



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 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.

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 |
|--------------------------------------------------------------------|--------------------------------------------------------------------|------------|-------------|---------------|------------------------|-------------|
| 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 |
| | 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 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 | Fundamentals of Sound Editing Introduction of Sound Forge, Sound Forge Interface, Selecting Objects and using Layers, Tooltips, Creating Projects, Working with audio, Editing Multichannel audio, Using Markers. | 15 |
| Unit II | Editing Audio 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. | 15 |

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.

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

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.

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

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.

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

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