



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

UG PROGRAM (4 Years Honors)

CBCS - 2020-21

B.Sc.,
Film Studies



Syllabus and Model Question Papers



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

TABLE OF CONTENTS

S. No	Particulars	Page No.
1	Resolutions of the BOS	03
2	Details of paper titles & Credits	04
	a. Proposed combination subjects:	04
	b. Student eligibility for joining in the course:	04
	c. Faculty eligibility for teaching the course	04
	d. List of Proposed Skill enhancement courses with syllabus, if any	05
	e. Any newly proposed Skill development/Life skill courses with draft syllabus and required resources	05
	f. Required instruments/software/ computers for the course	06
	g. List of Suitable levels of positions eligible in the Govt/Pvt organizations	06
	h. List of Govt. organizations / Pvt companies for employment opportunities or internships or projects	06
	i. Any specific instructions to the teacher /paper setters/Exam-Chief Superintendent	07
3	Program objectives, outcomes, co-curricular and assessment methods	08
4	Details of course-wise syllabus for Theory and Lab	09
5	Model Question Papers for Theory and Lab	15
6	Details of Syllabus on Skill Enhancement courses and Model Question Papers for Theory and Lab	21

Note: BOS is to provide final soft copy in PDF and word formats and four copies of hard copies in bounded form to the office of Dean Academic affairs.



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

1. RESOLUTIONS OF THE BOARD OF STUDIES

Meeting held on:22.01.2021.Time:10 A.M
At: Adikavi Nannaya University , RJY

Agenda:

1. Resolved to Adopt of revised-common program structure and revising/updating course-wise syllabi(in the prescribed format) as per the guidelines issued by APSCHE.
2. Resolved to Adopt the regulations on scheme of examination and marks/grading system of the University UG programs.
3. Resolved to prepare the Model question papers in prescribed format.
4. Resolved to give the List of equipment/software requirement for each lab/practical
5. Resolved the Eligibility of student for joining the course
6. Resolved the Eligibility of faculty for teaching the course
7. Resolved to give the List of paper-setters/paper evaluators with phone, email-id in the prescribed format

Members present:

Dr. P.Venkateshwara Rao	Chairman, Dept. of CSE,ANUR.
Dr. V.Persis	Member, Dept. of CSE, ANUR.
Mr.N.B.C.S.N.Murthy	Member , Dept. of CSE, Aditya Degree College,Kakinada
Mrs. P S V D Gayatri	Coordinator, Dept. of CSE, ANUR



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

UG Program (4 years Honors) Structure (CBCS)

2020-21 A. Y., onwards

BACHLOR OF SCIENCE

(3rd and 4th year detailed design will be followed as per APSCHE GUIDELINES)

Subjects/ Semesters		I		II		III		IV		V		VI			
		H/W	C	H/W	C	H/W	C	H/W	C	H/W	C	H/W	C		
Languages															
English		4	3	4	3	4	3								
Language (H/T/S)		4	3	4	3	4	3								
Life Skill Courses		2	2	2	2	2+2	2+2								
Skill Development Courses		2	2	2+2	2+2	2	2								
Core Papers															
M-1	C1 to C5	4+2	4+1	4+2	4+1	4+2	4+1	4+2	4+1	4+2	4+1				
M-2	C1 to C5	4+2	4+1	4+2	4+1	4+2	4+1	4+2	4+1	4+2	4+1				
M-3	C1 to C5	4+2	4+1	4+2	4+1	4+2	4+1	4+2	4+1	4+2	4+1				
M-1	SEC (C6,C7)											4+2	4+1		
M-2	SEC (C6,C7)											4+2	4+1		
M-3	SEC (C6,C7)											4+2	4+1		
Hrs/ W (Academic Credits)		30	25	32	27	32	27	36	30	36	30	0	12	4	4
Project Work															
Extension Activities (Non Academic Credits)															
NCC/NSS/Sports/Extra Curricular										2					
Yoga							1		1						
Extra Credits															
Hrs/W (Total Credits)		30	25	32	27	32	28	36	33	36	30	0	12	4	4

M= Major; C= Core; SEC: Skill Enhancement Courses



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

Marks & Credits distribution: UG-Sciences

Sl. No	Course type	No. of courses	Each course teaching Hrs/wk	Credit for each course	Total credits	Each course evaluation			Total marks
						Conti-Assess	Univ-exam	Total	
1	English	3	4	3	9	25	75	100	300
2	S.Lang	3	4	3	9	25	75	100	300
3	LS	4	2	2	8	0	50	50	200
4	SD	4	2	2	8	0	50	50	200
5	Core/SE -I	5+2	4+2	4+1	35	25	75+50	150	1050
	Core/SE -II	5+2	4+2	4+1	35	25	75+50	150	1050
	Core/SE -III	5+2	4+2	4+1	35	25	75+50	150	1050
6	Summer-Intern	2		4	8		100	200	200
7	Internship/ Apprentice/ on the job training	1		12	12		200	200	200
		38			159				4550
8	Extension Activities (Non Academic Credits)								
	NCC/NSS/Sports/ Extra Curricular			2	2				
	Yoga			2	1	2			
	Extra Credits								
	Total	40			142				



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

DETAILS OF PAPER TITLES & CREDITS

Sem	Course no.	CourseName	Course type (T/L/P)	Hrs./ Week: (Science: 4+2)	Credits: (Science 4+1)	Max. Marks Cont/ Internal/ Mid Assessment	Max. Marks Sem-end Exam	
I	1	Art & Design	T	4	4	25	75	
		Art & Design Lab	L	2	1	-	50	
II	2	Film Studies – I	T	4	4	25	75	
		Film Studies– I Lab	L	2	1	-	50	
III	3	Compositing – I	T	4	4	25	75	
		Compositing – I Lab	L	2	1	-	50	
IV	4	Digital Film Editing	T	4	4	25	75	
		Digital Film Editing Lab	L	2	1	-	50	
	5	Compositing – II	T	4	4	25	75	
		Compositing – II Lab	L	2	1	-	50	
V	6A	Cinematography & Editing	T	4	4	25	75	
		Cinematography & Editing Lab	L	2	1	-	50	
	7A	Photography & Image Editing	T	4	4	25	75	
		Photography & Image Editing Lab	L	2	1	-	50	
	OR							
	6B	Match moving	T	4	4	25	75	
		Match Moving Lab	L	2	1	-	50	
	7B	Visual Effects with soundEditing	T	4	4	25	75	
		Visual Effects with Sound Editing Lab	L	2	1	-	50	
	OR							
	6C	AR & VR	T	4	4	25	75	
		AR & VR Lab	L	2	1	-	50	
	7C	UI & UX	T	4	4	25	75	
		UI & UX Lab	L	2	1	-	50	

Note: *Course type code: T: Theory, L: Lab, P: Problem solving

Note 1: For Semester–V, for the domain subject **FILM STUDIES**, any one of the three pairs of SECs shall be chosen as courses 6 and 7, i.e., 6A & 7A or 6B & 7B or 6C & 7C. The pair shall not be broken (ABC allotment is random, not on any priority basis).

Note 2: One of the main objectives of Skill Enhancement Courses (SEC) is to inculcate field skills related to the domain subject in students. The syllabus of SEC will be partially skill oriented. Hence, teachers shall also impart practical training to students on the field skills embedded in the syllabus citing related real field situations.

Note 3: To insert assessment methodology for Internship/ on the Job Training/Apprenticeship under the revised CBCS as per APSCHE Guidelines.



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

- **First internship (After 1st Year Examinations):** Community Service Project. To inculcate social responsibility and compassionate commitment among the students, the summer vacation in the intervening 1st and 2nd years of study shall be for Community Service Project (the detailed guidelines are enclosed).
 - **Credit For Course: 04**
 - **Second Internship (After 2nd Year Examinations):** Apprenticeship / Internship / on the job training / In-house Project / Off-site Project. To make the students employable, this shall be undertaken by the students in the intervening summer vacation between the 2nd and 3rd years (the detailed guidelines are enclosed).
 - **Credit For Course: 04**
 - **Third internship/Project work (6th Semester Period):**
During the entire 6th Semester, the student shall undergo Apprenticeship / Internship / On the Job Training. This is to ensure that the students develop hands on technical skills which will be of great help in facing the world of work (the detailed guidelines are enclosed).
 - **Credit For Course:12**
- a. Proposed combination subjects: Computer Science, Animation[i.e B.Sc.,(Computer Science, Animation, Film Studies)]
 - b. Student eligibility for joining in the course:
 - c. Faculty eligibility for teaching the course:
 - d. List of Proposed Skill enhancement courses with syllabus, if any
 - e. Any newly proposed Skill development/Life skill courses with draft syllabus and required resources



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

f. Required instruments/software/ computers for the course (Lab/Practical course-wiserequired i.e., for a batch of 15 students)

Sem. No.	Lab/Practical Name	Names of Instruments/Software/ computers required with specifications	Brand Name	Qty Required
1	Art & Design Lab	Pencil(2B,4B,6B,8B),A3 & A4 Art book, Color pencils		1 set per student
2	Film Studies – I	Camera, Tripod, Reflectors, Adobe premiere, Adobe After Effects	Canon,Adobe	1 Set per student
3	Compositing – I	Adobe After effects	Adobe	6
4	Digital Film Editing	Adobe Premiere	Adobe	8
5	Compositing - II	Nuke, Silhouette, Boujou, Fusion	The Foundry, Black Magic	8

g. List of Suitable levels of positions eligible in the Govt/Pvt organizations

Suitable levels of positions for these graduates either in industry/govt organization like., technical assistants/ scientists/ school teachers., clearly define them, with reliable justification

S.No	Position	Company/ Govt organization	Remarks	Additional skills required, if any
1	2D Artist	Cartoon studios		
2	Layout designer	Graphic Design Studio		
3	Advertisement maker	Advertisement industry		
4	3D Modeler	3D industry		
5	Story board Artist	Film & Animation industry		
6	Animator	2D or 3D industry		
7	Composter	Visual effects industry		
8	Game Designer	Game industry		
9	Video & Audio editor	Film(or)Television(or)Entertainment industry		
10	Trainer	Media School (or) College		



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

- a. List of Govt. organizations / Pvt companies for employment opportunities or internships or projects

S.No	Company/ Govt organization	Position type	Level of Position			
1	Film Industry					
2	Animation Industry					
3	Medical Industry					
4	Media Industry					
5	Interior Designing					
6	Automobile Industry					
7	Photography Industry					
8	Web desing & Development Industry					
9	Visual effects Industry					
10	Gaming Industry					
11	Banking Industry					
12	Educational Industry					
13	Photography Industry					

- b. Any specific instructions to the teacher /paper setters/Exam-Chief Superintendent



PROGRAM OBJECTIVES, OUTCOMES, CO-CURRICULAR ANDASSESSMENT METHODS

B.Sc Animation	Film Studies
<p>1. Aim and objectives of UG program in Subject:</p> <ul style="list-style-type: none">• Develop the skills on the Art & Animation• Working with upcoming concepts• Evaluate the projects and assignments developed/prepared by the students• Apply the filters and effects to get photorealistic and quality outputs	
<p>2. Learning outcomes of Subject (in consonance with the Bloom's Taxonomy):</p> <ul style="list-style-type: none">• Learning recent methods in print and designing works• Fundamentals of making process• Understand the Production pipeline(Pre-Production, Production & Post- Production)• Apply many techniques for quality outputs• Use different tools to build complex objects	
<p>3. Recommended Skill enhancement courses: (Titles of the courses given below and details of the syllabus for 4 credits (i.e., 2 units for theory and Lab/Practical) for 5 hrs class- cum-lab work</p>	
<p>4. Recommended Co-curricular activities:(Co-curricular Activities should not promote copying from text book or from others' work and shall encourage self/independent and group learning)</p> <p>A. Measurable:</p> <ul style="list-style-type: none">• Seminar & Workshop on subjects relevant topics with students and industryexperts• Group Discussion on subject relevant topics• Quiz program on each module• RVJ (Reflective Visual Journal) on the theory and particles <p>B General</p> <ul style="list-style-type: none">• Exhibition on the practical works• Outdoor/ Field study on their subject• Maintain a blog.	
<p>5. Recommended Continuous Assessment methods:</p> <ul style="list-style-type: none">• Oral presentations• Self – reflective blogs• Peers and self assessment on outputs• Evidence of process and experimentation in response to artistic exercises• Portfolios on outputs	



DETAILS OF COURSE-WISE SYLLABUS

B.Sc	Semester: I	Credits: 4
Course: 1	Art & Design	Hrs/Wk: 4

Learning Outcomes:

- Understanding of the drawing skills and conceptual skills
- Explore and integrate color and design theories in the art
- Apply Design theories & Art techniques in the production
- Analyze the Shapes and Patterns of the 2D & 3D forms
- Create artwork of sculpture and craftworks

Learning Outcomes of course

Course Objectives: The course will cover theory, techniques, and tools for Art & Design. Finally introduces image modification in the form of image segmentation.

UNIT I:

Figure Drawing: 2D & 3D – geometrical shapes – basic shapes, patterns, textures, perspectives, overlapping objectives, light and shades, forms, human anatomy.

UNIT II:

Clay modeling: Different approaches to composition in figure drawing – materials, tools, and strategies of clay modeling. Indoor & Outdoor sketching; Pencil Drawing, Painting Techniques, Still Art; Sculpture; Craftworks; Pastel Drawings; Thermacoal Decoration; Clay & Sand art; Event Decoration

UNIT III:

Color Balance, Color, RYB Color System, And Properties of Color: Hue - Value Tint - Shade - Tone -Intensity, Color scheme: Monochromatic, Analogous, Complementary, Color domination - Colours in terms of Weight.

UNIT IV:

Making Color Wheel - Primary, Secondary, Tertiary Colors - Warm and cool Colour - Additive Colour System (RGB) -Subtractive Colour System (CMYK).

UNIT V:

PRINCIPLES OF DESIGN: Balance - Proximity - Alignment - Repetition - Contrast - Space, Copy Preparation, Design, and Layout - Layouts for DTP & Printing, Type Faces - Classification of Types, Type Setting.

TEXT BOOKS:

1. Enchanted Drawings: Solomon, Charles, The History of Animation - Steven Cavalier Animation Art: From Pencil to Pixel - Beck, Jerry, The world of Cartoon, Anime, and CGI - Collins, 2004.
2. Animation Art: The Early Years 1911-1953 - Lotman, Jeff and Smith, Jonathan, Animation in Asia and Pacific - Joan Libbey, 2010.

REFERENCES:

1. Color Psychology and Color Therapy - Faber Birren The Color Revolution - Regina Lee Blaszczyk Color and Space Sandu Cultural Media
2. Historical Color Guide: Primitive to Modern Times with Thirty Plates in Color Elizabeth Burris-Meyer



CO-CURRICULAR ACTIVITIES:

- The student has to do the outdoor and indoor drawing assignment
- Seminar/Workshop on clay & craftworks.
- Group discussion on the art and craft works output
- Exhibition on the art and design works
- Outdoor study tour for the live sketching in the public areas

ASSESSMENT METHODS:

- Critical engagement in practical assignments
- Oral Presentations on the craftwork
- Evidence of process and experimentation in response to artistic exercises



B.Sc	Semester: I	Credits: 1
Course: 1	ART & DESIGN LAB	Hrs/Wk: 2

Details of the Lab: ART & DESIGN LAB

ART

1. Geometrical shapes, Basic shapes, Patterns.
2. Perspectives Drawings: One, Two and Three-Point Perspectives
3. Overlapping objectives light and shades, forms
4. Indoor & Outdoor sketching
5. Pencil Drawing; Drawing & Oil Canvas Painting
6. Still Art: Clay, Craftworks, Pastel Drawings

DESIGN

7. Draw a color wheel
8. Primary color and Secondary color
9. Tint and shade color
10. Cool colors and warm color
11. Additive & Subtractive Color system



MODEL QUESTION PAPER (Sem-End. Exam)
B. Sc Degree Examinations
Semester I:
Course 1: Art & Design

Time: 3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. Explain the 2D & 3D
2. what is clay modeling
3. write about RGB & RGY
4. What is primary color
5. what is balance
6. What is geometrical shapes
7. what is the subtractive color system
8. How to create and design for DTP layouts

Section B

Answer ALL the following question

5X10 = 50M

9. A) Explain in detail about the shapes and patterns
(OR)
B) Explain human anatomy
10. A) Explain indoor and outdoor sketching with the drawings
(OR)
B) Write difference clay model and thermacoal design
11. A) What is tone and tint
(OR)
B) explain color domination and weight
12. A) what is additive color system
(OR)
B) What is subtractive color system
13. A) Write design and layout in detail
(OR)
B) what is type face and type setting



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B.Sc	Semester: II	Credits: 4
Course :2	Film Studies - I	Hrs/Wk: 4

Learning Outcomes:

- Analyze variety of research & Digital film techniques
- Understand how to implement the idea to video edit
- Create storyboard for a short film concepts
- Evaluate the Ideas using different techniques

Learning Outcomes of course:

Course Objectives: Learn many technical and conceptual developments of digital film making process, such as relationships to the truth, beauty, and fact as well as the ethics of digital film making

UNIT I:

Research methodology - Creative thinking, How to think out of the box. Creative thinking vs. Critical thinking, Divergent thinking, Convergent thinking, Six Thinking Hats, Lateral Thinking, Brainstorming, Idea generation techniques, Mind map - Idea management - Evaluation of ideas by the filtering process. (Key questions like feasibility, uniqueness, relevance, etc...)

UNIT II:

Production Pipeline - Introduction to Storyboard - The difference between storyboard and Comic book - Difference between Storyboard and Presentation Board - Anatomy of a Storyboard - Thumbnail Storyboard - Preparing Storyboards using Digital software - Transitions, Aspects of the storyboard – Understanding the scene and emotion – Matching with the layout - Animatics.

UNIT III:

Film Grammar - Digital film making - Cinematographic properties – Camera movement calculation - Basic shot terminology – Scene – Sequence – Space and framing - 180-degree rule, 30-degree rule, jump cuts, intercuts, cuts always and cut-ins, editing, and direction, aesthetics of cinematography. Kula shove effect, vertigo effect, Camera angles – Camera Shots and camera movement – Tri Angle Exposure/F- Stop/Shutter/ISO Depth of field Camera operating

UNIT IV:

Mis-En-Scene and design, Acting and Performance Composition The appeal, Golden mean, Centerstage, pyramid, circular composition, Dutch angle, weight, balance, rhythm, directing the eye - Shot timing – Sound or Dialogue track

UNIT V:

Different film Formats (16 min, 35 mm, 70 mm) and aspect ratios - Parts of a still camera – Editing and Rendering - Cinematography and photography - Camera quiz – Introduction to digital editing – Principles of editing

TEXT BOOKS:

1. Storyboards: Motion in Art Book by Mark Simon
2. The Digital Filmmaking Handbook, 2nd edition. U Ben Long and Sonja Schenk



(June 2002)

3. Digital Photography for Dummies by Julie Adair King

REFERENCES:

1. Exploring Storyboarding Book by Wendy Tumminello
2. Directing the Story Book by Francis Glebas
3. Don Bluth's the Art of Storyboard Textbook by Don Bluth
4. The Art of the Storyboard: Storyboarding for Film, TV, and Animation Book by John M. Hart

Film Making Reference:

1. Block, Bruce. The Visual Story: Creating the Visual Structure of Film, TV and DigitalMedia, 2nd. Ed. Focal Press, 2008.
2. Film Directing Shot by Shot: Visualizing from Concept to ScreenU Stephen D. Katz(1991)
3. Final Cut Express 2: Digital Video Editing for Everyone. U Diana Weynand (2004)
4. Writing for Television and Radio 6th edition.U Robert L. Hilliard (1997)

Idea & Research Reference:

1. Lateral Thinking: Creativity step by step by Edward de Bono
2. Six thinking hats by Edward de Bono
3. Start with why: how great leaders inspire everyone to take action by Simon Sinek

CO-CURRICULAR ACTIVITIES:

- Seminar/Workshop on the short film and documentary making process
- Outdoor shooting like Landscape, Nature, Forest
- Quiz program on cameras, film process & portable storage device
- Create individual research on short films
- Maintain a Blog and RVJ(Reflective Visual Journal)

ASSESSMENT METHOD:

- Oral presentation on script to shooting
- Viva voice on concepts
- Self-assessment of outputs



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B.Sc	Semester: II	Credits: 1
Course: 2	Film Studies Lab	Hrs/Wk: 2

Details of the Lab: FILM STUDIES-I LAB

1. Preparation of script and storyboard with the animatics
2. Camera: Operation, Shot, Angles, and Movements
3. The shooting of the script in the video
4. Different Transition and Effects in editing
5. Shooting a silent or Mix genres (Drama, Horror, Action, Thriller, etc.,) short film
6. Edit the short film using different techniques
7. Edit the title and add effects on the shots



MODEL QUESTION PAPER (Sem-End. Exam)
B. Sc Degree Examinations
Semester II:
Course 2: Film Studies - I

Time: 3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. What is creative thinking
2. What is story board
3. Write about the cinematographic
4. Explain the acting and performance
5. Write aspect ratios of film
6. What is idea
7. Write the matching and layout
8. Explain still camera parts in detail

Section B

Answer ALL the following question

5X10 = 50M

9. A) what is divergent thinking and convergent thinking?
(OR)
B) Explain the six thinking hats with drawing
10. A) What is storyboard and comic book
(OR)
B) Explain the digital software's for editing
11. A) Explain camera movement and calculation
(OR)
B) Write ISO, Aperture, Shutter speed
12. A) What is Mis-En-Scene
(OR)
B) What is shot timing?
- 13) A) Write role of the cinematography and photography
(OR)
B) Explain Editing principles



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: III	Credits: 4
Course: 3	Compositing – I	Hrs/Wk: 4

Learning Outcomes:

- Analyze and awareness of computer graphics software
- Understand and Recognize the different techniques in the VFX
- Create a drawing using motion graphics techniques
- Evaluate the own assignment

Learning Outcomes of course:

Course Objectives: Understand and apply the basic principles, techniques for generating and interacting with simple graphical objects on a display screen

UNIT I:

Introduction to layer-based software – Workspace and panels – Timeline panel – Working with composition settings – Importing and interpreting video and audio – Frame rate – Pixel aspect ratio and frame aspect ratio – Preparing and importing – Layers and properties – Selecting and arranging layers – Null object layers – 3D layer

UNIT II:

Cameras – Lights – Points of interest – Animation and keyframes - Keyframe interpolation – Controlling speed – Animating with puppet tools – Time stretching and time remapping – Paint tools: Brush, Clone Stamp, and Eraser – Shapes and Mask

UNIT III:

Creating Text – Editing text layers – Animating text - Alpha channels – Masks – Mattes – Keying – Roto Brush - Refine matte – Motion graphics – Blur – Sharpen – Channel effects

UNIT IV:

Color Correction effects – Time remapping – 3D Camera tracking – Transparency – Compositing - Effects – 4-Color gradient effects – fill effects – Fractal effect – Ramp effects – paint bucket effects – Lens flare effect – Vegas effects – write-on effect – Drop shadow effects – Shatter effects – cc effects

UNIT V:

Rig removal - Morphing - XMP metadata – Expression basics – Transition – Compositions – Tracking and stabilizing – Audio effects – Audio transition – Rendering and exporting – Exporting still images – Exporting Image sequences

REFERENCE BOOKS:

1. The Art and Science of Digital Compositing Book by Ron Brinkmann
2. Compositing Visual Effects: Essentials for the Aspiring Artist Book by Steve Wright
3. Digital Compositing in Depth! Book by Doug Kelly
4. Adobe After Effects CS6 Classroom in a Book by Adobe Creative Team (Author)

ACTIVITIES:

- Workshop/Seminar on motion graphics
- Work on the given assignments
- The individual shooting of your original footage for the demo reel
- Visit the Chroma studio to shoot green/blue screen footage
- RVJ



B.Sc	Semester: III	Credits: 1
Course: 3	Compositing Lab	Hrs/Wk: 2

Details of the Lab: COMPOSITING – I LAB

1. Rotoscopy
2. Keying (Green/Blue screen shooting and compositing)
3. Color Correction
4. Tracking and Stabilizing
5. Day to Night convert
6. Wire or Rig Removals
7. Applying various effects
8. Motion poster design
9. Title animation
10. Info-graphic and Motion graphic using with the effects



MODEL QUESTION PAPER (Sem-End. Exam)
B. Sc Degree Examinations
Semester III
Course 3: Compositing – I

Time: 3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. Explain the layer based software in detail
2. What is color space LUT & Viewer LUT
3. What is Curve Editor
4. How to create face roto
5. What is rig removal
6. explain the frame aspect ration
7. what is puppet tool
8. Explain the rendering and exporting formats

Section B

Answer ALL the following question

5X10 = 50M

9. A) What is null object and null object layer
(OR)
B) how to preparing and importing footage
10. A) Explain the animation and keyframes
(OR)
B) What is brush and clone stamp
11. A) What is Refine matte and roto brush
(OR)
B) Explain the tracking and stabilizing
12. A) Explain the camera tracking and roto tips
(OR)
B) What is 3D camera solve and lens flare
13. A) Write footage format and footage properties
(OR)
B) What is camera solving and survey data



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B.Sc	Semester: IV	Credits: 4
Course: 4	Digital Film Editing	Hrs/Wk: 4

Learning Outcomes:

- Understand video formats and principles
- Learn fundamental of linear and non-linear editing
- Analyze on high quality motion graphics and editing techniques
- Able to do professional style color correction

Learning Outcomes of course:

Course Objectives: Explore the theory and practice of various editing techniques and styles in order to gain a better understanding on stories narration and set as a sequence (or) order. Learn advanced editing techniques with an in-depth examination of editing softwares.

UNIT I:

Introduction to digital editing – Principles of Editing – Linear & Nonlinear – Online & Offline editing – Film formats – Broad Brand formats – Scene – Shot – Frame – Frame Aspect ratio – Live DV Capture – Analog Editing Equipment – Red Giant - Introduction to editing software's.

UNIT II:

Workspace and workflow – Project setup – Importing footage into software – Supported file formats – Importing still images – Importing digital audio – Working with timecode – Digitizing analog video – Editing sequences – Graphics – Titles – Motiongraphics – Monitoring assets – Exporting media

UNIT III:

Effects – Transitions – Effects presets – Masking and tracking – Stabilize effects – Adjustment layer – Three way color corrector – audio effects – audio transitions – Rolling shutter – Interlacing field – Animation – Keyframes – Moving and copying keyframes – Editing audio – Audio track mixer – Editing audio timeline – Recording audio – Advanced mixing

UNIT IV:

Editing time and pace – Re edit the exiting film – Effects – Applying, Removing– Organizing effects - Color correction and adjustment – Eliminate flicker – Motion – Position – Scale – Transition overview – Compositing – Alpha channels.

UNIT V:

Audio editing – Timeline panel – Recording audio – Mixes the audio – Panning – Balancing – Multitrack – Mixing multitrack sound – EQ controls – Audio effects – Audio truncation - Recording surround sound – 5.1 sound – save and export audio files – XMP metadata – Exporting DVD or Blue-ray Disc – Exporting web and mobile devices – Exporting videotape

TEXT BOOKS:

1. Adobe Premiere Pro 2 Bible, w/dvd, by Adele Droblas, Seth Greenberg, Wiley
2. Adobe Audition CS6 Classroom in a Book, by Adobe Creative Team



REFERENCES:

1. Premiere Pro CS5 in Simple Steps, Kogent Learning Solutions Inc., Simple Steps
2. After Effects CS6 in Simple Steps, Kogent Learning Solutions Inc. Dreamtech
3. Exploring Adobe Premium Pro CS6, Prof. Sham Tickoo, Sakshi Malhotra, Dreamtech
4. After Effects CS5 in Simple Steps, Kogent Learning Solutions Inc, Simple Steps

CO-CURRICULAR ACTIVITIES:

- Conducting competition on short film
- Seminar on Advanced Editing techniques
- Field studies in the film/television industry

ASSESSMENT METHOD:

- Maintain a Blog for outputs
- Individual and group projects feedback from the target audience
- Viva on outputs



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B.Sc	Semester: IV	Credits: 1
Course: 4	DIGITAL FILM EDITING LAB	Hrs/Wk: 2

Details of the Lab: DIGITAL FILM EDITING LAB

1. Title Graphics
2. Video – Audio synchronization
3. Non-linear editing and color correction
4. Remix video and audio
5. Music video
6. 30 Second Commercial AD
7. 30 Second Message video on Public Server Announcement (PSA)
8. 1 minute Trailer (any movie)
9. Edit a Documentary (or) short film for your own script
10. Edit Action scene on exiting movie



MODEL QUESTION PAPER (Sem-End. Exam)
B. Sc Degree Examinations
Semester: IV
Course 4: Digital Film Editing

Time:3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. What is liner editing
2. Explain footage importing into the software.
3. What is transitions
4. How to re edit the exiting film
5. What is sound? In detail
6. How to record Live DV Capture
7. Write media exporting
8. Explain DVD and Blue ray disc in detial

Section B

Answer ALL the following question

5X10 = 50M

9. A) Explain nonlinear and liner editing
(OR)
B) What is the editing style and explain
10. A) Write project setup and import formats
(OR)
B) How to edit sequences and video
11. A) How to mask and tacking the face
(OR)
B) How to record the audio and video
12. A) What is Eliminate flicker
(OR)
B) What is compositing
13. A) Explain the surround and 5.1 sound variation
(OR)
B) How to edit Multitrack and Mixing sound



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B.Sc	Semester: IV	Credits: 4
Course: 5	Compositing - II	Hrs/Wk: 4

Learning Outcomes:

- Analyze various techniques for realistic effects
- Create and Recognize the different techniques in the VFX
- Understand the shooting techniques in visual effects sequences
- Apply the filters and effects to get photorealistic

Course Objectives: fundamentals of film making with Chroma shoot to create photorealistic effects and different techniques in VFX

UNIT I:

Introduction to the interface – Introduction to the flow editor – Working with polylines – Working with effect masks – working with motion paths – Working with grid warp deformations – particles – 3D interface – working with auxiliary channels – Stereoscopic and optical flow - Previews and Final renders.

UNIT II:

Induction to node software – Understanding the workflow – Toolbar – Menu bar – Properties panels – Project Settings - Read & Write nodes – Node software file name variables - File formats - Color space in node software - Color space LUT & viewer LUT - Reformat Animation Parameters – Curve Editor – Keying – Working with paint and rotoscoping – Color and Rotoscoping - 3D integration – Warping and Morphing Images – Tracking – Stabilizing – Image-based keying - Renders.

UNIT III:

User interface – Project – Sessions – Using the timeline – Adding note – Curve Editor – Nodes – Roto – Motion Blur – Paint – Clone Brush - Power Matte – Closed shape method – Blue/Green screen keying – zMatte – Pin Based warping – Shape-based warping - Morphing – Inverse Kinematics – Planar Tracker – Point Tracker – Offset Tracking – Modifying Tracking Data – Stereo paint – Rendering

UNIT IV:

Planar tracking - the lynchpin to mocha. Fast mask creation, inserts, and even 3D camera tracking are impossible without solid tracking data. Tougher tracks, Stabilization, Skin retouch, Camera Tracking Roto tips & tricks in mocha, 3D camera solve, Removing lens flare, Techniques for removal, and background patching.

UNIT V:

The user interface, project overview, shot overview, 3d perspective, an orthographic view, Useful Keys, Menus, tracking menu, camera menu, Import footage, Tracking Parameters, Color key, Clean Auto Feature Tracks, Survey Data, Camera Parameters, Solver Controls, Lens distortion, Depth Map, Importing footage, Footage format, footage properties, camera parameters, Auto feature tracking, Tracking length graph(Track-L), Tracking Error Graph(Track – E), Editing feature track F- Curves, creating masks, tracking masks, image masks, solving camera motion, constraints, survey data.



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

TEXT BOOKS:

1. Nuke 101: Professional Compositing and Visual Effects Book by Ron Gambar
2. Digital Compositing with Nuke by Lee Lanier (Author)

REFERENCES:

1. The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures by Susan Zwerman (Editor), Jeffrey A. Okun (Editor)
2. The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics (The Morgan Kaufmann Series in Computer Graphics) by Ron Brinkmann (Author)

ACTIVITIES:

- Workshop/Seminar on VFX techniques and projects
- Assignments on compositing
- Study tour for the Outdoor and Indoor shooting to collecting own footage for VFX
- RVJ(Reflective Visual Journal)

ASSESSMENT METHOD:

- Maintain a webpage or blog on demo reel
- Industry survey reports
- Viva on Visual Effects



B.Sc	Semester: IV	Credits: 1
Course: 5	COMPOSITING – II LAB	Hrs/Wk: 2

Details of the Lab:

1. Working with nodes
2. Working with Chrome Keying
3. Working on Rotoscoping
4. Human Rotoscoping
5. Animal Rotoscoping
6. Object adding or removing with the Paint
7. Day to night converting + Color Correction
8. 2D Compositing in live-action short
9. 3D Compositing in live-action short
10. Working with Hair Rotoscoping
11. Tracking and Stabilizing
12. Crowd duplication with particles



MODEL QUESTION PAPER (Sem-End. Exam)

**B. Sc Degree Examinations
Semester IV:
Course 5: Compositing – II**

Time:3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. What is polylines
2. Explain reformat animation parameters
3. What is motion blur
4. How to create face roto
5. What is planar tracking in detail
6. What is survey data in matchmoving
7. How to create camera parameters
8. Explain the tracking error graph

Section B

Answer ALL the following question

5X10 = 50M

9. A) What is keying write step by step to remove key

(OR)

- B) What is motion graphics and explain in detail

10. A) Explain Node software and name in detail

(OR)

- B) What is Rotoscoping explain in detail

11. A)What is rotopaint explain in detail

(OR)

- B) Explain the tracking and stabilizing

12. A) Explain the camera tracking and roto tips

(OR)

- B) What is 3D camera solve and lens flare

13. A) Write footage format and footage properties

(OR)

- B) What is camera solving and survey data.



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 4
Course: 6A	Cinematography & Editing	Hrs/Wk: 4

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand history for cinematography
2. Identify various facilities required to Shoot and edit the film
3. Learn different techniques of capturing the film and techniques of editing
4. Develop the script and shooting techniques

Syllabus: (Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)

UNIT I: Writing with motion, The frame, The lens, Point-of-view, Shooting methods, Overlapping or Triple-Take method, Visual language, Miscellaneous rules of composition, Language of the lens, The leans and the Frame, Image control at the lens

UNIT II: Visual storytelling, Lighting as storytelling, Cinematic continuity, Shooting for editing, The Six types of cuts, Lighting basics, Motivated Light, Lighting for high def video, Lighting sources, Xenons, soft lights, Color- Correction Fluorescents, Day Exteriors

UNIT III: HD Cinematography, Types of video sensors, Digital video, Controlling the HD image, Exposure, Camera movement, Camera Mounting, The crab dolly, Cranes, Color in visual storytelling, Image control, Optics & focus, Set operations, Technical issues, film formats

UNIT IV: Digital Video editing, Timeframe, Analog and digital video, Video standard formats, Video broadcast, Streaming video, Video capturing, Digital media, Clips with device control, Using the Tools,

Unit - V: Start the magic (editing), Effects and integration, Working with Audio, Applying Audio Effects, Superimposing and compositing, Creating Titles, Render and Exporting video, Export formats

REFERENCES:

1. Digital Video Editing, Chandrabhanu Pattanayak
2. Digital Video for dummies, Keith Underdahl
3. Filmmaker's Handbook by Steven Ascher & Edward Pincus
4. Cinematography: Theory & Practice by Blain Brown
5. Basics of Video Lighting by Des Lyver, Graham Swainson

Web resources suggested by the Teacher concerned and the college Librarian including reading material

Co-Curricular Activities:

a) Mandatory: (Training of students by the teacher in field related skills)

1. Seminar/Workshop on related topics
2. RVJ(Reflective Visual Journal) on the theory and particles
3. Production/ Live related 2D project



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

4. Industry trip
5. Film studios visiting

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 1
Course: 6A	Cinematography & Editing Lab	Hrs/Wk: 2

Cinematography & Editing Lab:

1. Creating the script and shooting the video
2. Making 30-sec Advatagement
3. Making a Shot film with special effects
4. Remix song (old movie video to new movie audio)
5. Sound Mix (old movie and new movie audios)



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

MODEL QUESTION PAPER (Sem-End. Exam)

B. Sc Degree Examinations
Semester: V (Skill Enhancement Course - Elective)
Course 6A: Cinematography & Editing

Time:3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. A brief history of the cinematography.
2. Explain the video cameras parts.
3. What is composition?
4. Explain the video editing techniques.
5. How to edit the video and audio explain the process?
6. What is sound how to edit the sound?
7. Explain the role of gears.
8. Explain the lighting techniques used.

Section B

Answer ALL the following question

5X10 = 50M

9. a) Explain the Basic idea of video editing.
(OR)
b) What is the rule of third explain in detail?
10. a) How to the concept of continuity?
(OR)
b) Explain the continuity in the film?
11. a) How to work tripod, and Slider in detail?
(OR)
b) What is reaction shots and reverse shots explain in detail?
12. a) Explain the 180 Degree rule explain in detail.
(OR)
b) How to capture Digital & Analog Video explain the process?
13. a) Explain the videography tips and tricks.
(OR)
b) What is a video editing and explain ten tools for video production?



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 4
Course: 7A	Photography & Image Editing	Hrs/Wk: 4

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the techniques and tips of the photography
2. Identify various facilities required to Shoot and edit the Image
3. Learn different techniques of capturing the Images and modifying in software
4. Develop the method of basic image editing techniques
5. Create the concept of digital output and produce the final product

Syllabus: (Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)

UNIT I: Making of photography, Digital cameras and images, Taking photos, Image sensors, images cleaning, Digital workflow, Image formats, Storing images, Color Management, Color Models and spaces, Controlling Exposure

UNIT II: Controlling Sharpness, Image stabilization, Focusing, Depth of Field, Capturing light & Color, White Balance, Color Balance and time of day, Understanding Lenses, Macro mode and macro lenses, On-camera flash photography

UNIT III: Studio Photography, Using stones, Using diffusers, The main light, The fill light, The rim light, Displaying & Sharing photos on Screen, Slide Shows, File formats, Publishing your photos

UNIT IV: Scanning and Image Editing, Digital retouching, Image enhancement, Image size, Retouching tools, Layers, Applying selective effects to images, Filters with masks, Digital darkroom effects

UNIT V: Digital output, Placing photos, Document creation, Posting photos on the web page, Printers, Output devices, Proofing, Printing Quality, Printing sizes

REFERENCES:

1. The textbook of Digital Photography second edition, Dennis P. Curtin
resources suggested by the Teacher concerned and the college Librarian including reading material

Co-Curricular Activities:

a) **Mandatory:** (Training of students by the teacher in field related skills)

1. Seminar/Workshop on related topics
2. RVJ (Reflective Visual Journal) on the theory and particles
3. Event Photography of any function
4. Industry trip
5. Photography studios visiting

b) **Suggested Co-Curricular Activities:**

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 1
Course: 7A	Photography & Image Editing Lab	Hrs/Wk: 2

Photography & Image Editing Lab:

1. Nature photography with Landscape
2. Create a story with 6 image
3. Capture 10 different expressions (like sad, happy, etc)
4. Capture Sunrise and Sunset
5. Work on light effect on any subject



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

MODEL QUESTION PAPER (Sem-End. Exam)

B. Sc Degree Examinations
Semester: V (Skill Enhancement Course - Elective)
Course 7A: Photography & Image Editing

Time:3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. What is digital photography? Explain in detail.
2. Types of Digital camera.
3. Explain the playback mode.
4. What are the image formats? Explain in detail?
5. How to organize your photo explain the process?
6. What is white balance?
7. Explain the direction of light.
8. How to work on zoom lenses?

Section B

Answer ALL the following question

5X10 = 50M

9. a) What is Digital cameras and images?
(OR)
b) Explain the Composing image process.
10. a) What is Digital workflow? Explain the process?
(OR)
b) Explain in detail about lenses.
11. a) What is on-camera flash photography explain in detail?
(OR)
b) How to add external flash explain the type of externals?
12. a) Explain the studio photography in detail.
(OR)
b) How to choose a background to explain the selection process?
13. a) What is displaying and sharing printed photos explain the details?
(OR)
b) Explain the beyond the still image.



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 4
Course: 6B	Match moving	Hrs/Wk: 4

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the techniques and tips of collecting track data
2. Identify various facilities required to Shoot live-action footage and track points
3. Learn different techniques to match live footage and CGI footage
4. Develop the method and different techniques of Matchmoving
5. Create environments to match the footage

Syllabus: (Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)

UNIT I: Introduction to software, The main window, Environment concept, Creating a new project, New Sequence, Navigation within the sequence, Cache movie, Point group, point, the fieldof view, Dummy objects, Creating preview movie

UNIT II: Automatic Motion tracking, Spline area mattes, Manual Motion tracking, Image controls, Camera Adjustment, Stabilizing, There dimensional camera motion path, Postfilter, Fixedcamera position, Deviation Value, Distorted point model, Lens Distortion

UNIT III: Fisheye lenses, Warp Distort, Zooming, Fixed camera position, Matchmoving NOn- Rigid Objects, Tracking points in mocap projects, Valid and invalid screen points, Camera models,Extracting overall movement, Tracking, Search pattern and area, Maretracking, Natural markers, Camera Adjustment

UNIT IV: Working with 2d mode, Working with 3D mode, Browsing the footage, Track window, Parameters window, Timeline Window, Importing footage, Cropping an image sequence,2D Tracking, Automatic, Supervised, Keypoint placing, Troubleshooting the tracker, Camera solving,

Unit V: Working with 3D objects, Export file formats, Maya exporting, Exporting a project, Max script export, Cinema 4D export, motion Capture module, Building and tracking a Mocap group

REFERENCES:

1. Matchmover User Guide, Autodesk, Using audio and video for educational purposes, Deakin.
2. 3D Equalizer version 3 release 5 manual, Science.D.Visions

Web resources suggested by the Teacher concerned and the college Librarian includingreading material

Co-Curricular Activities:

a) Mandatory: (Training of students by the teacher in field related skills)

1. Seminar/Workshop on related topics
2. RVJ(Reflective Visual Journal) on the theory and particles
3. Awareness on the Matchmoving with live shoots
4. Industry trip



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 1
Course: 6B	Match moving Lab	Hrs/Wk: 2

Match Moving Lab:

1. Shoot live-action footage duration of 30 sec
2. Create a 3D set or any model using 3D software
3. Match live and CGI alignment of duration of 30 sec
4. Do the color correction of Matchmoving footage using compositing softwares.



MODEL QUESTION PAPER (Sem-End. Exam)

B. Sc Degree Examinations
Semester: V (Skill Enhancement Course - Elective)
Course 6B: Match moving

Time:3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. What is Deviations explain in detail?
2. Explain the Calculation methods? In detail.
3. Write briefly about the main window.
4. How to create a new project and sequence?
5. Explain the process to create a new point.
6. Explain in detail manual tracking.
7. What is stabilizing?
8. How to apply postfilter?

Section B

Answer ALL the following question

5X10 = 50M

9. a) Explain the cache movie? In detail.
(OR)
b) What is Spline Area Mattes?
10. a) How to adjust the camera and Rough camera?
(OR)
b) Explain the stabilizing points.
11. a) How to fix camera position?
(OR)
b) Explain the three-dimensional camera motion path.
12. a) What is 2D tracking? Explain in detail.
(OR)
b) How to add camera key frames?
13. a) How to solve for the camera?
(OR)
b) Explain the troubleshooting the solver process.



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 4
Course: 7B	Visual Effects with soundEditing	Hrs/Wk: 4

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the different techniques to add effects and sound
2. Identify various facilities shoot and record the sound
3. Learn and exposer the Visual effects and sound outputs
4. Develop the method to shoot the Live footages
5. Create dialogues and sound-related footages

Syllabus: (Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)

UNIT I: Learning Compositing software, The workspace, Panes & Desktops, Node and networks, Parameters, Channels, Transform and edit, Modeling tools, Shaders & Materials, UVs & Textures, Rendering, Character Rigging

UNIT II: Fx, Dynamic Simulations, Cloud FX and Volumes, Terrain and Heightfields, Digital Assets, Tool Building, Engine, Sharing with other applications, Animation, Visual Effects, Game Development tools, Gamedve, VR pipeline, Interactive Experiences, File management

UNIT III: Explore the Houdini UI, Add the soccerball Geometry, Create a Realistic Soccerball, The for-each node, Set up UVs, Materials, Shaders, Rig the Soccerball, Animate a bouncing ball, Add motion FX, Lights, Camera, Action, Render the Shot

UNIT IV: Basics of FL Studio, Sampling and using.was samples, Using the playlist, Tempos and their effects, FL Generators, Install plugins, Personalizing your FL Studio, Recording on FL studio, Piano roll, Graph Edition, Mixer, Saving, Bouncing Down Deats, Creating a Beat, Eqing and Mixing, Wave Traveller

UNIT V: Audition setup, Interface, Waveform editing, Effects, Effect categories, Stereo imagery effects, Time and pitch effects, Audio restoration, Mastering, Sound Design, Creating rain sound, Babbling, Creating and recording files, Multitrack session, Automation, Video Soundtracks, The essential sound panel

REFERENCES:

1. Houdini Foundations for film, TV and Gamedev, Robert Magee
2. Adobe Audition CC Classroom in a Book, Second Edition, Maxim Jago

Reference Weblinks <https://documentation.3delightcloud.com/display/3DfH/Introduction> The Complete Guide to FL Studio for Beginners - EDMProd

Web resources suggested by the Teacher concerned and the college Librarian including reading material

Co-Curricular Activities:

a) Mandatory: (Training of students by the teacher in field related skills)

1. Seminar/Workshop on related topics
2. RVJ(Reflective Visual Journal) on the theory and particles
3. Awareness on the Matchmoving with live shoots
4. Industry trip



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc
3. Preparation of videos and PPT's for the subject related presentations
4. Collection of material on the topics using Internet
5. Invited lectures and presentations on related topics



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 1
Course: 7B	Visual Effects with sound Editing Lab	Hrs/Wk: 2

Visual Effects with Sound Editing Lab :

1. Shoot live-action footage duration of 30 sec
2. Create a 3D set or any model using 3D software
3. Match live and CGI alignment of the duration of 30 sec
4. Do the color correction of Matchmoving footage using compositing software



MODEL QUESTION PAPER (Sem-End. Exam)

B. Sc Degree Examinations
Semester: V (Skill Enhancement Course - Elective)
Course 7B: Visual Effects with soundEditing

Time:3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. What is Houdini? Explain in detail.
2. Explain the Transforming and editing.
3. What is modeling tools?
4. Explain the Reding setting.
5. How to work dynamic simulations?
6. Explain the file management.
7. Explain the game dev.
8. Explain the process of shooting.

Section B

Answer ALL the following question

5X10 = 50M

9. a) What is character rigging?
(OR)
b) Explain each node? In detail.
10. a) what is copy points and explain in detail ?
(OR)
b) Explain the asset into UE4.
11. a) How to edit terrain and erode?
(OR)
b) How to edit sound mixing?
12. a) what is Fl Studio explain in detail?
(OR)
b) How to save and bouncing down beats?
13. a) Explain how to EQ'ing and Mixing.
(OR)
b) Write the tips to create a beat.



ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 4
Course: 6C	AR & VR	Hrs/Wk: 4

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the different techniques to know the AR & VR
2. Identify various devices to play AR & VR
3. Learn and exposure the effects of VR
4. Develop the method to shoot the Live footage and create an AR
5. Create face expression and assesses for the living objects in AR

Syllabus: (Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)

UNIT I: What is virtual reality, A history of virtual reality, Overview of various realities, Forms of reality, Reality systems, Immersion, Presence, reality trade-offs, Illusions of presence, The basics design guidelines, VR is communications, Objective reality, Perceptual models and processes, Distal and proximal stimuli, Sensation vs Perception

UNIT II: Afferece and Efference, Iterative p[erceptual processing, Visceral, Behavioral, reflective and Emotional processes, Mental models, Neuro-Linguistic Programming, Perceptual Modalities, Sight, Hearing, Touch, Smell and Taste, Multimodal Perceptions, Perception of Space and Time, Perceptual Stability, Attention and Action, Perception Design Guidelines, Motion Sickness

UNIT III: Adverse Health Effects, Eye Strain, Seizures and aftereffects, Hardware Challenges, Negative effects of latency, Measuring Sickness, Factors that contribute to adverse effects, Reducing Adverse effects, Health effects, Environmental Design, Affecting Behavior, Transitioning to VR Content Creation, Design Guidelines, VR Interaction, Input Devices, Interaction Patterns and Techniques

UNIT IV: Augmented reality and historical issues, Internet of things, Shifts in Digital Innovation dynamics, Extended reality and abstract objects, A Methodological framework for AR, Ontological problems in AR, Actually is Augmented Reality

UNIT V: Epistemology of Augmented Reality, Source of new types, Negative knowledge, Imagine not knowing, Implications of Augmented Reality, New challenge in education, Teaching AR

REFERENCES:

1. Virtual Reality, Steven M. LaValle
2. Augmented Reality, Jose Maria Ariso, D Gruyter
3. The VR Book Human-Centered Design for Virtual Reality, Jason Jerald, Ph.D

Web resources suggested by the Teacher concerned and the college Librarian including reading material

Co-Curricular Activities:

- a) **Mandatory:** (Training of students by the teacher in field related skills)
1. Seminar/Workshop on related topics
 2. RVJ(Reflective Visual Journal) on the theory and particles
 3. Awareness on the Matchmoving with live shoots



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B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

4. Industry trip

b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
2. Skill Development through Group discussions, Quiz, Debates, etc.
3. Preparation of videos and PPT's for the subject related presentations.
4. Collection of material on the topics using Internet.
5. Invited lectures and presentations on related topics.



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B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 1
Course: 6C	AR & VR Lab	Hrs/Wk: 2

AR & VR Lab :

1. Create an Epic Games with a wild roller coaster ride through VR in the livingroom
2. Create a 30 Live + CGI short related to VR Views
3. Create a Face tracking app and develop it to play
4. Create a room model and fit CGI alignment using AR



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B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

MODEL QUESTION PAPER (Sem-End. Exam)

B. Sc Degree Examinations
Semester: V (Skill Enhancement Course - Elective)
Course 6C: AR & VR

Time:3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. Explain the virtual reality.
2. What is reality systems?
3. Explain the immersion in details.
4. What are afference and efference?
5. How to add behavioral in the content?
6. What is the reflective process?
7. Explain the emotional process.
8. Why eye strain and explain in detail?

Section B

Answer ALL the following question

5X10 = 50M

9. a) How to reduce adverse effects ?

(OR)

- b) What is different between VR and AR ?

10. a) How to add seizures in aftereffects?

(OR)

- b) Explain the hardware challenges.

11. a) Explain the process of Epistemology of AR

(OR)

- b) What is the teaching of AR ?

12. a) Explain the new challenge in the education

(OR)

- b) How to a framework for AR ?

13. a) What are ontological problems in AR ?

(OR)

- b) Explain the Neuro-Linguistic Programming in detail



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B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 4
Course: 7C	UI & UX	Hrs/Wk: 4

Learning Outcomes

Students at the successful completion of the course will be able to:

1. Understand the different techniques to know the UI & UX
2. Identify various game and software UI & UX
3. Learn and develop the UI & UX of any game or software
4. Develop the method to create UX experience
5. Create face expression and assesses for UI and UX

Syllabus: (Total Hours: 90 including Teaching, Lab, Field Training and internal exams, etc.)

UNIT I: What is UI, Seeing UI in Action, UI shapes UX, Ux of Learning UX, Personas, User Scenarios, Prioritizing top task, Plunging ahead with a plan, Understanding visual hierarchy, UI Patterns, Visual Organization, Applying UI Patterns

UNIT II: Understanding web UI elements, Principles of UI, The essence of interface, Input Controls, Navigation, Animations, Default settings, Guided Actions, Visual Clarity, Language Clarity, Maya Principle, Takeaway, Understanding Visual Elements of UI

UNIT III: Visual Principles, Style Guides, Mood Boards, Design Studio Exercise, Graphic Arts, Usability, Interaction Design, Visual Design, Game using Unity Engine, Understanding Web UI Elements & Principles, Visual elements of UI, Visual Clarity, Language Clarity, Design studio exercise

UNIT IV: Scene Generator, Tracking system, Display, Ar Devices, Mobile AR, Ar for game Development using unity, Vuforia AI, Add Target, Build Game for required platform

UNIT V: Color palette, Typography, Contartast, Web UI elements, Mobile Elements, Web Page transitions, Mood boards, Design studio exercise, Wireframing

REFERENCES:

1. UX Storytellers connecting the dots, Jan Jursa, Stephen Kover and Jutta Gunewald
2. UI design from the experts WEB UI DESIGN BEST PRACTICES, Dominik Pacholczyk
3. The VR Book Human-Centered Design for Virtual Reality, Jason Jerald, Ph.D

Web resources suggested by the Teacher concerned and the college Librarian including reading material

Co-Curricular Activities:

a) Mandatory: (Training of students by the teacher in field related skills)

1. Seminar/Workshop on related topics
2. RVJ (Reflective Visual Journal) on the theory and particles
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b) Suggested Co-Curricular Activities:

1. Training of students by related field experts.
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ADIKAVI NANNAYA UNIVERSITY:: RAJAHMAHENDRAVARAM
B.Sc Film Studies Syllabus (W.e.f 2020-21 A.Y)

B. Sc	Semester: V (Skill Enhancement Course - Elective)	Credits: 1
Course: 7C	UI & UX Lab	Hrs/Wk: 2

UI & UX Lab :

1. Create an Epic Games with a wild roller coaster ride through VR in the livingroom
2. Create a 30 Live + CGI short related to VR Views
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MODEL QUESTION PAPER (Sem-End. Exam)

B. Sc Degree Examinations
Semester: V (Skill Enhancement Course - Elective)
Course 7C: UI & UX

Time:3Hrs

Max.Marks:75

Section A

Answer any FIVE of the following question

5X5 = 25M

1. What are the key concepts?
2. What about the existing framework?
3. What are the key challenges?
4. What exactly is TRIRIGA UX?
5. Will you be required to use UX?
6. What are our future plans?
7. Still confused or curious.
8. Explain the UI & UX

Section B

Answer ALL the following question

5X10 = 50M

1. a)What is the visual principles explain in details?
(OR)
b) Explain The color palette.
2. a) What is the use of typography explain the details?
(OR)
b) How to work unity engine?
3. a) Explain the UI and UX interface for any software.
(OR)
b) What is the mood boards, explain in detail?
4. a) Explain the design studio give examples.
(OR)
b) What is targeted and how to add target?
5. a) How to build game in the ps or mobiles explain the process?
(OR)
b) Explain the UI and UX games or softwares?