

Name of Faculty	:	Faculty of Design
Name of Program	:	Diploma in Design (D. Des.) - Animation, VFX & Gaming
Course Code	:	2DAG02
Course Title	:	Digital Film Making
Type of Course	:	Professional Core
Year of Introduction	:	2023-24

Prerequisite	:	
Course Objective	:	The objectives of the Concepts of Cinematography, Photography course are to provide students with a solid foundation in the principles and techniques of cinematography and photography. The course aims to develop students' technical skills, creative vision, and understanding of visual storytelling.
Course Outcomes	:	At the end of this course, students will be able to:
	CO1	Remembrance the Rule of thirds
	CO2	Understanding the evolution of visual storytelling
	CO3	Create Cultural sensitivity and representation
	CO4	Analyse Visual continuity and shot sequencing
	CO5	Evaluate the concept of Framing and Blocking

Teaching and Examination Scheme

Teaching Scheme (Contact Hours)			Credits	Examination Marks				
L	T	P		Theory Marks		Practical Marks		Total Marks
				SEE	CIA	SEE	CIA	
2	0	4	4	70	30	30	20	150

Legends: L-Lecture; T-Tutorial/Teacher Guided Theory Practice; P- Practical, C – Credit, SEE – Semester End Examination, CIA – Continuous Internal Assessment (It consists of Assignments/Seminars/Presentations/MCQ Tests, etc.)

Course Content

Module No.	Topics	Teaching Hours	Weightage	Mapping with COs
s1	Camera Basics, Types of cameras (DSLR, mirrorless, film cameras), Camera components and functions (shutter, aperture, ISO, lens, etc.), Camera settings and modes (manual, aperture priority, shutter priority) Exposure and Lighting , Understanding exposure (shutter speed, aperture, ISO), Metering techniques (spot metering, center-weighted, matrix) Working with natural light and artificial lighting, Lighting techniques (high key, low key, three-point lighting)	8	17%	CO1 CO3
2	Composition and Framing , Rule of thirds, Leading lines and visual weight, Balance and symmetry, Framing and cropping, Depth of field and focus Color Theory and White Balance , Color temperature and white balance, Understanding the color wheel, Color harmony and contrast, Color grading and correction	8	17%	CO2 CO4
3	Lens Selection and Perspective , Different types of lenses (wide-angle, standard, telephoto), Perspective and focal length, Lens distortion and aberrations, Depth of field and focal plane Visual Storytelling , Narrative and visual elements, Shot types and angles (establishing shot, close-up, dutch angle, etc.), Visual continuity and shot sequencing, Visual aesthetics and mood	7	16%	CO3 CO4 CO5
4	Cinematography Techniques , Camera movement (panning, tilting, tracking, dolly shots), Framing and blocking, Slow motion and time-lapse, Depth of field and selective focus, Special effects and filters Post-Processing and Editing , Image editing software (Adobe Photoshop, Lightroom), Basics of image retouching and enhancement, Raw file processing, Non-destructive editing and layers, Workflow and file management	7	17%	CO5
5	Ethical and Legal Considerations , Copyright and intellectual property, Model releases and permissions, Privacy concerns and location permits, Cultural sensitivity and representation	8	17%	CO3 CO5
6	Historical and Contemporary Perspectives , Study of influential photographers and cinematographers, Analyzing iconic photographs and films, Understanding the evolution of visual storytelling	7	16%	CO3 CO5

Suggested Distribution of Theory Marks Using Bloom's Taxonomy						
Level	Remembrance	Understanding	Application	Analyse	Evaluate	Create
Weightage	0	32	16	20	0	32

NOTE: This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Reference Books

Sr. No.	Name of Reference Books
1	The Digital Filmmaking Handbook by Sonja Schenk and Ben Long
2	Digital Filmmaking 101: An Essential Guide to Producing Low-Budget Movies by Dale Newton and John Gaspard
3	The DSLR Filmmaker's Handbook: Real-World Production Techniques by Barry Andersson and Janie L. Geyen