

As Per NEP 2020

University of Mumbai



Syllabus for Basket of OE	
Board of Studies in Mass Media	
UG First Year Programme	
Semester	1
Title of Paper	Credits
DIGITAL CINEMATOGRAPHY	2
From the Academic Year	2024-2025

Sr. No.	Heading.	Particulars
1	Description the course : Including but Not limited to :	The learning objectives for scriptwriting for animation films aim to equip individuals with the skills to create compelling, visually engaging, and emotionally resonant stories suited specifically for the animated medium. Script writer, content writer etc.
2	Vertical :	Open Elective
3	Type :	Theory
4	Credit:	2 credits
5	Hours Allotted :	30 Hours
6	Marks Allotted:	50 Marks
7	Course Objectives: (List some of the course objectives) 1. Lerner will understand the fundamentals of digital camera systems. 2. Lerner will develop skills in lighting for digital cinematography. 3. Lerner will develop the principles of shot composition and visual storytelling.	
8	Course Outcomes: (List some of the course outcomes) 1. Identify different types of digital cameras (e.g., DSLR, mirror less, cinema cameras) and their components. 2. Explain the impact of sensor size on image quality and depth of field. 3. Compare various recording formats and codec's used in digital cinematography.	
9	Modules:- Per credit One module can be created	
	Module 1: INTRODUCTION TO DIGITAL CINEMATOGRAPHY 1. Course overview and expectations. 2. History and evolution of cinematography. 3. Overview of digital vs. film cinematography. 4. Camera Systems and Formats. 5. Lenses and Focal Length. 6. Types of lenses and their uses	

	Module 2: EXPOSURE AND LIGHTING	
	1. Basics of exposure (ISO, shutter speed, aperture) 2. Introduction to lighting techniques 3. Practical exercise: Three-point lighting setup. 4. Composition and Framing. 5. Rule of thirds, leading lines, and other composition techniques. 6. Camera angles and movement. 7. Practical exercise: Composing shots for different scenes.	
	Module 3: COLOR THEORY AND WHITE BALANCE	
	1. Basics of script formatting for animation. 2. Writing visually appealing descriptions and action for animators. 3. Crafting effective dialogue for animated characters.	
10	Module 4: AUDIO FOR DIGITAL CINEMATOGRAPHY	
	1. Basics of capturing high-quality audio 2. Syncing audio and video 3. Practical exercise: Recording and syncing audio	
10	Text Books: 1. Animation Writing and Development- by Jean Ann Wright (Author) 2. Writing for Animation, Comics, and Games" by Christy Marx	
11	Reference Books: 1. How to Write for Animation- by Jeffrey Scott (Author) 2. Pixar Storytelling- by Dean Movshovitz (Author) 3. The Science of Storytelling- by Will Storr (Author) 4. The Illusion of Life: Disney Animation" by Frank Thomas and Ollie Johnston	
12	Internal Continuous Assessment: 40%	External, Semester End Examination 60% Individual Passing in Internal and External Examination
13	Continuous Evaluation through:	Quizzes, Class Tests, presentation, project, role play, creative writing, assignment etc.(at least 3)

14**Format of Question Paper:** for the final examination

Question.1 is compulsory.
Attempt any 1 from Q2. And Q3.
Each question carries 15 Marks

Question No	Questions	Marks
Q 1	Practical/ Case study	15
Q 2	Practical/ Theory	15
Q 3	Practical/ Theory	15
	TOTAL	30

Note:

1. Equal Weightage is to be given to all the modules.
2. Internal option shall be given in Q1.
3. 15 marks question may subdivide into 7.5 marks each. Internal option shall be given, i.e attempt any two out of three. For direct 15 Marks question option should be given. Attempt any one out of two.
4. Use of simple calculator is allowed in the examination.
5. Wherever possible more importance is to be given to the practical problems.

Sign of the BOS Chairman
Dr. Navita Kulkarni
BoS in Mass Media

Sign of the
Offg. Associate Dean
Prof. Suchitra Naik
Humanities

Sign of the Offg. Dean
Dr. Anil Singh
Humanities