



**Karmaveer Bhaurao Patil University, Satara**

**Syllabus for**

**Diploma II (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.

# Department of Animation Science

## Revised Syllabus of Diploma Program (UG)

### II Year Diploma Program

1. Title: Diploma in Film Making
2. Year of Implementation: 2020
3. Duration: One Year
4. Pattern: Semester
5. Medium of Instruction: English
6. Contact hours: 7 hours/week
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 III

CT III : DAST 303: Audio

Editing (Contact Hrs: 30

Credits: 2)

### Learning Objectives:

Students will be able to

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

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

### Learning Outcomes:

After completion of the unit, Student is able to

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

### Reference Books:

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

**CL III: DASL 303: (Practical)**  
**(Contact Hrs: 60 Credits: 02)**

**Learning Objectives:**

Students will be able to

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

<b>Credits (Total Credits 2)</b>	<b>Semester I (Lab)  DASL 303 : Audio Editing</b>	<b>No of hours per Unit Credits</b>
	<ol style="list-style-type: none"><li>1. Changing File Property in Sony sound forge.</li><li>2. Changing File format in Sony sound forge.</li><li>3. Editing Multi – Chanel Audio in Sony sound forge.</li><li>4. Recording Audio in Sony sound forge.</li><li>5. Extracting Audio in Sony sound forge.</li><li>6. Editing Audio in Sony sound forge.</li><li>7. Repairing Audio in Sony sound forge.</li><li>8. Creating Sound Effects in Sony sound forge.</li><li>9. Applying Audio Effects</li><li>10. Noise Reduction</li><li>11. Splitting Clips.</li><li>12. Cross fading</li><li>13. How to Add Background Music.</li><li>14. Creating Various Types of Sound Output in Sony sound forge.</li><li>15. Working with video in Sony sound forge.</li></ol>	<b>2</b>

**Learning Outcomes:**

After completion of the unit, Student is able to

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

**Reference Books:**

1. Adobe Bible.
2. Adobe Helpers.

**Semester IV**  
**CT IV: DAST 404: Video**  
**Editing (Contact Hrs: 30**  
**Credits: 2)**

**Learning Objectives:**

Students will be able to

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

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

**Learning Outcomes:**

After completion of the unit, Student is able to

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

**Reference Books:**

1. Adobe Bible.
2. Adobe Helpers.

**CL IV DASL 404: (Practical): (Contact Hrs: 60 Credits: 02)**

**Learning Objectives:**

Students will be able to

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

<b>Credits (Total Credits 2)</b>	<b>Semester I (Lab)  DASL 404 : Video Editing</b>	<b>No of hours per Unit Credits</b>
	<ol style="list-style-type: none"><li>1. Capturing and Importing Source Clips in Adobe premier pro.</li><li>2. Basic Timeline Editing in Adobe premier pro.</li><li>3. Editing Video in Adobe premier pro.</li><li>4. Adding Transitions in Adobe premier pro.</li><li>5. Modifying Transitions in Adobe premier pro.</li><li>6. customizing Transitions in Adobe premier pro.</li><li>7. Adding, Navigating Key frames in Adobe premier pro.</li><li>8. Adding Markers in Adobe premier pro.</li><li>9. Audio Editing in Adobe premier pro.</li><li>10. Mixing Audio in Adobe premier pro.</li><li>11. Creating Titles in Adobe premier pro.</li><li>12. Color Corrections in Adobe premier pro.</li><li>13. Superimposing in Adobe premier pro.</li><li>14. Compositing in Adobe premier pro.</li><li>15. Multicam Editing in Adobe premier pro.</li></ol>	<b>2</b>

**Learning Outcomes:**

After completion of the unit, Student is able to

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

**Reference Books:**

1. Adobe Bible.
2. Adobe Helpers.

**CP II: DASP 202 (Project):  
(Contact Hrs. 30/60, Credits: 1/2 )**

**Industrial and or Incubation and or Research and or Field Training (Contact  
Hrs. 30, Credits: 1)**



## **Diploma Course (II Year)**

### **BOS Sub-Committee**

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

Chairman  
Member

### **Expert Committee**

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

Name of Academic Expert  
Name of Industrial Expert