NIRMA UNIVERSITY
COMMUNICATION DESIGN PROGRAMME
Bachelor of Design, Department of Design
Year III, Semester VI

L	T	P	C
1		6	5

Course Code	CDPR 313E
Course Title	Moving Images II (Short Live -Advance)

Course Learning Outcomes (CLO):

At the end of the course the students will:

1. Develop technical knowhow to shoot a professional video and create a short film
2. Create and record soundtracks and integrate these during post-production
3. Demonstrate skills editing and mixing live video footage, titles, animation, audio tracks etc. using various software
4. Plan relevant shots, select/create relevant locations and shoot footage
5. Experience with script writing and make story boards for the film script

Syllabus: **Total Teaching hours: 105**

Working across digital video and traditional film making, this course offers exciting opportunities for innovation and experimentation. It will help develop an understanding of moving image history, theory and professional practice through in-class screenings and discussions. Students will also learn the basics of storytelling processes, story-boarding for film, video editing with sound design.

Unit 1: Pre-Production   **Teaching hours: 30**

1.1 Introduction to Narrative Strategies in Film Making
1.2 Storyboarding and introduction to staging and mis-en-scene
1.3 Basics of using a video camera and its operational techniques
1.4 Creating short narratives based on an approved script

Unit 2: Production   **Teaching hours: 30**

2.1 Breakdown of shooting schedule and location
2.2 Selection of cast and crew and rehearsal
2.3 Shooting live-action
2.4 Sound effect recording, dubbing, sound editing and mixing
2.5 Video editing principles

2.6 Shot breakdown

Unit 3: Post Production   **Teaching hours: 45**

3.1 Introduction to video editing software
3.2 Use of effects
3.3 Title and Credits
3.4 Final compositing

Suggested Readings:

1. *Experimental Cinema: A Fifty-Year Evolution* by David Curtis, Published by Delacorte Press, 1972
2. *The Foley Grail: The Art of Performing Sound for Film, Games, and Animation,* by Vanessa Theme Ament, Focal Press, 2009
3. *The Art of the Storyboard* by John Hart, Published by Focal Press, 2007
4. *The Theory and Practice of Motion Design: Critical Perspectives and Professional Practice edited* by Robert Brian Stone and Leah Wahlin, Published by Routledge, 2018