

BSc (Digital Filmmaking)

Program Outcomes (POs)

PO01: Product Development: Analyse, design and develop novel products and solutions for emerging new media opportunities.

PO02: Skill Competency: Demonstrate globally accepted competent skills in AV production.

PO03: Problem Analysis: Identify, formulate and solve complex media design challenges using fundamental principles involved in technology, design and storytelling.

PO04: Modern Tool / Techniques usage: Select, adapt, and apply appropriate tools, techniques, resources to various activities, with an understanding of their boundaries.

PO05: Professional Ethics: Understand and commit to professional ethics and IP regulations, responsibilities, and norms of professional publishing practices based on Criteria.

PO06: Life-long learning: Recognize the need, and have the ability, to engage in independent learning for continual development as a creative professional.

PO07: Communication Efficiency: Communicate effectively with the creative community and with society at large by being able to comprehend audience/ viewers requirement and tell compelling story narratives, structured design processes, make effective presentations, and give and understand clear instructions.

PO08: Societal and Environmental Concern: Understand and assess societal, environmental, health, safety, legal, and cultural issues within local and global contexts, and the consequential responsibilities relevant to creative requirements.

PO09: Individual and Team work: Function effectively as an individual and as a member or leader in diverse teams and in multidisciplinary environments.

PO10: Innovation and Entrepreneurship: Identify a timely opportunity and using innovation to pursue that opportunity to create value and wealth for the betterment of the individual and society at large.

PO11: Conduct Investigations of complex production and distribution problems: Use research-based knowledge and research methods, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

PO12: Project management and finance: Demonstrate knowledge and understanding of the computing and management principles and communicate efficiently with team, to manage projects and in multidisciplinary environments.

Program Specific Outcomes (PSOs)

- PSO01.** Competent ideators in Advertisement, live action, VFX and film industry
- PSO02.** Apply knowledge of storytelling, develop interesting plots, subplots, in fiction and non- fiction space
- PSO03.** Create content in live action medium with requisite CG essentials.
- PSO04.** Identify media opportunities, analyse, design and develop novel products and solutions for emerging new media.

2019-20 Batch

| Semester | Course Code | Course Name | Course Outcomes (COs) |
|----------|-------------|--|---|
| I | 20DFM1C03 | HISTORY OF ART | <p>CO1: Discover the significance of Music, Dance and Theatre.</p> <p>CO2: Evaluate the various performing art through genres.</p> <p>CO3: Determine the significance of elements in art of drama.</p> <p>CO4: Distinguish the implementation of elements of art in storytelling.</p> |
| | 20DFM1C04 | INTRODUCTION TO CINEMA & FILM APPRECIATION | <p>CO1: Discover the significance of cinema and its evolution.</p> <p>CO2: Evaluate the role of pioneers in cinema.</p> <p>CO3: Analyzing the workflow in Studio by different pioneers.</p> <p>CO4: Evaluate the significance of theories in cinema and films.</p> |
| | 20DFM1C05 | PHOTOGRAPHY | <p>CO1: Discover the Evolution of Photography</p> <p>CO2: Determine the role of Camera and Light in Photography</p> <p>CO3: Appraise the editing techniques in photographs.</p> <p>CO4: Analyze and Compose the artistic expression in photography</p> |
| | 20DFM1C06 | PRACTICAL FILM MAKING | <p>CO1: Develop a story for practical film making.</p> <p>CO2: Analyze the theme and plan of execution for preferred media.</p> <p>CO3: Evaluate the significance of elements in film making.</p> <p>CO4: Compose and edit the film for desired concept</p> |
| | 20DFM1C05L | PHOTOGRAPHY-LAB | <p>CO1: Discover the Evolution of Photography</p> <p>CO2: Determine the role of Camera and Light in Photography</p> <p>CO3: Appraise the editing techniques in photographs.</p> <p>CO4: Analyze and Compose the artistic expression in photography</p> |
| | 20DFM1C06L | PRACTICAL FILM MAKING- LAB | <p>CO1: Develop a story for practical film making.</p> <p>CO2: Analyze the theme and plan of execution for preferred media.</p> <p>CO3: Evaluate the significance of elements in film making.</p> <p>CO4: Compose and edit the film for desired concept.</p> |

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| II | 20DFM2C03 | WRITING FOR VISUAL MEDIA | <p>CO1: Discover the significance of Ideation in Screen writing.</p> <p>CO2: Appraise the narrative strategy in structuring the story.</p> <p>CO3: Analyze the significance of elements in story development</p> <p>CO4: Write and rewrite story into a final script.</p> |
| | 20DFM2C04 | STORY BOARD | <p>CO1: Outline the Evolution of CG Storyboarding with Digital Filmmaking.</p> <p>CO2: Demonstrate the knowledge of different Storyboarding software used in Drawing sketching, its interface and tools.</p> <p>CO3: Understand the significance of CG filmmaking, Light, shadow and composition in Storyboard</p> <p>CO4: Application of Advanced techniques in creating Animatic scenes.</p> |
| | 20DFM2C05 | CINEMATOGRAPHY-I | <p>CO1: At the end of the session the student will be able to capture a drama</p> <p>CO2: Students will be able to record video as per the concept of filming techniques</p> <p>CO3: At the end of the session the student will be able to do Story development.</p> <p>CO4: After completing the programme will able to make fiction and nonfiction short film</p> |
| | 20DFM2C06 | DOCUMENTARY FILM MAKING | <p>CO1: At the end of the session the student will be able to do research, storytelling process.</p> <p>CO2: Students will be able to record video as per the concept of documentary film</p> <p>CO3: At the end of the session the student will be able to do Story development, Interviewing</p> <p>CO4: After completing the programme will able to make non - fiction film and documentary film.</p> |

| Semester | Course Code | Course Name | Course Outcomes (COs) |
|----------|-------------|---|--|
| | 20DFM2C04L | STORY BOARD-LAB | <p>CO1: Outline the Evolution of CG Storyboarding with Digital Filmmaking.</p> <p>CO2: Demonstrate the knowledge of different Storyboarding software used in Drawing sketching, its interface and tools.</p> <p>CO3: Understand the significance of CG filmmaking, Light, shadow and composition in Storyboard</p> <p>CO4: Application of Advanced techniques in creating Animatic scenes.</p> |
| | 20DFM2C05L | CINEMATOGRAPHY-I LAB | <p>CO1: At the end of the session the student will be able to capture a drama</p> <p>CO2: Students will be able to record video as per the concept of filming techniques</p> <p>CO3: At the end of the session the student will be able to do Story development.</p> <p>CO4: After completing the programme will able to make fiction and nonfiction short film</p> |
| | 20DFM2C06L | DOCUMENTARY FILM MAKING- LAB | <p>CO1: At the end of the session the student will be able to do research, storytelling process.</p> <p>CO2: Students will be able to record video as per the concept of documentary film</p> <p>CO3: At the end of the session the student will be able to do Story development, Interviewing</p> <p>CO4: After completing the programme will able to make non - fiction film and documentary film.</p> |
| III | 17DFM3C01 | PRODUCTION DESIGN | <p>CO1: Discuss about production process.</p> <p>CO2: File formats – audio, video, film</p> <p>CO3: Understand the concept of production process and techniques.</p> <p>CO4: Analyze the different aspects of set design, CGI, VFX.</p> |
| | 17DFM3C02 | IMPORTANCE OF SOUND & SOUND SPECIAL EFFECTS | <p>CO1: Discover the significance of Sound in media.</p> <p>CO2: Analyze the role of different elements in Audio storytelling.</p> <p>CO3: Evaluate the strategies for Audio narration in storytelling.</p> <p>CO4: Design sound and its elements for preferred media.</p> |

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| | 17DFM3C03 | EDITING CONCEPTS | <p>CO1: At the end of the session the student will be able to do research, storytelling process through editing.</p> <p>CO2: Students will be able to import footages with import setting.</p> <p>CO3: At the end of the session the student will be able to work with tools and special effects.</p> <p>CO4: After completing the programme students will be able to import and work with the tools and export the sequence with various formats.</p> |
| | 17DFM3C04 | CINEMATOGRAPHY-II | <p>CO1: Discuss about Structure of Film and Digital Camera</p> <p>CO2: Special Effects and Cinematography</p> <p>CO3: Mood Lighting & Colour Lighting Theory & Practice</p> <p>CO4: Image formation (Understanding requirements of a director): Five C's in cinematography</p> |
| | 17DFM3C02L | IMPORTANCE OF SOUND & SOUND SPECIAL EFFECTS-LAB | <p>CO1: Discover the significance of Sound in media.</p> <p>CO2: Analyze the role of different elements in Audio storytelling.</p> <p>CO3: Evaluate the strategies for Audio narration in storytelling.</p> <p>CO4: Design sound and its elements for preferred media.</p> |
| | 17DFM3C03L | EDITING CONCEPTS-LAB | <p>CO1: At the end of the session the student will be able to do research, storytelling process through editing.</p> <p>CO2: Students will be able to import footages with import setting.</p> <p>CO3: At the end of the session the student will be able to work with tools and special effects.</p> <p>CO4: After completing the programme students will be able to import and work with the tools and export the sequence with various formats.</p> |
| | 17DFM3C04L | CINEMATOGRAPHY-II-LAB | <p>CO1: Discuss about Structure of Film and Digital Camera</p> <p>CO2: Special Effects and Cinematography</p> <p>CO3: Mood Lighting & Colour Lighting Theory & Practice</p> <p>CO4: Image formation (Understanding requirements of a director): Five C's in cinematography</p> |

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|----------|-------------|--------------------|--|
| | 17DFM3S251 | 3D ASSETS | <p>CO1: Discover the significance of processes namely modeling, texturing, rigging, dynamics and animation in production in CG studio.</p> <p>CO2: Evaluate the significance of each process in production.</p> <p>CO3: Appraise the visual and logical strategies for processes in production for CGI.</p> <p>CO4: Develop artistic expression in creation and its propagation in production for CGI.</p> |
| | 17DFM3S252 | MATTE PAINTING | <p>CO1: Analyze the Evolution of Matte Painting with CG, Live Action and VFX movie.</p> <p>CO2: Familiarize students with software its interface, tools, and techniques.</p> <p>CO3: Evaluate the significance of Layers, Light, shadow and composition in matte painting</p> <p>CO4: Application of Advanced techniques in creating matte painting.</p> |
| | 17DFM3S251L | 3D ASSETS-LAB | <p>CO1: Discover the significance of processes namely modeling, texturing, rigging, dynamics and animation in production in CG studio.</p> <p>CO2: Evaluate the significance of each process in production.</p> <p>CO3: Appraise the visual and logical strategies for processes in production for CGI.</p> <p>CO4: Develop artistic expression in creation and its propagation in production for CGI.</p> |
| | 17DFM3S252L | MATTE PAINTING-LAB | <p>CO1: Analyze the Evolution of Matte Painting with CG, Live Action and VFX movie.</p> <p>CO2: Familiarize students with software its interface, tools, and techniques.</p> <p>CO3: Evaluate the significance of Layers, Light, shadow and composition in matte painting</p> <p>CO4: Application of Advanced techniques in creating matte painting.</p> |

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| IV | 17DFM4C01 | INTRODUCTION TO DIRECTION FOR FILMS | <p>CO1: Discuss about artistic identity and drama.</p> <p>CO2: Review & analyze the story and its development</p> <p>CO3: Aesthetics and authorship</p> <p>CO4: Organizing action in an action scene & narrative scene.</p> |
| | 17DFM4C02 | MEDIA AND NEW MEDIA BUSINESS | <p>CO1: Recite the concept of media and new media business.</p> <p>CO2: Review & Analyze Challenges facing Television and Radio.</p> <p>CO3: Appraise the concept of Animation, Gaming and VFX industries growth and opportunities.</p> <p>CO4: Analyze the different aspects of International Issues Facing the Media Industry.</p> <p>CO5: Critique of Social and Societal Marketing and Films</p> |
| | 17DFM4C03 | DIGITAL COMPOSITING | <p>CO1: At the end of this module, the students will learn the evolution of the traditional methods of compositing to the modern techniques.</p> <p>CO2: At the end of this module, the students will learn the color manipulation used for digital image generation.</p> <p>CO3: At the end of this module, the students will learn the application of the layer based compositing software – After Effects.</p> <p>CO4: At the end of this module, the students will learn the application of the Node based compositing software – Nuke</p> <p>CO5: At the end of this session, the students will learn to create a modern Video Art</p> |
| | 17DFM4C04 | ADVERTISEMENT FILM MAKING | <p>CO1: Discuss about the film pipe line an overview-Creative Process</p> <p>CO2: Review & analyze Art of Film Making</p> <p>CO3: The Word-Spoken & Written</p> <p>CO4: Advertising Film maker</p> |

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|----------|-------------|-------------------------------|--|
| | 17DFM4C03L | DIGITAL COMPOSITING-LAB | <p>CO1: At the end of this module, the students will learn the evolution of the traditional methods of compositing to the modern techniques.</p> <p>CO2: At the end of this module, the students will learn the color manipulation used for digital image generation.</p> <p>CO3: At the end of this module, the students will learn the application of the layer based compositing software – After Effects.</p> <p>CO4: At the end of this module, the students will learn the application of the Node based compositing software – Nuke</p> <p>CO5: At the end of this session, the students will learn to create a modern Video Art</p> |
| | 17DFM4C04L | ADVERTISEMENT FILM MAKING-LAB | <p>CO1: Discuss about the film pipe line an overview-Creative Process</p> <p>CO2: Review & analyze Art of Film Making</p> <p>CO3: The Word-Spoken & Written</p> <p>CO4: Advertising Film maker</p> |
| | 17DFM4S361 | LIGHTING AND RENDERING | <p>CO1: Discover the significance of light and surface properties in real life and CG.</p> <p>CO2: Evaluate the role of different elements in CG lighting and shading.</p> <p>CO3: Appraise the strategies for tools and techniques for Lighting in CGI for production.</p> <p>CO4: Compose a visual expression for artwork for desired styling.</p> |
| | 17DFM4S362 | 3D DYNAMICS | <p>CO1: Understand the fundamentals of the science behind the dynamic's simulation.</p> <p>CO2: Understand the fundamental s of procedural animation and effects using may dynamics.</p> <p>CO3: Create effects using particles like dust, fire, crowd, water spray and many more.</p> <p>CO4: Demonstrate dynamics using scripts.</p> <p>CO5: Develop artistic expression in creation and its propagation in production for CGI.</p> |

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|----------|-------------|--------------------------------|--|
| | 17DFM4S361L | LIGHTING AND RENDERING - LAB | <p>CO1: Discover the significance of light and surface properties in real life and CG.</p> <p>CO2: Evaluate the role of different elements in CG lighting and shading.</p> <p>CO3: Appraise the strategies for tools and techniques for Lighting in CGI for production.</p> <p>CO4: Compose a visual expression for artwork for desired styling.</p> |
| | 17DFM4S362L | 3D DYNAMICS - LAB | <p>CO1: Understand the fundamentals of the science behind the dynamic's simulation.</p> <p>CO2: Understand the fundamental s of procedural animation and effects using may dynamics.</p> <p>CO3: Create effects using particles like dust, fire, crowd, water spray and many more.</p> <p>CO4: Demonstrate dynamics using scripts.</p> <p>CO5: Develop artistic expression in creation and its propagation in production for CGI.</p> |
| V | 17DFM5C01 | MARKETING & PUBLICITY DESIGN | <p>CO1: Discover the fundamentals of Marketing and its research.</p> <p>CO2: Analyzing the significance of Marketing, Behavior and Promotion.</p> <p>CO3: Evaluate the significance of Consumer, Product and delivery methods.</p> <p>CO4: Design marketing and delivery methods for preferred medium</p> |
| V | 17DFM5C02 | ADVANCED PRACTICAL FILM MAKING | <p>CO1: Design the dramatic elements to be embedded as part of screenplay.</p> <p>CO2: Understand the visuals structure and camera movements for aesthetic cinematography.</p> <p>CO3: Function seamlessly as part of multidisciplinary teams.</p> <p>CO4: Identify, formulate solutions in postproduction processes.</p> <p>CO5: Understand essentials required for audio design.</p> |

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|----------|-------------|------------------------------------|---|
| V | 17DFM5D011 | MOTION GRAPHICS | <p>CO1: Discover the significance and evolution of Motion Graphics.</p> <p>CO2: Appraise the strategies for tools and techniques in Motion Graphics.</p> <p>CO3: Apply the graphical illustrations to produce interactive graphics.</p> <p>CO4: Compose a visual expression for Artwork using motion graphics.</p> |
| | 17DFM5D012 | ACTING | <p>CO1: Analyze the types of acting for different genre and styles.</p> <p>CO2: Apply the relationship between Acting artist and crew in a production.</p> <p>CO3: Perform the various elements involved in acting namely cinematography, breakdown, sound and direction</p> |
| | 17DFM5D021 | PAINT AND MATCHMOVING | <p>CO1: Analyze the tools and techniques to use for creating clean paints.</p> <p>CO2: Apply the appropriate method for camera tracking.</p> <p>CO3: Perform a flawless matchmove.</p> <p>CO4: Appraise the strategies for techniques in Live and CG integration.</p> <p>CO5: Compose a visual expression for VFX production.</p> |
| | 17DFM5D022 | ROTOSCOPY AND KEYING | <p>CO1: Analyze the correct tools and techniques to use for roto.</p> <p>CO2: To introspect the appropriate method for pulling mattes.</p> <p>CO3: Analyze the approach required to speed up the allotted task.</p> |
| | 17DFM5C02L | ADVANCED PRACTICAL FILM MAKING LAB | <p>CO1: Design the dramatic elements to be embedded as part of screenplay.</p> <p>CO2: Understand the visuals structure and camera movements for aesthetic cinematography.</p> <p>CO3: Function seamlessly as part of multidisciplinary teams.</p> <p>CO4: Identify, formulate solutions in postproduction processes.</p> <p>CO5: Understand essentials required for audio design.</p> |

| Semester | Course Code | Course Name | Course Outcomes (COs) |
|-----------|-------------|---------------------------|--|
| | 17DFM5D011L | MOTION GRAPHICS LAB | <p>CO1: Discover the significance and evolution of Motion Graphics.</p> <p>CO2: Appraise the strategies for tools and techniques in Motion Graphics.</p> <p>CO3: Apply the graphical illustrations to produce interactive graphics.</p> <p>CO4: Compose a visual expression for Artwork using motion graphics.</p> |
| | 17DFM5D021L | PAINT AND MATCHMOVING LAB | <p>CO1: Analyze the tools and techniques to use for creating clean paints.</p> <p>CO2: Apply the appropriate method for camera tracking.</p> <p>CO3: Perform a flawless matchmove.</p> <p>CO4: Appraise the strategies for techniques in Live and CG integration.</p> <p>CO5: Compose a visual expression for VFX production.</p> |
| | 17DFM5D022L | ROTOSCOPY AND KEYING LAB | <p>CO1: Analyze the correct tools and techniques to use for roto.</p> <p>CO2: To introspect the appropriate method for pulling mattes.</p> <p>CO3: Analyze the approach required to speed up the allotted task.</p> |
| VI | 17DFM6S611 | MEDIA LAWS - AN OVERVIEW | <p>CO1:Analyze key concepts in media law</p> <p>CO2: Understand the historical, theoretical, legal and societal contexts within which filmmakers and public relations practitioners operate.</p> <p>CO3: Articulate and assert the rights of a media professional.</p> <p>CO4: Evaluate defamation, prior restraint copyright and journalistic privileges.</p> <p>CO5: Develop an ethical basis for making media professional and public relations decisions.</p> |

| Semester | Course Code | Course Name | Course Outcomes (COs) |
|----------|-------------|------------------------|---|
| | 17DFM6S612 | AUGMENTED REALITY | <p>CO1: Develop interactive augmented reality applications for both PC based mobile devices using a variety of novel input devices.</p> <p>CO2: To understand the AR development techniques.</p> <p>CO3: Discuss about asset development required for the AR.</p> <p>CO4: To explore the process of building with the help of third-party plugins.</p> <p>CO5: To demonstrate the augmented reality app.</p> |
| | 17DFM6S612L | AUGMENTED REALITY- LAB | <p>CO1: Develop interactive augmented reality applications for both PC based mobile devices using a variety of novel input devices.</p> <p>CO2: To understand the AR development techniques.</p> <p>CO3: Discuss about asset development required for the AR.</p> <p>CO4: To explore the process of building with the help of third-party plugins.</p> <p>CO5: To demonstrate the augmented reality app.</p> |