

**Sacred Heart College (Autonomous)**

**Department of Communication**

**MA Multimedia**

**Course plan**

**Academic Year: 2015 - 16**

**Semester II**

## COURSE PLAN

**COURSE NAME: WRITING FOR FICTION AND NON--FICTION**

### COURSE OBJECTIVE:

To emphasize the need for structuring either a fiction or a non---fiction programme.

Session	Topic	Method
1	Source of Story – Own Experience – History, Biography – Mythology--- Religion – Contemporary Events Etc---  Structure of a Story – Organic Structure– Beginning, Middle and End.	Lectures & presentations
2	Qualities of Story – Anticipation, Suspense, Surprises – Credibility– Characterization– Emotional Entertainment –Intellectual Entertainment.	Lectures, presentations, discussions & Quizzes
3	Image Creation  Different Image Sizes– Framing or Various Shots – Continuity Concepts –Constructive Editing – Imaginary Line Concept.	Lectures, presentations, discussions & Quizzes
4	Sound and Image – Synchronous Sound – Dialogue, Monologue, Commentary– Mixing of Audio Tracks– Incidental Sounds, Ambience, Music, Dialogue, etc.	Lectures, presentations, discussions & Quizzes
5	Writing Process for a Short Fiction Film– Idea, Synopsis, Treatment, Screenplay, Shooting Script. – Writing for Short Documentaries and Non– Fiction Films	Lectures, presentations, discussions & Quizzes
	<b>Practical Project</b> Prepare a shooting script for a 10minutes long fiction or non--- Fiction Film	

## COURSE PLAN

**COURSE NAME: CREATING THE VISUAL STRUCTURE OF FILM AND T V COURSE CODE: P2MLTT03**

### COURSE OBJECTIVE:

To demonstrate an understanding of the basic concepts of visual communication. The focus of the course will be on understanding the effects that basic design decisions have on communication of message.

Session	Topic	Method
1	The Psychology of Visual Perception Visual Aesthetics Art of Film Making Stages in Brief.	Lectures & presentations
2	Art and Science of Imaging Pre-visualization and Writing for Visuals;  Story Development to Story Board – Imaging Techniques – Image size, Angle, Camera Movement etc.	Lectures, presentations, discussions & Quizzes
3	Camera – Human eye and Camera – basic features and characteristics,  Lens – types and usage –  Basic lighting techniques and aesthetics – Use of different lenses.	Lectures, presentations, discussions & Quizzes
4	Basic techniques for Composition : Elements, Principles and Rules, Colour Spectrum, Psychology of Colour, Vibgyor; Colour Mixing; Depth of Field, Depth of Focus.	Lectures, presentations, discussions & Quizzes
5	Simple Editing Principles – Constructive Editing (Pudovkin) – Advanced Montage Principle of S. Eisenstein	Lectures, presentations, discussions & Quizzes

## REFERENCE

1. Film and the Director : Don Livingston
2. Film Technique and Film Acting : V.I. Pudovkin
3. Technique of Film : Spottis Woode
4. Video Camera Techniques : Gerald Millerson
5. Film Form : S.Eisenstein
6. Basic Photography : M.J. Langford
7. Amateur Photographer's Hand Book :Sussman
8. Art of Pictorial Compositio :Wolohomok
9. History of Photograhya: Beaumont Neewhall
10. Cinema as a Graphic Art: V. Nilsen

## Course plan of METHODS OF SHOOTING

**OBJECTIVE :** To provide basic understanding in TV programme production.

**Unit I** Shooting Script – Cut and Shot transition – Match Cut – Jump Cut – Scene transitions.

**Exercise:** Prepare a 2 minute script with two characters in one space in a continuous time frame

**Unit II** Video Camera - Image Creation – Encoding and Decoding – Chrominance and Luminance – Primary colors – Receiver – Up linking – down linking – O B Van Components of a TV Studio – Studio Floor – Shooting with a Single Camera – Prepare a Floor Chart with Flow of Action, Movement, Camera Set Ups etc. – Multi camera shoot.

**Exercise:** Shoot the above two minute script in a TV studio

**Unit III** Editing Rushes – Online – Linear A B Roll – Logging – Advantages and Disadvantages –Editing Software – Non Linear Softwares.

**Exercise:** Edit the 2 minute video shot for the earlier unit

**Unit IV** T V Production: Basic newsroom structure – Writing and Producing for T V Language and Grammar of writing for Television – Production of news stories – TV interviews – Various Programme formats- TV newsroom language and symbols; News reading and Announcing.

**Unit V** Practical Training: Voice training – Announcing and News reading for Radio and TV- Facing the camera – Gestures and speech – Facial expression, lip movement, eye movement – Stress – intonation and pauses.

**Exercise:** Make a continuous script for TV news stories done in the previous semester, shoot the anchor pieces in studio and edit it into a whole news bulletin- including that of all students in the class.

**Requirement :** Students must know to edit with FCP/ Adobe Premier and basic skills of shooting in video camera (sony PMW/ NX5)

Workshops to be conducted:

Lighting workshop by Prakash Velayudhan (with MA CTV)

Sound recording workshop by Nithin Lukose (with MA CTV)

Voice modulation and Anchoring workshop by Anubha George

Three cam shooting and online switching workshop with Asha Achy Joseph (with MA CTV)

**Practical Project:** Shoot a seven minutes interview programme for TV

Refer to **Video Production, Vasuki Balevadi , Oxford University Press**

## COURSE PLAN FOR 3D Animation

### COURSE OBJECTIVES

1. This course focuses on the process of creating a digital skeleton bound to the 3D mesh
2. Students learn the basics of Character Animation with regard to the principles
3. Screenings include a wide range of rigging techniques and character animation

### Basic Reference

1. Autodesk 3D max tutorials

**2. Model, rig, animate with 3ds max 7**

**3. Character Animation & Film Production Projects Using 3D MAX W/DVD**

4. Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide

Sessions	Topic	Method	Remarks/Reference
1	Introductory Session - Skeletal system and bones	Lecture with PPT, Software training	
2	Rigging leg using constraints	Software training	
3	Rigging hand with IK and FK controls	Software training	
4	Spine Rigging	Software training	
5	Eye controllers and constraints	Software training	
6	<b>CAI-I</b>		
7	Introduction to Skinning	Software training	
8	Physique and Skin modifiers	Software training	

9	Introduction to Four legged rigging	Software training	
10	Introduction to Animation Principles	Lecture with PPT, Software training	
11	Basic Animation techniques/ Key setting	Software training	
12	Ball bouncing/ Graph Editor	Software training	
13	Constraints	Software training	
14	Title Animation	Software training	
15	Character Pose Setting/Balancing	Software training	
16	Walk Cycle -1	Software training	
17	Walk Cycle -2	Software training	
18	Walk Cycle -3	Software training	
19	Run Cycle	Software training	
20	Action Sequence ( Jump, Push,	Software training	
21	Action Sequence [Pull, Throw etc.])	Software training	
22	Action Sequence [Weight Lifting]	Software training	
23	Action Sequence [Weight Lifting]	Software training	
24	Action Sequence [Weight Lifting]	Software training	
25	Guest Faculty-Lip Sync	Software training	
26	Guest Faculty-Lip Sync	Software training	
27	Guest Faculty-Lip Sync	Software training	



28	Acting Animation	Software training	
29	Interaction between 2 characters	Software training	
30	<b>CAI-II</b>		