

BA (HONS) FILM PRODUCTION (TV)

The liberalization, globalisation and opening up of economy has led to the setting up of a host of 24X7 news channels as well as a large number of entertainment channels. Further, with the mindset of Indian masses undergoing sea change, the working in the entertainment Industry is no more a limitation. More and more young men and women are taking to entertainment industry. Courses of Film and Television are driven by the singular desire to create New Media Communicators using cinema and television as a means of dialogue with their world.

Eligibility Criteria: 10+2 or equivalent in any stream

To earn a BA (Hons) in Film Production (TV), a student has to earn a minimum of 90 credits. Minimum 24 credits are to be earned from Film Production (TV) subjects and the remaining can be taken from any stream.

Every student has to attain a minimum of D grade in all courses, a student may however, and repeat or change any course being offered. Notwithstanding, every student must acquire the desired number of credits. The detailed course structure under different categories is given in succeeding pages. Brief description of the course content follows thereafter.

Codes	Subject Name	Credit
16.101	Creative Writing	4
16.102	Still Photography	4
16.103	Media Appreciation	4
16.104	Performance and Creative Drama	4
16.105	Clay Modeling	4
16.106	Basic Drawing	4
16.107	Story Telling	4
16.108	Communication Theory and Research	4
16.109	Basics of Computer Art	4
16.110	Understanding Light	4
16.201	Drawing I	4
16.202	Darkroom Practice	4
16.203	Introduction to Theatre	4
16.204	Script Writing	4
16.205	Film History	4
16.206	Basic Editing	4
16.207	Introduction to Moving Image Photography	4
16.208	Basics of Sound	4
16.209	Film Genres	4
16.210	Direction	4
16.211	Editing I	4
16.212	Videography	4
16.301	Sound II	4
16.302	Acting for Screen	4
16.303	Music and Sound Effects	4
16.304	Drama Production Techniques	4
16.305	Media Industries	4
16.306	Editing II	4
16.307	Direction II	4
16.308	Sound III	4
16.309	Camera	4
16.310	Art Direction	4
16.311	Advising	4
16.345	Project	4

16.101 Creative Writing

Credit: 4

The exploration, development, and expression of ideas through writing. The student will learn where ideas come from, and how ideas can be developed and transformed through exploration and critical thinking. Reflection is an important part of the process. The role of literature in culture, the development of literature throughout history and various world cultures, and the factors that influence writing and writers. To learn to avoid making quick judgments of unfamiliar work and, instead, arrive at informed personal interpretations.

16.102 Still Photography

Credit: 4

To understand Moving Image, it is imperative to understand a Still Image. This subject introduces the basics of Still Photography to the student. Content includes History of the Photography, Camera, lenses and accessories, Exposure and composition Understanding light, Film and its Formats. Basic Assignment Projects. Black and White Film Processing and Basic Black and White Printing.

16.103 Media Appreciation

Credit: 4

An introduction to the understanding of Media and Media Practices. Historical and contextual studies in Image, Photography, Mass media and Film language. Ideas of reportage/journalism versus subjective uses of media. History of image in ancient, medieval and modern art and culture. The idea of cinematic form, Cinema as spatio-temporal narration. The concept of filmic structure. Classification of Films-Short-Feature, Fiction- Nonfiction, Live Action, Animation, Record, Reportage, Documentation, Education, Motivation through the various genres of films. TV, Film, TV News-magazine.

16.104 Performance and Creative Drama

Credit: 4

Students will participate in workshops in Dance, Drama and Music. Students will then look at how the three art forms work together to make imaginative theatre. A brief overview of performance forms and performers looking specifically at choreographers, practitioners, composers and their work.

16.105 Introduction to Clay modeling

Credit: 4

The student will learn 3D-visual thinking and creativity as fundamental to all art, design or craftwork. This subject will enable students to experiment with clay and other sculpture techniques in order to broaden their experience. The idea of a 'frame'. Basics of composition golden mean and rule of thirds. Interpreting word for visual. Students will be encouraged to use unusual materials along with clay and papier-mâché to explore expressive and sculptural possibilities.

16.106 Basic Drawing

Credit: 4

Students will be guided to develop free-hand sketching. This subject will enable students to experiment with drawing approaches and techniques in order to broaden their experience and understanding of visual language. The idea of a 'frame'. Basics of composition golden mean and rule of thirds. Interpreting word for visual. Students will use materials and media which are specific to drawing but will also be encouraged to use unusual materials and media which may extend visual language and creativity.

16.107 Storytelling

Credit: 4

This subject will explore strategies for storytelling. A survey of traditional and non-traditional approaches to telling stories-the oral tradition, text, performance and now also the interactive digital space. The medium explored maybe primarily the written word but other forms like theatre, comics, performance are also encouraged.

16.108 Communication Theory and Research

Credit: 4

A survey of models of communication, theories of communication and their application in creating effective work. Major theoretical perspectives in media theory and their applications. Media as Message-carriers; Types of Media.

16.109 Basics of Computer Art

Credit: 4

Students are introduced to basics of computer graphics and image manipulation. The elements of graphics and understanding the digital environment. Systems of storage and operation. Students get acquainted with packages like Photoshop, corel draw and Illustrator. Work from the drawing or clay modeling can used as starting material.

16.110 Understanding Light

Credit: 4

Introduction to different types of lights and how the quality of light can enhance the mood and grace of the picture. Emphasis will be on how available light or natural light can be handled/tackled according to the requirement of the subject. Understanding how to manipulate different light situations and understanding shadows. Mixed lighting system evaluate work produced. Use of different media in addition to photography is encouraged.

16.201 Drawing I

Credit: 4

Drawing at a more advanced level. The students prepare to be able to translate these skills to drawing for motion and cell-animation. Basic understanding of life drawing, colours, line, pattern, texture, form, structure and weight.

16.202 Darkroom practice

Credit: 4

The subject provides the opportunity for a student to develop a range of skills and knowledge associated with the processing and printing of black and white film and images. Content includes Process materials by hand and machine on Band W negative and paper. Print enlarger types and techniques, filters and masks, processing and print.

16.203 Introduction to Theatre

Credit: 4

Background and foundation for appreciation and evaluation of theatre arts. The subject will include a study of dramatic structure, history of the theatre, plays and playwrights, and a study of contemporary theatre production.

16.204 Script Writing

Credit: 4

This subject is devised to introduce the students to the practice of Scriptwriting for fictional projects. The subjects will focus on understanding the elements of a good script as well as building skills in creating a script. Aspects of story; Idea and developing an idea; Theme and genres. Aspects of narrative, structure, character and dialogue.

16.205 Film History

Credit: 4

Development of Cinema in India-Pre-Phalke era. Development of Cinema in other countries-The silent cinema- Lumiere, Melivis, Porter, D. W. Griffith. The Soviets. The Germans. European Experimental Films. Coming of Sound. The Various genres of American Cinema. Neorealism, Classicism of the 1950's. The French New Wave. Japanese Cinema. Cinema in Central Europe. New German Cinema. Latin American Cinema. The age of Satellite Communication.

16.206 Basic Editing

Credit: 4

This subject develops further skills in video editing. It encourages an orderly approach to organizing the edit environment, and allows students to explore the creative options open to an editor working with a director. Role of editor in production process. Theoretical justification of editing-Continuity, Action continuity and relational continuity-The cut away. Dialogue synchronization, Order of Shots, Silent inserts, Sound overlaps. Theoretical implication of Linear and non-linear editing. A roll, A/B Roll Different formats-Digital video, video and Film.

16.207 Introduction to Moving Image and Photography

Credit: 4

Basic Principles of Editing. Introduction to concepts of timing, factors controlling pace, effects of scene transitions on pace of film-film rhythm- filmic time and space-parallel action. Understanding digital media platforms for non linear editing. Editing on I-movie and Final Cut Pro/Digital media software. Under-standing the Construction of Silent Continuity film on DV format-identifying contents of disjointed shots-to assemble in a coherent narrative order with physical continuity.

16.208 Basics of Sound

Credit: 4

Nature of human sound-hearing mechanism and its comparison with recording media-psychoacoustics Introduction to microphones and recording apparatus. Relationship of two sounds-relative levels and tones for maximum clarity of both-spoken words, sound effects for storyline-music for ambience and transitions. Sound for different formats-Synchronous shootings-spoken words with moving artists-leveling of voices-continuity of background noises-demonstration of post production phase of film production.

16.209 Film Genres

Credit: 4

It helps in understanding the concept of genre as a critical tool in screen studies by examining the importance of genre in historic and contemporary film production. It develops and contextualises the comprehension of different film genres by examining their historic development from the Hollywood studio era onwards as well as their cross-cultural variations such as in Australia, Japan and Hong Kong. Genre film criticism and the role that genre itself plays in the production and reception of popular screen texts is also considered.

16.210 Direction

Credit: 4

The role of Director, its emergence and field of function. Skills of a director in the film, television and video industry. Range of film, broadcast and corporate productions. How films are made (from idea to screen). Basics of Idea, Concept, Treatment, Character sketch, Story, Screenplay and Dialogues. Basics of Screen grammar-Image size, Shot size, Camera Angle. Concept of film event, Film time and Space.

16.211 Editing I

Credit: 4

This subject develops further skills in video editing. It allows students to explore the creative options open to an editor working with a director and ways in which the editor can influence the final product. Concepts of timing, factors controlling pace, effects of scene transitions on pace of film-film rhythm-filmic time and space-parallel action. Explore different styles of editing to understand and evolve approaches dictated by the purpose and concept of the film. Concepts of timing, factors controlling pace, film rhythm-filmic time and space. Evolving strategies for editing dialogue, action creatively in fiction. Similarities and differences between digital platforms. Evolving strategies to move between platforms. Learning to work on Media 100 (SDI).

16.212 Videography

Credit: 4

Video camera pick-up devices. Waveform monitor and vectorscopes. Video Tape Recorders. Factors affecting video image. Understand various lighting equipment and their accessories. Types and uses of various accessories like Track-trolley, Crane, Panther, Crab, Dolly etc. Problems involved in Lighting-Assumption of source light-Bouncing the lights- Creating high key and Low key effects-lighting for movement. Lighting a set for different times a day. Practice in lighting a set with simple camera movements on trolley, with two or three characters-shooting

a three shot sequence keeping action and lighting continuity considerations while shooting in-B/w or colour-sets, costumes and make-up.

16.301 Sound II

Credit: 4

Students are introduced to synchronous film recording techniques. Areas covered include microphones, analog (Nagra 4.2) and digital audio recorders (DAT) Workshop on audio postproduction. Concepts of mixing/editing techniques for dialogue, music and sound effects. Recording of natural sounds and special effects to reinforce images-students learn to visualize the track building process.

16.302 Acting for Screen

Credit: 4

Concepts in Film Acting-difference between Stage and Screen Acting, acting styles for Film Mechanics of Film Acting -influence of cinematic elements on character image-Basic elements of character development for film characterization.

Group exercises like Concentration, Mirror exercise, Thematic movement, Improvisation etc. Sensitivity exercises. Enactment of Solo and Group scenes blocked for the screen.

16.303 Music and Sound Effects

Credit: 4

The subject is an introduction to some basic concepts in music-Indian classical, Western and folk music. Music as used in films-Background music, music leitmotif, Hindi film song. The function of the score-relation to texture, color, and drama in music. To evolve a musical style to enhance the visual statement. Methods of recording music. Business and legal aspects of the profession.

16.304 Drama Production Techniques

Credit: 4

Explore the relationship between Script and the final product-analyse same scripts interpreted by different directors, define directors' styles and drama genres. Understand conventional cinematic styles for different genres. Elements of staging drama for video-analysing a scene, breaking up shots, creating sequences, linking scenes, conventional staging Overview of Production process-script-to-screen, commissioning, auditions, rehearsals, location, staging, postproduction. Building a team-producer, director, heads of department (eg camera, sound, design), camera operator, sound recordist.

16.305 Media Industries

Credit: 4

Film Producers and production centers. Film financing agencies. Broadcasting process. Technical introduction to the working of different Channels. Industry scenario, (Functioning and Hierarchy Various methods of distribution of films at Regional, National and International levels. Sale of distribution rights. Functions of Programming, Marketing and Research departments in Satellite Channels. Exhibition of film at home and abroad. Method and procedure for theatre hire. Export of films for public, TV and Cable TV exploitation. Entrepreneurship and Successful Business Models. Case studies of Media Moguls (Rupert Murdoch and alike). Trends and effect of technology on digital media.

16.306 Editing II

It helps in selecting and preparing written, visual, audible and film media used to convey information. The editing process involves correction, condensation, organization, and other modifications performed with an intention of producing a correct, consistent, accurate and complete work. The editing process often begins with the author's idea for the work itself, continuing as a collaboration between the author and the editor as the work is created. As such, editing can involve creative skills, human relations and a precise set of methods.

16.307 Direction II

Credit: 4

This subject is designed to handle the major issue of being a director for film or TV based productions. It helps the students to streamline the process of imagining a story, thinking it in audio-visual terms, adapting it to a screenplay and realizing it cinematically through the filmmaking process.

16.308 Sound III

Credit: 4

It explores the acoustical, musical, and technical aspects of the live performance, in order to learn how to present the best possible sound to the audience. You will study, evaluate, and compare several different live and studio recordings in order to establish a point of reference for your own mix choices. It emphasizes instrument sounds, microphones, equalization, and dynamics processing. These tools are presented in a manner that places a high value on the creative and technical influences they impose on the individual sounds, as well as the control they can offer for multiple sounds, channels, and tracks.

The main goal is to enable you to build your own mixes and use what you've learned to conform to a high standard for sonic quality, blend, and authenticity. When properly equipped with the tools, techniques, and insights needed to build an excellent mix, you will be the musicians' closest and most trusted ally.

16.309 Camera

Credit: 4

It develop a basic understanding of the camera, film processing and printing, while exploring the possibilities of black and white photography as a medium of visual communication and personal expression. It improves on basic black and white photographic skills while learning some new photographic techniques, e.g., solarization, multiple exposures, negative printing and hand coloring to solve thought provoking photographic problems.

16.310 Art Direction

Credit: 4

Art directors are dreamers with an imagination gone wild. They get paid to think, imagine, explore, tinker and scribble. Together with a copywriter they brainstorm ideas for websites, TV commercials, print ads, billboards, phone apps or any other medium that can solve the client's problems. The team uses their knowledge of pop culture and insights into the human condition to create content that is meaningful, entertaining or useful to consumers. Once an idea is approved by their creative director it's shown to the client. The Art Direction provides an introduction to the art departments responsible for designing and implementing the visual elements of

filmmaking. Students will become familiar with the tools and resources that enable successful members of the art department.

16.311 Advising

Credit: 4

Advising helps plan educational goals and work to achieve them throughout a liberal arts education. With interests and goals in mind, academic advisors will help formulate academic plans. Advisors are dedicated to set and reach individual goals, explore and plan appropriate academic study, and prepare for success after graduation. The purpose of this subject is to show how to use the advising process at each step along the way.

16.345 Project

Credit: 4