Sacred Heart College (Autonomous)

Department of School of Communication

MA DIGITAL ANIMATION

Course plan

Academic Year: 2017 - 18

Semester III

COURSE I: 16P3DGAP09 3D ADVANCED STUDIES

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	3
COURSE CODE AND TITLE	16P3DGAP09 3D ADVANCE STUDIES	CREDIT	4
HOURS/WEEK	5	HOURS/SEM	72
FACULTY NAME	VARSHA H NARAYAN		

COURSE OBJECTIVES
To create different character models
To create bone setup using IK and FK
To evaluate the basic concept and application of Dynamics
To apply skinning and painting
To evaluate different character studio mode

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
MODULE I				
1	Introduction to Maya	Lecturing and Discussions		
2	Modeling Tools	Practical	Video Presentation	
3	Props Modeling	Practical	Video Presentation	
4	Set Modeling	Practical	Video Presentation	
5	Set Modeling	Practical	Video Presentation	
6	Set Modeling	Practical	Video Presentation	
7	Advance Character Modeling Cartoonic	Practical	Video Presentation	
8	Advance Character Modeling Cartoonic	Practical	Video Presentation	
9	Realistic Character Modeling	Practical	Video Presentation	

10	Realistic Character Modeling	Practical	Video Presentation	
11	Realistic Character Modeling	Practical	Video Presentation	
12	Organic character Modeling	Practical	Video Presentation	
13	Concept Modeling	Practical	Video Presentation	
14	Basics of Texture	Practical	Video Presentation	
15	Detailed Unwrapping	Practical	Video Presentation	
16	Advanced Texturing	Practical	Video Presentation	
17	Lighting Basics	Lecturing and Discussions	Video Presentation	
18	Lighting Basics	Lecturing and Discussions	Video Presentation	
19	Lighting Basics	Lecturing and Discussions	Video Presentation	
20	Advanced Lighting	Practical	Video Presentation	
MODULE II				
21	Introduction to Rigging	Lecturing and Discussions	Video Presentation	
22	Introduction to constraints	Practical	Video Presentation	
23	IK and FK Constraints	Practical	Video Presentation	
24	IK and FK Constraints	Practical	Video Presentation	
25	Bone Setup	Practical	Video Presentation	
26	Bone Setup	Practical	Video Presentation	
27	Human Body Rig	Practical	Video Presentation	
28	Human Body Rig	Practical	Video Presentation	
29	Skinning and Painting	Practical	Video Presentation	

30	Skinning and Painting	Practical	Video Presentation	
31	Skinning and Painting	Practical	Video Presentation	
32	Skinning and Painting	Practical	Video Presentation	
33	Mechanical Rig	Practical	Video Presentation	
MODULE III				
34	Introduction to Dynamics	Lecturing and Discussions	Video Presentation	
35	Different Particle system	Practical	Video Presentation	
36	Different Particle system	Practical	Video Presentation	
37	Different Particle system	Practical	Video Presentation	
38	Instancing	Practical	Video Presentation	
39	Spawning	Practical	Video Presentation	
40	Hair and Fur	Practical	Video Presentation	
41	Linking particles to forces	Practical	Video Presentation	
MODULE IV				
42	Advanced Rigging	Practical	Video Presentation	
43	Advanced Rigging	Practical	Video Presentation	
44	Advanced Rigging	Practical	Video Presentation	
MODULE V				
45	Character Studio 1	Practical	Video Presentation	
46	Character Studio 1	Practical	Video Presentation	
47	Character Studio 1	Practical	Video Presentation	
48	Character Studio 1	Practical	Video Presentation	

49	Character Studio 1	Practical	Video Presentation	
50	Character Studio 1	Practical	Video Presentation	
51	Character Studio 1	Practical	Video Presentation	
52	Character Studio 1	Practical	Video Presentation	
53	Character Studio 1	Practical	Video Presentation	
54	Character Studio 2	Practical	Video Presentation	
55	Character Studio 2	Practical	Video Presentation	
56	Character Studio 2	Practical	Video Presentation	
57	Character Studio 2	Practical	Video Presentation	
58	Character Studio 2	Practical	Video Presentation	
59	Character Studio 2	Practical	Video Presentation	
60	Character Studio 2	Practical	Video Presentation	
61	Character Studio 2	Practical	Video Presentation	
62	Character Studio 2	Practical	Video Presentation	
63	Character Studio 2	Practical	Video Presentation	
64	Character Studio 3	Practical	Video Presentation	
65	Character Studio 3	Practical	Video Presentation	
66	Character Studio 3	Practical	Video Presentation	
67	Character Studio 3	Practical	Video Presentation	
68	Character Studio 3	Practical	Video Presentation	

69	Character Studio 3	Practical	Video Presentation	
70	Character Studio 3	Practical	Video Presentation	
71	Character Studio 3	Practical	Video Presentation	
72	Character Studio 3	Practical	Video Presentation	

ASSIGNMENTS/SEMINAR – Details & Guidelines

	Date of Completion	**Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)**
1.	20/06/2017	Full Character Modeling
2.	12/07/2017	Unwrap given object
3.	22/07/2017	Dynamic simulation -3 examples
4.	28/08/2017	Full Character Rig with Skinning
5.	30/09/2017	Character model setup

REFERENCE

- Introducing Autodesk Maya 2016
- Simplifying Maya
- Cartoon Character Animation With Maya

COURSE II: 16P3DGAP10 COMPOSITING

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	3
COURSE CODE AND TITLE	16P3DGAP10 COMPOSITING	CREDIT	4
HOURS/WEEK	5	HOURS/SEM	72
FACULTY NAME	SIJO JOSEPH		

COURSE OBJECTIVES

To build the area of specialization in Visual Effects where they can perform their best.

To build precision, control and fluency within post production work environments.

To develop a vocabulary and visual language for film compositing.

To identify and adapt with Industry standard Visual effects toolsets and plug-ins.

To summarize various visual effects requirements in video production.

Session	Topic	Method of Teaching	Value Additions	Remarks
1	INTRODUCTION TO COMPOSITING	Lecture	Video Presentation	
2	INTRODUCTION TO VISUAL FX	Lecture	Video Presentation	
3	ADOBE PHOTOSHOP IN COMPOSITING	Lecture/Practical	Reading Materials	
4	INTERPHASE OF PHOTOSHOP & AFTER EFFECTS	Lecture/Practical	Reading Materials	
5	BASIC TRANSFORM TOOLS	Lecture/Practical		
6	KEYFRAMES	Lecture/Practical		
7	SHAPES	Lecture/Practical		

8	BASICS OF PREP	Lecture/Practical		
9	TEXT PRESETS	Lecture/Practical		
10	ADVANCED TEXT ANIMATION	Lecture/Practical	Video Presentation	
11	WORKING WITH MASKS	Lecture/Practical		
12	MOTION SKETCH	Lecture/Practical		
13	ROTOSCOPE : CONCEPT	Lecture/Practical	Video Presentation	
14	ROTOSCOPE : TOOLS	Lecture/Practical		
15	ROTOSCOPING AN OBJECT & CHARACTER	Lecture/Practical		
16	ADVANCED ROTOSCOPING	Lecture/Practical	Workshop	
17	MOCHA -ROTO & TRACKING	Lecture/Practical		
18	MOCHA -PLANAR TRACKING	Lecture/Practical		
19	PAINT FX – BRUSHES & CLONE FX PRESETS	Lecture/Practical		
20	PAINT FX - WIRE REMOVAL/ ANIMATION	Lecture/Practical		
21	PAINT FX - OBJECT REMOVAL	Lecture/Practical		
22	ASSIGNMENT/ WORKSHOP [PRE-PRODUCTION]	Practical		
23	TIME CONTROLS - SLOW & FAST MOTION	Lecture/Practical	Video Presentation	
24	TIME CONTROLS - TIME REMAPPING	Lecture/Practical	Video Presentation	
25	LAYER STYLES	Lecture/Practical	Video Presentation	
26	GRAPH EDITOR	Lecture/Practical		
27	NESTING & PRE-COMPOSE	Lecture/Practical		
28	PRIMARY COMPOSITING	Lecture/Practical	Reading Materials	
29	LAYER COMPOSITING	Lecture/Practical	Video Presentation	
30	CIA I			
31	STABILIZING	Lecture/Practical	Video Presentation	
32	2D TRACKING	Lecture/Practical		

33	4 POINT TRACKING	Lecture/Practical	Video Presentation	
34	ADVANCED PLANAR TRACKING - MOCHA	Lecture/Practical	WORKSH OP	
35	MATCHMOVING 01	Lecture/Practical	Reading Materials	
36	MATCHMOVING 02	Lecture/Practical		
37	LUMA KEYING	Lecture/Practical		
38	GREENSCREEN KEYING	Lecture/Practical	Video Presentation	
39	KEYLIGHT 01	Lecture/Practical	Reading Materials	
40	KEYLIGHT 02	Lecture/Practical		
41	KEYING SUITE - SPILL SUPPRESSION	Lecture/Practical		
42	KEYING SUITE - EDGEBLUR & LIGHTWRAP	Lecture/Practical		
43	SKY REPLACEMENT	Lecture/Practical		
44	DIGITAL SET EXTENSION	Lecture/Practical		
45	DIGITAL MATTE PAINTING - INTRODUCTION	Lecture/Practical	Video Presentation	
46	DIGITAL MATTE PAINTING - THE WORKFLOW	Lecture/Practical	Video Presentation	
47	DIGITAL MATTE PAINTING - ADVANCED STUDIES	Lecture/Practical	Reading Materials	
48	COLOR CORRECTION	Lecture/Practical		
49	ADVANCED COMPOSITING 01	Lecture/Practical	Video Presentation	
50	ADVANCED COMPOSITING 02	Lecture/Practical		
51	NUKE BASICS	Lecture/Practical	Video Presentation	
52	NUKE PRACTISE	Lecture/Practical	Video Presentation	
53	FX - SAPPHIRE GENARTS TRAPCODE	Lecture/Practical	Video Presentation	
54	FX - CYCORE	Lecture/Practical	Video Presentation	
55	FX - MB NEWTON	Lecture/Practical	Video Presentation	
56	FX - MISCELLANEOUS	Lecture/Practical	Video Presentation	

57	ASSIGNMENT REVIEW	Review		
58	3D SYSTEM	Lecture/Practical		
59	3D LIGHTS	Lecture/Practical		
60	CAMERA ANIMATION	Lecture/Practical		
61	COLOR GRADING 01	Lecture/Practical	Video Presentation	
62	COLOR GRADING 02	Lecture/Practical	Video Presentation	
63	FINISHING A COMPOSITE	Lecture/Practical	Video Presentation	
64	RENDER QUEUE	Lecture/Practical		
65	RENDERING METHODS	Lecture/Practical		
66	CIA II			
67	REVISION	Practical		
68	DELIVERABLES	Practical		
69	COVERSIONS AND PROJECTIONS	Practical		
70	PORTFOLIO DEVELOPEMENT	Practical		
71	PORTFOLIO DEVELOPEMENT	Practical		
72	PORTFOLIO REVIEW	Review		

Sl No	Module	Topic	Nature of Assignment
1	I	BASIC TRANSFORM / BASIC EDIT	Practical
2	I	TEXT FORMATTING / PRESET / 10 SEC TITLE	Practical
3	I	ROTOSCOPING AN OBJECT & CHARACTER	Practical
4	II	TRACKING TECHNIQUES	Practical
5	II	PAINT OUT AN OBJECT & CHARACTER	Practical
6	III	STABILIZING A SHAKY FOOTAGE	Practical
7	III	TRACKING A MOVING OBJECT	Practical
8	III	4-POINT TRACKING(PERSPECTIVE TRACKING)	Practical
9	III	SKY REPLACEMENT OF LANDSCAPE	Practical
10	III	SET EXTENSION OF CITY SCAPE	Practical

11	III	KEYING A GREENSCREEN FROM FOREGROUND	Practical
12	IV	COMPOSITE BG TO KEYED ELEMENTS	Practical
13	IV	COLOR CORRECT A PRIMARY COMPOSITE	Practical
14	IV	COLOR GRADE A VIDEO SEQUENCE	Practical

REFERENCES

- Creating Motion Graphics with After Effects, Essential and Advanced Techniques Authors: Trish and Chris Meyer
- The Art and Science of Digital Compositing Author: Ron Brinkman
- Digital Compositing in Depth - Doug Kelly

COURSE III: 16P3DGAP11 EDITING

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	3
COURSE CODE AND TITLE	16P3DGAP11 - EDITING	CREDIT	4
HOURS/WEEK	5	HOURS/SEM	72
FACULTY NAME	FR. ANTONY		

COURSE OBJECTIVES
To understand the techniques of scene and short breakdown
To understand the basics of screen technique.
To know the necessity of editing
To understand the principles of editing.
To understand the concept and technique of cinematographic property

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
MODULE I				
1	Importance of editing	PPT	video	
2	Importance of editing	PPT/Lecture		
3	Importance of editing	PPT/Lecture		
4	Form and Function with regard to Editing	PPT/Lecture	e-resource	

5	Form and Function with regard to Editing	PPT/Lecture		
6	Montage Concepts	PPT/Lecture		
7	Montage Concepts	Lecture		
8	Montage Concepts	Lecture		
9	Relational/ ConstructiveEditing	Lecture		
10	Relational/ ConstructiveEditing	Lecture		
11	Relational/ ConstructiveEditing	PPT/Lecture		
12	Advanced Montage/Principles	PPT/Lecture		
13	Advanced Montage/Principles	PPT/Lecture		
14	Advanced Montage/Principles			
MODULE II				
15	Concept of Continuity	PPT/Lecture		
16	Physical Continuity Psychological Continuity	Lecture		
17	ImaginaryLine.	Lecture		
18	ImaginaryLine.	Lecture		
19	ImaginaryLine.	Lecture		
20	Unity of TimeandSpac	PPT/Lecture		
21	Unity ofTimeandSpac	PPT/Lecture		
22	Time and Space in Theatre	PPT/Lecture		
23	Unity of Time and Space in Cinema& Television	PPT/Lecture		
24	Unity of Time and Space in Cinema& Television	Lecture		
25	Unity of Time and Space in Cinema& Television	Lecture		
26	CIA-1			
27	Visual Grammar	Lecture		
28	Visual grammar	Lecture		
29	Visual grammar	PPT/Lecture		
30	Visual grammar	PPT/Lecture		
31	Visual grammar	PPT/Lecture		
32	Visual grammar			
MODULE III				
33	Non-LinearEditing	PRACTICAL		
34	Non-LinearEditing	PRACTICAL		
35	Introducing Software	PPT/Lecture		
36	Introducing Software	Lecture		
37	Introducing Software	Lecture		
38	Adobe Primere Introduction	PPT/Lecture		
39	Adobe Primere	PRACTICAL		
40	Adobe Primere	PRACTICAL		
41	Adobe Primere	PRACTICAL		

42	Trailer making	PRACTICAL		
43	Trailer making	PRACTICAL		
44	Trailer making	PRACTICAL		
45	Trailer making	PRACTICAL		
46	Trailer making	PRACTICAL		
47	Introducing FCP	PPT/Lecture		
48	Introducing FCP	PPT/Lecture		
49	Arrangement of file	PRACTICAL		
50	Creating library	PRACTICAL		
51	Create event	PRACTICAL		
52	Create New Project	PRACTICAL	Video	
53	Importing file	PRACTICAL		
54	Introducing FCP Tools	LECTURE		
55	Cutting tool	PRACTICAL		
56	Unlink tool	PRACTICAL	Debate	
57	Selection tool	PRACTICAL		
58	How to import file	PRACTICAL		
59	ONE SECEN EDITING	PRACTICAL		
60	ONE SECEN EDITING	PRACTICAL		
61	ONE SECEN EDITING	PRACTICAL		
62	ONE SECEN EDITING	PRACTICAL		
63	FILM REVIEW	SCREENING		
64	FILM REVIEW	SCREENING		
65	FILM REVIEW	SCREENING	Group discussion	
66	ALBUM MAKING	PRACTICAL		
67	ALBUM MAKING	PRACTICAL		
68	ALBUM MAKING	PRACTICAL		
69	ALBUM MAKING	PRACTICAL		
70	ALBUM MAKING	PRACTICAL		
71	Studio visit	PRACTICAL		
72	Studio vist	PRACTICAL		

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	28/10/2017	Projects works
2	28/10/2017	Projects works

GROUP ASSIGNMENTS/ACTIVITES – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc)
1	5/11/2017	Group project -short film making

References

- The Technique of Film and Video Editing: History, Theory, and Practice" by Ken Dancyge
- Adobe Premiere Pro CC Classroom in a Book (2017 release)" by Maxim Jago
- Technique of Film Editing, Reissue of 2nd Edition" by Karel Reisz and Gavin Millar

COURSE IV: 16P3DGAP12 3D ANIMATION I

PROGRAMME	M A DIGITAL ANIMATION	SEMESTER	3
COURSE CODE AND TITLE	16P3DGAP12 -3D ANIMATION 1	CREDIT	4
HOURS/WEEK	6	HOURS/SEM	72
FACULTY NAME	ABIN JOSE		

COURSE OBJECTIVES
To demonstrate progress in Rigging , Animation & rendering skills
To analyse characteristics of well-designed and executed 3D animation.
To identify the different use of Techniques, tools, Image quality and size for productions.
To understand the industry as a whole by executing all components of development, pre-production, production and post-production planning
To demonstrate that they understand the whole production 3D filmmaking process through a Final 3D Animation short film.

SESSION	TOPIC	LEARNING RESOURCES	VALUE ADDITIONS	REMARKS
MODULE I				
1	Introduction of Advanced 3D Techniques / Applications	Lecture/ Interaction	PPT Workshop Screening	
2	Advanced Biped Modeling	Lecture/ Interaction	PPT Workshop Screening	
3	Image plane setting	Lecture/ Interaction	PPT Workshop Screening	
4	Basic Human Body Torso Mesh creation	Lecture/Practical	PPT Workshop Screening	
5	Body Mesh Detailing	Lecture/Practical	PPT Workshop Screening	
6	Leg Basic modeling	Lecture/Practical	PPT Workshop Screening	
7	Leg Advanced Detailing	Lecture/Practical	PPT Workshop Screening	
8	foot, angle , fingers Detailing	Lecture/Practical	PPT Workshop Screening	
9	Hand Bsic structure	Seminar	PPT / Presentation/ screening	
10	Elbow , hand fingures Detailing	Lecture/Practical	PPT Screening	
11	Head modeling -1	Practical	Workshop Screening	
12	Head Modeling -2	Practical	Workshop Screening	
13 - 14	Merging Body parts	Presentation	PPT Workshop Screening	
MODULE II				
15	UV Unwrapping	Lecture/Practical	PPT Workshop Screening	

16	Texturing	Lecture/Practical	PPT Workshop Screening	
17	Lighting	Lecture/Practical	PPT Workshop Screening	
18	Realistic Biped character Final render	Lecture/Practical	PPT Workshop Screening	
19	Introduction to Blendshapes	Lecture/Practical	PPT Workshop Screening	
20	Creating good mesh topology,		PPT Workshop Screening	
21	Mesh Clean-Up	Lecture/Practical	PPT Workshop Screening	
22	Hypershade basics	Lecture/Practical	PPT Workshop Screening	
23 - 26	Materials Through Nodes	Lecture/Practical	PPT Workshop Screening	
	CIA-1			
	MODULE III			
27	Materials	Lecture/Practical	PPT Workshop Screening	
28	Advanced UV mapping	Lecture/Practical	PPT Workshop Screening	
29	Texture Painting Software - photoshop	Lecture/Practical	PPT Workshop Screening	
30	Painting UV Map	Lecture/Practical	PPT Workshop Screening	
31	Final out put with texture and Light	Lecture/Practical	PPT Workshop Screening	
32	360 final Render	Lecture/Practical	PPT Workshop Screening	
	MODULE IV			
33	Introduction to Rigging	Lecture/Practical	PPT Workshop	

			Screening	
34	Study of Skeleton structure	Lecture/Practical	PPT Workshop Screening	
35	Skeleton Creation and attributes	Lecture/Practical	PPT Workshop Screening	
36	Inverse kinemetics (IK)	Lecture/Practical	PPT Workshop Screening	
37	Forward Kinemetics (FK)	Lecture/Practical	PPT Workshop Screening	
38	Attribute Controls	Lecture/Practical	PPT Workshop Screening	
39	Expressions	Lecture/Practical	PPT Workshop Screening	
40	Constraints Types	Lecture/Practical	PPT Workshop Screening	
41	Set driven keys	Lecture/Practical	PPT Workshop Screening	
42	Parenting	Lecture/Practical	PPT Workshop Screening	
43 - 44	Control curves setup	Lecture/Practical	PPT Workshop Screening	
CIA 2				
MODULE V				
45	Basic props rigging	Lecture/Practical	PPT Workshop Screening	
46	Basic props rigging	Lecture/Practical	PPT Workshop Screening	
47	Basic props rigging	Lecture/Practical	PPT Workshop Screening	
48	Vehicle rigg_Intro	Lecture/Practical	PPT Workshop Screening	
49	vehicle rigg	Lecture/Practical	PPT Workshop Screening	

50	vehicle rigg	Lecture/Practical	PPT Workshop Screening	
51	Mechanical rigging	Lecture/Practical	PPT Workshop Screening	
52	Mechanical rigging	Lecture/Practical	PPT Workshop Screening	
53	Mechanical rigging	Lecture/Practical	PPT Workshop Screening	
54	Biped Rigging Introduction	Lecture/Practical	PPT Workshop Screening	
55	Biped character Rigging _part 1	Lecture/Practical	PPT Workshop Screening	
56	Biped character Rigging _part 2	Lecture/Practical	PPT Workshop Screening	
57	Biped character Rigging _part 3	Lecture/Practical	PPT Workshop Screening	
58	Biped character Rigging _part 4	Lecture/Practical	PPT Workshop Screening	
59	skinning	Lecture/Practical	PPT Workshop Screening	
60	paint weight	Lecture/Practical	PPT Workshop Screening	
61	Face blend shapes	Lecture/Practical	PPT Workshop Screening	
62	introduction to Character movements	Lecture/Practical	PPT Workshop Screening	
63	basic poses creation	Lecture/Practical	PPT Workshop Screening	
64	Walk cycle (Treadmil) .	Lecture/Practical	PPT Workshop Screening	
65	Biped character realistic walk cycle	Lecture/Practical	PPT Workshop Screening	

66	Biped character Runcycle	Lecture/Practical	PPT Workshop Screening	
67	Jump animation	Lecture/Practical	PPT Workshop Screening	
68	Weight Lift Animation	Lecture/Practical	PPT Workshop Screening	
69	multiple action animation	Lecture/Practical	PPT Workshop Screening	
70	Multicle characters intraction animation	Lecture/Practical	PPT Workshop Screening	
71	Multicle characters intraction animation	Lecture/Practical	PPT Workshop Screening	
72	Project (character animation clip)	Lecture/Practical	PPT Workshop Screening	

INDIVIDUAL ASSIGNMENTS/SEMINAR – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc.)
1	19/07/2017	Biped character model Advanced
2	10/08/2017	Car rigging

GROUP ASSIGNMENTS/ACTIVITIES – Details & Guidelines

	Date of completion	Topic of Assignment & Nature of assignment (Individual/Group – Written/Presentation – Graded or Non-graded etc.)
1	20/09/2017	Full rigged biped Character
2	30/10/2017	Character Animation

References

- Mastering Maya 2009

- Autodesk Knowledge

- The Animator's Survival Kit: Richard Williams

- . Digital Animation Bible - Creating Professional Animation With 3Ds Max, Lightwave,And Maya: George Avgeraki

COURSE V: 16P3DGAP13 POST PRODUCTION

PROGRAMME	MA DIGITAL ANIMATION	SEMESTER	3
COURSE CODE AND TITLE	**16P3DGAP13 POST PRODUCTION**	**CREDIT**	**4**
HOURS/WEEK	**5**	**HOURS/SEM**	**54**
FACULTY NAME	SIJO JOSEPH		

COURSE OBJECTIVES
To discover the area of specialization in post-production where they can perform their best.
To build precision, control and fluency within post production work environments.
To develop a vocabulary and visual language for film post production.
To adapt with Industry standard post production toolsets and plug-ins.
To demonstrate post production principles in applied practice.

MODULE 1					
Sl.No	**Session**	**Topic**	**Method of Teaching**	**Value Additions**	**Remarks**
1	1	Introduction to Post Production	Lecture	Video Presentation	
2	2	Introduction to film-making	Lecture	Video Presentation	
3	3	Film techniques 01	Practical	Video Presentation	
4	4	Film techniques 02	Practical	Reading Materials	
5	5	Film techniques 03	Practical	Reading Materials	
6	6	Film techniques 04	Practical	Reading Materials	
7	7	Camera Fundamentals	Practical	Reading Materials	
8	8	Scripting	Practical	Reading Materials	
9	9	Screenplay Writing	Practical	Reading Materials	
10	10	Storytelling	Practical	Video Presentation	

11	11	Pre–Production in depth	Practical	Video Presentation	
12	12	Storyboarding	Practical	Reading Materials	
13	13	Animatic Storyboarding	Practical	Reading Materials	
14	14	Pre-Visualization	Practical	Video Presentation	
15	15	Film production	Practical	Video Presentation	
16	16	Art Direction	Practical	Video Presentation	

MODULE 2

17	17	Set Designing	Practical	Reading Materials	
18	18	Costume Designing	Practical	Reading Materials	
19	19	Cinematography 01	Practical	Video Presentation	
20	20	Cinematography 02	Practical	Reading Materials	
21	21	CIA 1	Practical	Reading Materials	
22	22	Editing 01	Practical	Video Presentation	
23	23	Editing 02	Practical	Video Presentation	
24	24	Editing 03	Practical		
25	25	Editing 04	Practical		
26	26	Editing 05	Practical		
27	27	Title Animation 01	Practical	Video Presentation	
28	28	Title Animation 02	Practical	Video Presentation	
29	29	Title Animation 03	Practical	Video Presentation	
30	30	Motion Graphics	Practical	Video Presentation	

MODULE 3

31	31	Workshop - Editing	Practical		
32	32	Workshop - Color Grading	Practical		
33	33	Studio Visit	Practical		
34	34	Audio 01	Practical	Reading Materials	
35	35	Audio 02	Practical		
36	36	Audio 03	Practical		
37	37	Audio 04	Practical		
38	38	Sound Mixing	Practical		
39	39	Dubbing	Practical		
40	40	BG Score	Practical		
41	41	Final Mixing	Practical		

		MODULE 4			
42	42	Color Correction 01	Practical	Reading Materials	
43	43	Color Correction 02	Practical	Video Presentation	
44	44	Color Correction 03	Practical		
45	45	Color Grading 01	Practical		
46	46	Color Grading 02	Practical		
47	47	Color Grading 03	Practical		
48	48	Workshop – Post Production	Practical		
49	49	Workshop – Post Production	Practical		
50	50	CIA 2	Practical		
		MODULE 5			
51	51	Film Portfolio Development	Practical		
52	52	Film Portfolio Development	Practical		
53	53	Film Portfolio Development	Practical		
54	54	Film Portfolio Development	Practical		

ASSIGNMENTS AND SEMINARS

Sl No	Topic	Nature of Assignment
1	VIDEO PRODUCTION 01	Practical
2	VIDEO PRODUCTION 02	Practical
3	FINAL PROJECT – CREATING FILM (DOCUMENTARY/TAVELOGUE/ SHORTFILM/SERIES)	Practical
4	PORTFOLIO – FINAL PORTFOLIO OF ALL COLLECTED WORKS	Practical

REFERENCES

1   Creating Motion Graphics with After Effects, Essential and Advanced Techniques
        Authors: Trish and Chris Meyer
2   Design Process and Theory: Thoughts on Design, Paul Rand
3   The Art and Science of Digital Compositing Author: Ron Brinkman
4   Digital Storytelling: A Creator's Guide to Interactive Entertainment, Carolyn Miller