



Karmaveer Bhaurao Patil University, Satara

Syllabus for

Diploma I (Film making)

Under

Faculty of Science and Technology

(As per NEP 2020)

With effect from Academic Year 2025-2026

Department of Animation Science

Preamble:

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

Program Objectives of the Course:

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

Program Outcomes:

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

Part Time Diploma
(Keep one of above as per year)

1. **Title: Film making**
2. Year of Implementation: 2024
3. Duration: One Year
4. Pattern: Semester
5. Medium of Instruction: English
6. Contact hours: 7 hours/week
7. Structure of Course:

Course Structure of Diploma Program (UG)

Year	Semester	Course No.	Course Code	Contact Hours	Credits (1Credit=15 H)	Total Marks
	I	CT I	DAST 101	30	2	75
		CL I	DASL 101	60	2	75
	II	CT II	DAST 202	30	2	75
		CL II	DASL 202	60	2	75
	Annual	CP I	DASP 101	30	1	50
	Total			210	9	350
2	III	CT III	DAST 303	30	2	75
		CL III	DASL 303	60	2	75
	IV	CT IV	DAST 404	30	2	75
		CL IV	DASL 404	60	2	75
	Annual	CP II	DASP 202	30	1	50
	Industrial and or Incubation and or Research and or Field Training			30	1	-
	Total			240	10	350
3	V	CT V	DAST 505	30	2	75
		CLV	DASL505	60	2	75
	VI	CT VI	DAST 606	30	2	75
		CL VI	DASL 606	60	2	75
	Annual	CP III	DASP 303	60	2	100
	Industrial and or Incubation and or Research and or Field Training			30	1	-
	Total			270	11	400
Total				720	30	1100

D: Diploma : Departmental Code (AS: Animation Science)

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

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

Evaluation Pattern of Diploma Program

Theory Assessments					Practical Assessments				Annual Project
Internal Evaluation			End Semester Evaluation		Internal Evaluation		End Semester Evaluation		Sem II/IV/VI
DISE	Attendance	Total	ESE	Total	DISE	Attendance	PDESE	Total	Total
30	05	35	40	75	30	05	40	75	50

Semester I
CT I : DAST-101: Basic of Cinematography
(Contact Hrs: 30 Credits: 2)

Learning Objectives:

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

Credits (Total Credits 2)	Semester I	No Of hours
Unit 1	Overview of cinematography	15
	Definition, role in filmmaking, and historical overview. Camera Basics: Types of cameras, components, and functions. Understanding Exposure: Aperture, shutter speed, ISO, and their effects on image. Portraiture, Action Photography, Still Life, Black and White	
Unit 2	Composition Techniques	15
	Composition Techniques: Framing, rule of thirds, leading lines, and other principles. Lighting Essentials: Natural vs. artificial light, quality, direction, and intensity. Color Theory: The psychological impact of color, color temperature, and color grading. Movement and Framing: Camera movement techniques (pan, tilt, dolly, etc.) and their creative applications. Lens Selection and Effects: Types of lenses, focal lengths, and lens effects.	

Learning Outcomes:

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

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

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

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

Reference Books:

1. David Stump - Digital Cinematography- 19 November 2021.
2. Timothy Heiderich - Cinematography Techniques: The Different Types of Shots in Film -2020.

CL I : DASL-101: (Practical)
(Contact Hrs: 60 Credits: 02)

List of Practical's

Credits (Total Credits 2)	Semester I (Lab) DASL-101: Basic of Cinematography	No of hours per Unit Credits
	<ol style="list-style-type: none">1. Capture Images by Camera /Scanner and Import Images into Computer.2. Up Close angles of one object.3. Capturing a Motion (scene or emotion) in slow motions like that of a turtle or fast motion like aspeeding train.4. Water drop art.5. Capture object with Perspective.6. Captured a few textural details in the 'Up Close'.7. Capture object with Perspective of color theory.8. Emotions (photographs that express each of the basic emotions: happy, sad, and mad.)9. Lighting techniques and types.10. Production preparation, line production and post-production.11. Arrange Film crew.12. Shooting and editing effects.13. Technical knowledge of different type of lances.14. Technical knowledge of different type of Camera.15. Basic Settings in DSLR cameras.	2

Semester II
CT II : DAST-202: Image Processing
(Contact Hrs: 30 Credits: 2)

Learning Objectives:

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

Credits (Total Credits 2)	Semester I	No Of hours
Unit 1	Basic Photographic Processing	15
	Scanners as input devices- Working of a Scanner– Scanning procedure – Scanning resolution. Image editing through image editing software's like Adobe Photoshop Adjustment of Brightness, Contrast, Tonal and Color Values – Experimenting with Level and Curve. Working With Documents, Drawing and Transforming Objects, Making and Saving Selections, Working with Shapes and Objects.	
Unit 2	Digital Output	15
	Working with Color, Gradients, Pattern Fills, and Blends, Points and Paths, Working With Paths. Working With Paths, Working With Layers, Working with Type, Drawing and Painting, Illustrator Effects, Symbols, Outputting Your Work. Placing photos in other documents –Using photos on the web. Increase and Decrease resolution, Noise Free Photography Printers as output devices – Different types of Print, Proofing, Photo quality printing. How can a digital image be printed?	

Learning Outcomes:

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

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

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

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

Reference Books:

1. Steve Johnson - Adobe Photoshop CS6 On Demand- Perspection, Inc.- September 2012
2. Brad Dayley , DaNae Dayley- Photoshop® CS6 Bible- 4 May 2012.

CL II :DASL-202: (Practical)**(Contact Hrs: 60 Credits: 02)****List of Practical's**

Credits (Total Credits 2)	Semester I (Lab) DASL-202: Image Processing	No of hours per Unit Credits
	<ol style="list-style-type: none">1. Importing and changing file format.2. Implementing or installing free fonts.3. Create saturated.4. Making selections with selection tools.5. Text masking.6. Layer masking.7. Drawing & Editing gradients.8. Reshaping and resizing objects with free transformation.9. Create Typographic text10. color replacement.11. Create a water color logo in Photoshop.12. customize animated GIFs in Photoshop.13. Add Rain to a Photo with Photoshop14. Add Falling Snow to Your Photos with Photoshop15. Create cartoon image using photoshop liquify.	2

CP I : DASP 101 (Project):**(Contact Hrs. 30/60, Credits: 1/2)****BOS Sub-Committee**

- 1) Mrs.Doke P.S
- 2) Mr. Bhambure R.V.

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

Expert Committee

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

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