhite
- 21. What You See Is Not What You Get
- 22. Log and RAW—Two Different Things
- 23. Proprietary Log Curves
- 24. Sony S-Log
- 25. Arri Log C
- 26. Canon-Log
- 27. Redcode
- 28. Red Log
- 29. 18% Gray in Log
- 30. Variation in Log Curves

Chapter 5

Image control & grading

4 Hours

- 1. At the Dit Cart
- 2. What Happens at the Cart Doesn't Stay at the Cart
- 3. Color Correction and Color Grading
- 4. Controllers and Control Surfaces
- 5. Control Parameters
- 6. Lift/Shadows
- 7. Gamma/Midtones

- 8. Gain/Highlights
- 9. Curves
- 10. Log Controls
- 11. Log Offset Color and Master Controls
- 12. Exporting and Reusing Grades
- 13. Luts and Looks
- 14. LUT Formats
- 15. Proper Use of LUTs in Color Correction
- 16. Viewing Luts
- 17. LUTs and Looks: What's the Difference?

18. Controlling the Image in Front of the Lens
19. Camera Filter Types
20. Diffusion and Effects Filters
21. Contrast Filters
22. Neutral Density Filters
23. Effects Filters and Grads
24. Converse Filters
25. Camera Lens Filters for Color Correction
26. Warming and Cooling Filters
27. Contrast Control in Black-And-White
28. Polarizers
29. IR Filters

Chapter 6

The tools of lighting

4 Hours

1. Color Balance
2. Color Rendering Index
3. Daylight/Tungsten Sources
4. LED Lights
5. Remote Phosphor LEDs
6. HMI Units
7. Xenons
8. Tungsten Lights
9. Fresnels
10. Open Face
11. Pars
12. Soft Lights
13. Barger Baglights
14. Color-Correct Fluorescents
15. Other Types of Units
16. Softsun
17. Cyls, Strips, Nooks, and Broads
18. Chinese Lanterns and Spacelights
19. Self-Contained Crane Rigs
20. Ellipsoidal Reflector Spots
21. Balloon Lights
22. Handheld Units
23. Day Exteriors
24. Controlling Light with Grip Equipment

Chapter 7

Lighting basics

6 Hours

1. The Fundamentals of Lighting
2. The [Conceptual] Tools of Lighting
3. The Attributes of Light
4. Hard vs. Soft

5. Full Range of Tones
6. Color Control and Color Balance
7. Shape
8. Separation
9. Depth
10. Texture
11. Mood and Tone
12. Exposure and Lighting
13. Some Lighting Terminology
14. Working with Hard Light and Soft Light

15. Hard Light
16. Soft Light
17. Direction
18. Avoiding Flat Front Lighting
19. Light from the Upstage Side
20. Backlight and Kicker
21. Intensity
22. Texture in Lighting
23. Color
24. Lighting Techniques
25. Ambient
26. Classical Lighting
27. Bringing it through the Windows
28. Practicals and Motivated Lighting
29. Basic Principles of Lighting
30. Back Cross Keys
31. Ambient Plus Accents
32. Lighting with Practicals
33. Lighting through the Window
34. Available Natural Light
35. Available Light Windows
36. Motivated Light
37. Carrying a Lamp
38. Day Exteriors
39. Fill
40. Silks and Diffusion
41. Open Shade and Garage Door Light
42. Sun As Backlight
43. Magic Hour

Chapter 8

Optics & focus

2 Hours

1. The Physical Basis of Optics
2. Refraction
3. Focal Length and Angle of View
4. F/Stop
5. Focus
6. Mental Focus
7. Circle of Confusion
8. Depth-of-Field
9. How Not to Get More Depth-of-Field
10. Hyperfocal Distance
11. Nodal Points
12. The Rear Nodal Point and Special Effects Shots
13. Zooms and Depth-of-Field
14. Macrophotography
15. Exposure Compensation in Macrophotography

16. Depth-of-Field in Close-Up Work
17. Calculating Depth-of-Field in Close-Up Work
18. Close-Up Tools
19. Diopters
20. Extension Tubes or Bellows
21. Macro Lenses
22. Snorkels and Innovision
23. Specialized Lenses
24. Lens Extenders and Filter Factors
25. Lens Care

26. Back Focus

Chapter 9

Camera movement

4 hours

1. Camera Movement in Filmmaking
2. Motivation and Invisible Technique
3. Basic Technique
4. Types of Moves
5. Pan
6. Tilt
7. Move In/Move Out
8. Zoom
9. Punch-in
10. Moving Shots
11. Tracking
12. Countermove
13. Reveal with Movement
14. Circle Track Moves
15. Crane Moves
16. Rolling shot
17. Camera Supports for Movement
18. Drones
19. Handheld
20. Stabilizer Rigs
21. Camera Heads
22. The Tripod
23. High-Hat
24. Rocker Plate
25. Tilt Plate
26. The Crab Dolly
27. Dolly Terminology
28. Car Shots
29. Camera Positions for Car Shots
30. Vehicle to Vehicle Shooting
31. Aerial Shots
32. Other Types of Camera Mounts
33. Steadicam
34. Rickshaw, Wheelchair, and Garfield
35. Cable-Cam
36. Crash Cams
37. Splash Boxes
38. Underwater Housings
39. Motion Control

Chapter 10

Set operations

2 hours

1. Making It Happen
2. The Director of Photography
3. The Cinematographer's Tools
4. Gaffer Glass
5. Laser Pointer
6. Director's Viewfinder
7. Digital Still Camera
8. The Shot List
9. Putting the Order Together
10. Reading the Script

11. Talking to the Director
12. Location Scouts and Tech Scouts
13. Coordinating with Other Departments
14. The Team and the Order
15. The Page Turn
16. Tests
17. Camera Crew
18. Operator
19. First AC Duties
20. Second AC
21. Loader
22. DIT
23. DIT Workflow
24. Simple Data Workflow
25. Advanced Workflow
26. Digital Loader/Media Manager
27. Utility
28. Camera Crew Reports, Equipment & Tools
29. Camera Reports
30. Camera Assistant Tools and Supplies
31. AC Prep
32. Camera Prep Checklist
33. The Team
34. Lighting Technicians (Electricians or Sparks)
35. Grips
36. Other Units
37. Set Procedures
38. Block, Light, Rehearse, Shoot
39. The Process
40. Room Tone
41. Set Etiquette
42. Set Safety
43. Lighting, Electrical, and Grip
44. Crane Safety
45. Slating Technique
46. Verbal Slating
47. Tail Slate
48. MOS Slating
49. Slating Multiple Cameras
50. Timecode Slates
51. Jamming the Slate
52. What to Write on the Slate
53. When to Change the Letter
54. The European System of Slating
55. Pickups, Series, and Reshoots
56. VFX
57. Bumping a Slate

58. Insert Slates
59. Finding the Sun

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| Chapter 11 | Data management | 2 hours |
| <ol style="list-style-type: none"> 1. Basic Principles 2. Cover your Rear 3. Standard Procedures 4. Maintain Your Logs 5. Procedure—Best Practices | | |

6. Locked and Loaded
7. Get Your Signals Straight
8. Always Scrub
9. Three Drives
10. Do Not Drag and Drop
11. Logs
12. File Management
13. File Naming
14. Download/Ingest Software
15. ShotPut Pro
16. Silverstack
17. Double Data
18. Proprietary Data Management Software
19. External Recorders
20. Hard Drives & Raids
21. RAID
22. Transfer/Shuttle Drives
23. How Much Storage Do You Need?

Reference books

- Cinematography: Theory and Practice, 2nd Edition by Blain Brown
- The Filmmaker's Eye by Gustavo Mercado
- Cinematography: Theory and Practice, 2nd Edition by Blain Brown
- Painting with Light by JOHN ALTON

Sem 2 – Film Making

FY B.Voc

Course Type: Core Credit

Course Code: BVOC 109

Paper-3: Audio Video Editing - Adobe Audition, Premier

| Teaching Scheme | No. of Credits | Examination Scheme |
|-----------------|----------------|------------------------------|
| 4 Hours / Week | 4 | IE: 50 Marks UE: 50 Marks |

Objective

1. To create creative artist for creative content with technical abilities.
2. To capture the phase of wild spreading industry of video content.
3. Practicing the base of film making to produce best of entertainment by pitching the right preproduction management.

Outcome

1. This semester focuses on film production process and literacy of pipeline for live action films.
2. This will teach from concept visualization, storyboards, screenplays, animatics.
3. Student will be able to plan his own short film and understand the entire process of film making. Photography will be an addition to make students more eligible for jobs and their own small-scale business.

| | | |
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| Chapter 1 | The audition interface and waveform editing | 2 Hours |
| <ol style="list-style-type: none"> 1. Introducing the the interface 2. Open a file Video files Select regions 3. Cut, Copy, and Paste 4. Use multiple clipboards 5. Mix paste Create a loop 6. Showing waveform data under the cursor Add fades | | |
| Chapter 2 | EFFECTS | 6 Hours |
| <ol style="list-style-type: none"> 11. Effects basics 12. Using the Effects Rack Effect categories 13. Amplitude and Compression effects 14. Delay and echo effects Filter and EQ effects Modulation effects 15. Noise reduction/restoration 16. Reverb effects 17. Special effects 18. Stereo imagery effects 19. Time and Pitch effects Third-party effects (VST and AU) Using the Effects menu 20. Presets and favorites | | |
| Chapter 3 | Audio restoration | 6 Hours |
| <ol style="list-style-type: none"> 15. Getting started 16. Creating a new document 17. Creating and saving custom document settings 18. Creating a new document from a preset 19. Working with master pages 20. Applying master pages to document pages 21. Adding new document pages 22. Rearranging and deleting document pages 23. Changing the size of pages within one InDesign document 24. Adding sections to change page numbering 25. Overriding master page items and placing text and graphics 26. Printing to the edge of the paper: Using the bleed guides 27. Viewing the completed spread 28. Exploring on your own | | |
| Chapter 4 | Mastering | 4 Hours |
| <ol style="list-style-type: none"> 1. Mastering basics equalization 2. Dynamics 3. Ambience 4. Stereo imaging 5. Push the drum hits; then apply the changes mastering diagnostics | | |
| Chapter 5 | Sound design | 2 Hours |
| <ol style="list-style-type: none"> 1. About sound design 2. Generate noise, speech, and tones creating rain sounds 3. Creating a babbling brook 4. Creating insects at night 5. Creating an alien choir 6. Creating sci-fi machine effects creating an alien drone flyby extracting frequency bands | | |

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| Chapter 6 | Creating and recording files | 2 Hours |
| <ol style="list-style-type: none"> 1. Recording into the waveform editor 2. Recording into the multitrack editor 3. Checking remaining free space 4. Dragging into an audition editor 5. Importing tracks as individual files from an audio cd | | |
| Chapter 7 | Multitrack sessions | 6 Hours |
| <ol style="list-style-type: none"> 1. About multitrack production create a multitrack session multitrack session template 2. Multitrack and waveform editor integration 3. Changing track colors 4. The tracks panel 5. Loop selections for playback 6. Track controls 7. Channel mapping in the multitrack editor the multitrack editor effects rack 8. Create a mixtape 9. Mixing or exporting a collection of clips as a single file merge clips into a single file 10. Editing clip length 11. Clip edits: split, trim, volume 12. Extend a clip via looping 13. Remix | | |
| Chapter 8 | Automation | 4 Hours |
| <ol style="list-style-type: none"> 1. About automation clip automation track automation 2. Video soundtracks 3. Multitrack session video 4. Audition integration with adobe premiere pro cc automatic speech alignment 5. Automating tasks 6. Assigning audio types 7. Essential sound panel presets 8. The multitrack mixer audio mixer basics 9. Creating music with sound libraries 10. About sound libraries Download Adobe sound effects 11. Preparing 12. Building a rhythm track Adding more percussion Adding melodic elements Using loops with different pitch and tempo 13. Adding effects | | |
| Chapter 9 | Recording and output in the multitrack editor | 4 hours |
| <ol style="list-style-type: none"> 1. Setting up the metronome 2. File management 3. Recording a part in a track 4. Recording an additional part (overdub) 5. Punching over a mistake 6. Composite recording 7. Exporting a stereo mix of the song Exporting with Adobe Media Encoder | | |
| Reference books | | |
| <ul style="list-style-type: none"> ➤ PC Audio Editing with Adobe Audition by Roger ➤ Adobe Audition 2020: Learning the Fundamentals ➤ Adobe Audition CC Classroom in a Book | | |

Adobe Premier Pro

Objective

1. To create creative artist for creative content with technical abilities.
2. To capture the phase of wild spreading industry of video content.
3. Practicing the base of film making to produce best of entertainment by pitching the right preproduction management.

Outcome

1. This semester focuses on film production process and literacy of pipeline for live action films.
2. This will teach from concept visualization, storyboards, screenplays, animatics.
3. Student will be able to plan his own short film and understand the entire process of film making. Photography will be an addition to make students more eligible for jobs and their own small-scale business.

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| Chapter 1 | Getting to Know the Workflow | 2 Hours |
| <ol style="list-style-type: none">1. Starting the lesson2. Performing nonlinear editing in Premiere Pro Expanding the workflow3. Touring the Premiere Pro interface4. Hands on: Edit your first video5. Using and setting keyboard shortcuts | | |
| Chapter 2 | Setting up a project importing organizing media | 2 Hours |
| <ol style="list-style-type: none">11. Importing media files12. Working with ingest options and proxy media13. Working with the Media Browser panel Importing still Image files14. Using Adobe Stock Customizing the media cache15. Recording a voice-over16. Using the Project panel17. Working with bins Reviewing footage Freeform view18. Modifying clips | | |
| Chapter 3 | MASTERING THE ESSENTIALS OF VIDEO EDITING | 2 Hours |
| <ol style="list-style-type: none">1. Using the Source Monitor2. Navigating the Timeline panel3. Using essential editing commands4. Performing storyboard-style editing | | |
| Chapter 4 | WORKING WITH CLIPS AND MARKERS | 2 Hours |
| <ol style="list-style-type: none">1. Using the Program Monitor controls Setting the playback resolution Playing back VR video2. Using markers3. Using Sync Lock and Track Lock Finding gaps in the sequence4. Selecting clips | | |

5. Moving clips
6. Extracting and deleting segments

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| Chapter 5 | ADDING TRANSITIONS | 2 Hours |
| <ol style="list-style-type: none"> 1. What are transitions? Using handles 2. Adding video transitions 3. Using A/R mode to fine-tune a transition Adding audio transitions | | |
| Chapter 6 | MASTERING ADVANCED EDITING TECHNIQUES | 4 Hours |
| <ol style="list-style-type: none"> 1. Performing a four-point edit 2. Changing clip playback speed Replacing clips and media Nesting sequences 3. Performing regular trimming 4. Performing advanced trimming 5. Trimming in the Program Monitor | | |
| Chapter 7 | PUTTING CLIPS IN MOTION | 2 Hours |
| <ol style="list-style-type: none"> 1. Adjusting the Motion effect 2. Changing clip position, size, and rotation 3. Working with keyframe interpolation Applying the Auto Reframe effect 4. Adding a drop shadow | | |
| Chapter 8 | EDITING AND MIXING AUDIO | 3 Hours |
| <ol style="list-style-type: none"> 1. Setting up the interface to work with audio Examining audio characteristics 2. Recording a voice-over track 3. Adjusting audio volume 4. Auto-duck music Creating a split edit 5. Adjusting audio levels for a clip 6. II IMPROVING AUDIO Starting the lesson 7. Improving audio with the Essential Sound panel Adjusting dialogue audio | | |
| Chapter 9 | ADDING VIDEO EFFECTS | 4 hours |
| <ol style="list-style-type: none"> 1. Working with visual effects 2. Applying master clip effects 3. Masking and tracking visual effects 4. Keyframing effects Using effect presets Exploring frequently used effects 5. Using the Render and Replace command | | |
| Chapter 10 | APPLYING COLOR CORRECTION AND GRADING | 3 hours |
| <ol style="list-style-type: none"> 1. Understanding display color management Following the color adjustment workflow 2. Using Comparison view Matching colors 3. Exploring the color-adjustment effects 4. Fixing exposure problems 5. Correcting color offset 6. Using special color effects 7. Creating a distinctive look | | |
| Chapter 11 | EXPLORING COMPOSITING TECHNIQUES | 2 hours |
| <ol style="list-style-type: none"> 1. what Is an alpha channel? | | |

2. Making compositing part of your project
3. Working with the Opacity effect
4. Adjusting alpha channel
5. transparencies
6. Color keying a greenscreen shot
7. Partially masking clips

Chapter 12

CREATING NEW GRAPHICS

2 hours

1. Exploring the Essential Graphics panel
2. Mastering video typography essentials
3. Creating new titles
4. Text styles
5. Working with shapes and logos
6. Making a title roll
7. Working with motion graphics templates Adding captions

Chapter 13

EXPORTING FRAMES, Clips, AND SEQUENCES

2 hours

1. Understanding the media export options Exporting single frames
2. Exporting a master copy
3. Working with Adobe Media Encoder Uploading to social media
4. Exchanging with other editing applications Final practice

Reference books

- [Mastering Adobe Premiere Pro by Paul](#)
- [Adobe Premiere Pro for Dummies by Keith](#)
- [Adobe Premier Classroom in a Book by adobe](#)

Guidelines: Practical's/Assessment/Presentations

Practical's: Faculty has to take Daily practical of 1 hour each for 30 days.

Presentations: In class/Lab/projector-based presentations along with the submission of the PPT file.

Software Assignments: Student has to submit Master file along with the Jpg version of the same file (1920X1080).

For e.g. A *.psd File for **photoshop** assessment along with its **jpg**.

Images/Photography: All Image submission should be 1920X1080 for the respective subject. Photography and digital film making can have 4k or 4k+ resolution.

Videos: All video submission should be 1920X1080 for the respective subject.

Renderers: All Rendered submissions should be 1920X1080 for the respective subject.

Naming conventions: File Naming should be in given format for all type of assignments.

College_Year_Studentname_subject_Assesmentname.Ext

E.g. APC_FYBvoc2021_VikasJadhav_Illustrator_LogoDesign.Jpg

Drawings: The Drawing assignments are to be submitted by the student in the form of a journal/file containing individual assignment sheets. Each assignment includes the Assignment Title, Problem statement, Date of submission, Assessment date, Assessment grade and instructor's sign.

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| BVOC 110 | Outdoor/Product Based Photography | Paper- 4 Credits 6 |
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Assessment 1: An Outdoor/indoor Shoot for 5 different Themes.

Assessment 1: Lighting studies

Assessment 1: Dof, Focus study

Assessment 1: Macro Micro Photography

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| BVOC 111 | Creating a Live action Short film | Paper- 5 Credits 6 |
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Assessment 1: Creating storyboards.

Assessment 2: Create a concept Based Short Film/commercial advertisement.

- Keep short less than 4 mins.
- Tell the story.
- Engage audience.
- Find Moments.

Assessment 3: Create a breakdown/behind the scenes video with documentation of you film. Such as script, storyboard screenplay. Create a PowerPoint presentation and present it in the class to describe all.

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| BVOC 112 | Hands on Training (Project – Film Making) | Paper- 6 Credits 6 |
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Assessment 1: Create a short film in groups with commercial standard on a given concept.

