

3 Years | Undergraduate Skill-Based Vocational Program | Bachelor of Vocation

## B.Voc. in Digital Filmmaking

**PATHWAYS** DIRECTION AND EDITING | CINEMATOGRAPHY



### FOR FURTHER INFORMATION

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### DIGITAL FILMMAKING

In the India of today, manifestations of the media are both varied and numerous. The growth rates of the Film and Television sectors are escalating at a rapid pace providing an ideal opportunity for employment. This course aims to initiate learners into an engaging media culture that addresses the needs of the present-day scenario. The program aspires to provide the media and entertainment industry with technically competent professionals specialized in various areas of filmmaking. It also equips the student to adapt and grow in a world which is constantly changing.

### ELIGIBILITY

Published on the admissions page of the Sriшти Maniपाल website.

### MEDIUM OF INSTRUCTION

English; all our transactions and transcripts will be in English.

### DURATION

6 semesters (3 years); based on the National Skills Qualification Framework (levels 4, 5, 6, 7).

### MODES OF DELIVERY

**THEORY** Master classes, appreciation, lecture-demos, readings

**TUTORIALS** Learning by working on given tasks, interjected with short periods of instruction/demonstration to learn specific techniques or ideas

**MASTER CLASSES** Interactions that could be face-to-face, on Skype or as webinars

**PRACTICAL** Studio settings where students will use techniques and concepts they have learnt to facilitate making, doing and thinking. This learning mode is envisioned as a space for experimenting, synthesizing knowledge and practices through immersive engagement, intuition, contextual learning, design processes and creative methodologies

**FOCUSED AREA STUDY** Specialized learning in a specific aspect of a discipline that has a direct skill based industrial input. Core skills are amplified based on cutting edge industry trends as crystallized through the round table and the mentor labs

**SELF-STUDY SESSIONS** Sessions where documentation, online resources and forums are used to learn specific topics- this could include taking short online courses (when such are available) and working on open-source projects

**PORTFOLIO** Building of a curated collection of work

**PRACTICUM** Work based learning experience

**PROJECTS** Punctuations in a semester, requiring students to work individually or collaboratively towards a real or simulated design brief

**SEMINAR** Students work towards the articulation of a position on the one hand and being sensitive to the position of the other. Seminar is a mode where learners explore a curated - theme, technology, method or innovation through guided interaction with industry experts, professionals or students themselves, in a collaborative mode

**ROUND TABLE** Brings in experts from the industry as keynote speakers, in addition to students who have come in fresh from industry apprenticeship, to create a reflection on how the industry and institution collaborate in order to produce vocation specific learning

**MENTOR LABS** Non-prescriptive by nature, mentors labs enable rather than instruct in different areas such as technical knowhow, innovation and design, leadership and motivation, business and entrepreneurship

**INDUSTRY EXPOSURE** Facilitate building networks and keeping abreast with the developments that are constantly occurring in industry – field visits, trade shows, festivals, symposiums, seminars conferences

**APPRENTICESHIP** Involves working in a professionally mentored environment under a practitioner from the industry such as a master craftsman, designer or artist

**CAPSTONE PROJECT** A compulsory industry-based project situated in a real world production pipeline, focusing on developing industry standard solutions. Students will apply their skills and learning in research, design process, ideation, prototyping, making and testing.

CURRICULUM COMPONENTS	SEMESTER
Theory	1, 2, 3, 4, 5
Tutorial	1, 2, 3, 4, 5
Master Class	1, 2, 3, 4, 5
Practical	1, 2, 3, 4, 5, 6
Self-Study	1, 2, 3, 4, 5, 6
Seminar	2, 4
Focused Area Study	5
Projects	1, 2, 3
Mentor Lab	5
Portfolio	1, 2, 3, 5
Language	1, 2, 3, 4, 5
Electives	1, 2, 3, 4
Holistic Education	1, 2, 3, 4
Practicum	1, 2, 3, 4, 5, 6
Industry Exposure	2
Apprenticeship	4
Capstone	6

**COMMON LEARNING UNITS**

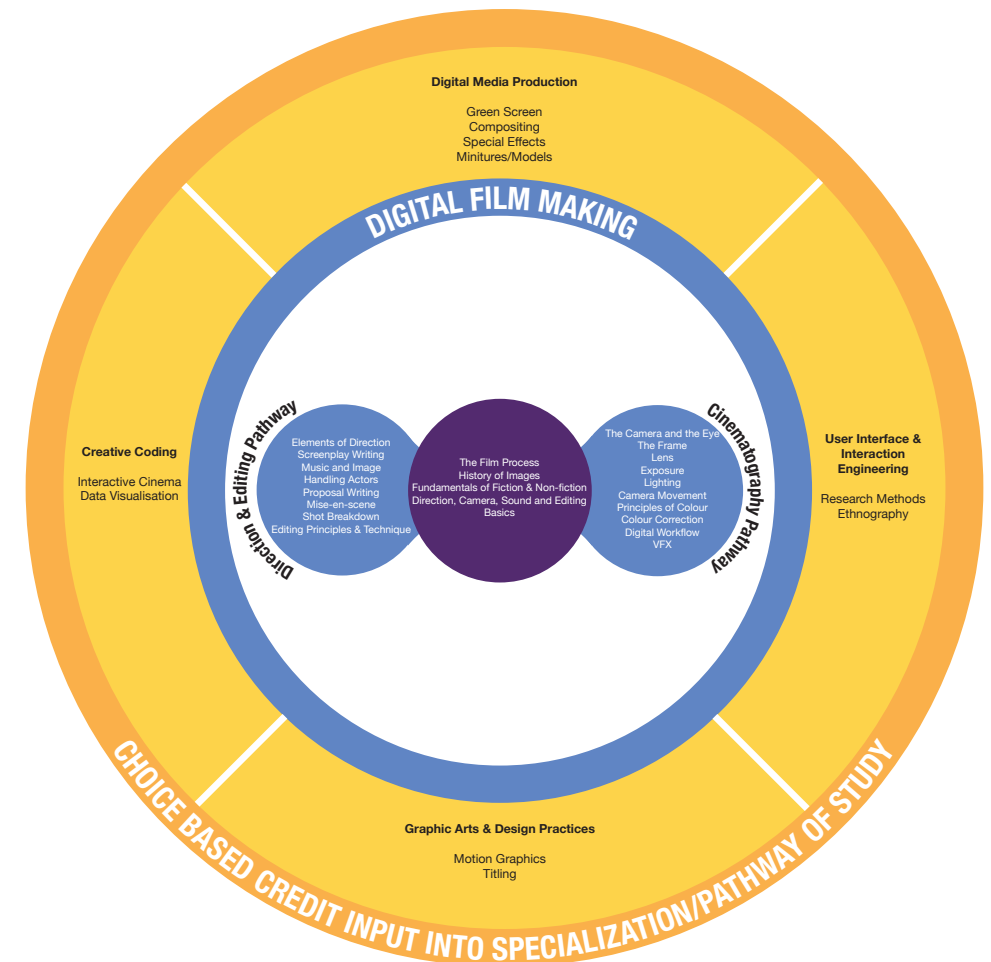
YEAR 1		YEAR 2		YEAR 3	
SMVPC01	Elective - 1	SMVPC11	Elective - 3	SMVPC21	Language - 5
SMVPC03	Language - 1	SMVPC13	Language - 3	SMVPC23	FAS - 5
SMVPC05	Project - 1	SMVPC15	Project - 3	SMVPC25	Mentor Lab - 5
SMVPC07	Industry Exposure - 1	SMVPC17	Apprenticeship - 3	SMVPE05	Portfolio - 5
SMVPC09	Holistic Education - 1	SMVPC19	Holistic Education - 3	SMVPC22	Language - 6
SMVPE01	Portfolio - 1	SMVPE03	Portfolio - 3	SMVPC24	FAS - 6
SMVPC02	Elective - 2	SMVPC12	Elective - 4	SMVPC26	Mentor Lab - 6
SMVPC04	Language - 2	SMVPC14	Language - 4	SMVPE06	Portfolio - 6
SMVPC06	Project - 2	SMVPC16	Project - 4	SMVCAP6	Capstone
SMVPC08	Industry Exposure - 2	SMVPC18	Apprenticeship - 4		
SMVPC10	Holistic Education - 2	SMVPC20	Holistic Education - 4		
SMVPE02	Portfolio - 2	SMVPE04	Portfolio - 4		
SMVPS02	Seminar	SMVPS04	Seminar		

**COURSE AIMS AND OBJECTIVES**

- » To produce creative and technically competent professionals who are reflective and critical about their practice.
- » To create quality technical film artists who are on the one hand highly specialized in a specific area and on the other are able to collaborate across media platforms.
- » To build a contextual framework from within which skill, technology and aesthetics is situated.

**PATHWAY 1: DIRECTION AND EDITING**

**PATHWAY 2: CINEMATOGRAPHY**



## PATHWAY 1

### DIRECTION AND EDITING

The Direction and Editing pathway is envisioned to create technically competent directors, who are reflective and critical about their practice. The course develops students to understand the tasks of the director within the different genres of filmmaking. This pathway offers the student a second skill - 'Editing' that will give them an added advantage in the industry. The course gives opportunities for students to explore the directorial and structural aspects of different genres of filmmaking through making.

LEARNING UNITS		EXIT CRITERIA
<b>YEAR 1</b>		<b>At the end of year 1 students will:</b>
SMDF101	Fundamentals of Film - Fiction	<ul style="list-style-type: none"> <li>» Acquire a holistic understanding of the larger filmic production process.</li> <li>» Interpret the history of the moving image and sound.</li> <li>» Apply various technical and creative elements of film practice at an introductory level across the domains of direction, cinematography, sound, editing, screenplay writing and production.</li> <li>» Manage the roles and duties of a production crew in terms of co-ordination, delegation and task breakup.</li> </ul>
SMDF103	Fundamentals of Film - Non Fiction	
SMDF102	Camera - Basics	
SMDF104	Sound Recording - Basics	
SMDF106	Editing - Basics	
SMDF108	Direction - Basics	
SMDF110	Production Design - Basics	
SMDF112	Screenplay Writing - Basics	
SMDF114	Shot-breakdown - Basics	
<b>YEAR 2</b>		<b>At the end of year 2 students will:</b>
SMDF225	Screenplay Writing - Advanced	<ul style="list-style-type: none"> <li>» Develop stories across different genres using the codes of narrative construction.</li> <li>» Utilize core directorial/editing tools and techniques to construct a narrative.</li> <li>» Demonstrate an understanding of the editing process.</li> <li>» Draw from different acting techniques to mould and direct actors.</li> <li>» Construct relationships between lens, space, time and movement to tell a story.</li> </ul>
SMDF227	Mise-En-Scene	
SMDF205	Mise-En-Scene Shoot	
SMDF226	Representing Reality	
SMDF204	Engaging with Reality	



### YEAR 3

SMVCAP6	Capstone
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#### At the end of year 3 students will:

- » Be proficient in the ideation, research, scripting, visualization & realization of projects across different genres of media and delivery formats.
- » Consolidate key directorial/editing notions through working in real world projects.
- » Demonstrate capability to work independently on a wide range of complex film projects.

**FOR FURTHER INFORMATION**

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## PATHWAY 2

### CINEMATOGRAPHY

This pathway is envisioned to create technically competent cinematographers, who are reflective and critical about their practice. The course lays a strong emphasis on hands-on practice in a variety of digital formats, contextualized by understanding visual culture. Learners are enabled to design and light a visual framework for a particular project. This pathway is constructed around understanding cinematographic practice and workflow in the new environment of digital image making.

LEARNING UNITS		EXIT CRITERIA
<b>YEAR 1</b>		<p><b>At the end of year 1 students will:</b></p> <ul style="list-style-type: none"> <li>» Acquire a holistic understanding of the larger filmic production process.</li> <li>» Interpret the history of the moving image and sound.</li> <li>» Apply various technical and creative elements of film practice at an introductory level across the domains of direction, cinematography, sound, editing, screenplay writing and production.</li> <li>» Manage the roles and duties of a production crew in terms of co-ordination, delegation and task breakup.</li> </ul>
S MDF101	Fundamentals of Film - Fiction	
S MDF103	Fundamentals of Film - Non Fiction	
S MDF102	Camera - Basics	
S MDF104	Sound Recording - Basics	
S MDF106	Editing - Basics	
S MDF108	Direction - Basics	
S MDF110	Production Design - Basics	
S MDF112	Screenplay Writing - Basics	<p><b>At the end of year 2 students will:</b></p> <ul style="list-style-type: none"> <li>» Choose appropriate camera tools and techniques to visually treat a given scenario.</li> <li>» Understand the relationship between lens, space, actor and camera movement.</li> <li>» Identify and demonstrate the key elements of different lighting methods.</li> <li>» Colour correct to accentuate and enhance a story.</li> </ul>
S MDF114	Shot-Breakdown - Basics	
<b>YEAR 2</b>		
S MDF201	Camera Principles and Lighting	
S MDF203	Digital Image Manipulation	
S MDF205	Mise-En-Scene Shoot	
S MDF202	The Documentary Camera	
S MDF204	Engaging with Reality	



### YEAR 3

SMV CAP6	Capstone
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**At the end of year 3 students will:**

- » Be proficient in the ideation, research, treatment & visualization of a visual design across different genres of media and delivery formats.
- » Consolidate key cinematography tools and techniques through working in real world projects.
- » Demonstrate capability to work independently on a wide range of complex film projects.

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**For more information on the programs and courses**

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