



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 wild 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 no the ABC of film making will be able to understood 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 |
|-------|--|------------|-------------|---------------|------------------------|-------------|
| 2 | 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 |
| 3 | 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 |
| | | CL V | DASL 505 | 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 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 | 15 |
| Unit 2 | Composition Techniques 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. | 15 |

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 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. | 15 |
| Unit 2 | Digital Output 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? | 15 |

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 Liquify 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 text 10. color replacement. 11. Create a water color logo in Photoshop. 12. customize animated GIFs in Photoshop. 13. Add Rain to a Photo with Photoshop 14. Add Falling Snow to Your Photos with Photoshop 15. 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