MFA [ACM/AAA/DFM] – Syllabus

18FNA500 COMMUNICATION AND MEDIA THEORIES 1 1 0 2

Objective: To provide an overview of various concepts and theories of Mass Media and Communication.

Unit 1
Definition, nature and scope of communication; Communication variables; Process and functions of communication; Levels of communication - Intrapersonal, Interpersonal, small group, public, Intercultural and non-verbal communication; Communication barriers; Mass communication - meaning of concept of ‘mass’ - definition, nature and scope.

Unit 2
Communication - models definition and types of models - linear and non-linear models; Convergence models of communication; Shannon and Weaver model, Berlo, Lasswell, Osgood, Schramm, Baker and Wiseman, Barnlund models of communication; Theories of Communication.

Unit 3
Beginnings of journalism in India; Early British newspapers; Birth of India Language Press; Freedom movement and the India Press social reforms and social transformation movement and role of the Press; Growth and development of regional press; Role of regional newspapers in independence struggle; Development of Press in the independent India; News Agencies.

Unit 4
Origin and development of broadcasting in India; Private radio broadcasting in India; Regional broadcast - origin and development; Impact of radio in society; Community radio in India - an overview; Origin and development of television in India; Growth and development of regional channels; Growth and development of private television channels; Development and growth of Cable TV in India and its impact on society.

Unit 5
Current affairs and general knowledge - Current events - National and International

History of India; Geography of the world - Physical, Social, Economic; Indian Polity and Governance; Economic and Social Development; General Issues – Environmental – Ecology - Bio-Diversity - Climate change and other issues; General Science.

BOOKS RECOMMENDED:
1. Dennis McQuil: Mass Communication Theory: An Introduction
2. Melvin L. De Fleur and Sandra Ball – Rokeach: Theories of Mass Communication
3. Melvin L. De fleur and Evette Dennis: Understating Mass Communication
4. Joshi P.: Culture, Communication and Social Change
5. Wilbur Schramm: The process and Effects of Mass Communication
6. Wilbur Schramm: Men, Message and Media

18FNA501 BASICS OF ADVERTISING 1 1 0 2

Objective: The students are introduced to the various domains of professional practice in the process of developing an advertisement in all the formats like print, broadcast and new digital media. They are also taken
through a thorough understanding of the function of an advertisement Agency and the career profile of practitioners.

**Unit 1**


**Unit 2**


**Unit 3**


**Unit 4**


**Unit 5**


**TEXTBOOK**


**REFERENCES**

Space (Deep Space, Flat Space) - Perspective - Directional Lines.

Unit 3
Scale - Figure / Ground - Color Theory.

Unit 4

Unit 5
Creation of Depth Cue in Cinema.

TEXTBOOK:

REFERENCES:

18FNA503      FILM STUDIES              2 0 0 2

Objective: To introduce the students to the creative study of films and at the same time developing their skills for analyzing different media.

Unit 1
Introduction to Film Studies - Film movements.

Unit 2
Different Genres of films.

Unit 3
Introduction to world cinema.

Unit 4
Indian Cinema Origin and Development.

Unit 5
Theoretical perspectives.

TEXTBOOKS:
1. Film Art: An Introduction - David Bordwell, Kristin Thompson
2. Malayala Cinemayude Katha - Vijayakrishnan

REFERENCES:
1. The Art and Science of Cinema - Anwar Huda
2. Key Concepts in Cinema Studies - Susan Hayward
3. Film as Art - Rudolf Arnheim
4. Chalachithrathinte Porul - Vijayakrishnan
5. Movies and Meanings - Stephen Prince
6. How to read a film? Movies, Media, Multimedia - James Monaco
INTRODUCTION TO FILM MAKING

Objective: To introduce students to the grammar of film making - from the morphology of frames to the construction of narrative sequences.

Unit 1
Frame as the minutest unit of cinema - Visual composition of the frame - Shot Dynamics - Narrative sequencing of shot.

Unit 2
Long, medium and close-up shots. High angle and low angle shots, neutral shots - Dutch tilt - Panning, tilting, dolleying, truck shot - crane shot.

Unit 3
The aesthetics of film editing - Construction of narrative through juxtaposition of shots - Eisensteinian Montage - Setting in frame and shot - Mise-en-Scene and realism.

Unit 4

Unit 5
Varying camera positions and maintaining horizontal axis in different shots of a single sequence.

TEXTBOOK:
Bordwell, David and Thompson, Kristen. Film Art: An Introduction with Film Viewer's Guide and Tutorial (7th Edition) 2005

REFERENCES:
1. Film as Art - Rudolf Arnheim
2. Movies and Meanings - Stephen Prince
3. How to read a film? Movies, Media, Multimedia - James Monaco

WEB TECHNOLOGIES BASICS

Objectives: The course enables the students to understand various Web Development Technologies such as XHTML, HTML, HTML5, CSS, JavaScript, etc. It also facilitates the students to understand the fundamentals of User Interface designing and developing.

Unit 1
Introduction to HTML, Internet Basic, Introducing HTML5, Explore Web Browsers, HTMLs Syntax, New Features in HTML5, Web pages, Basic HTML page creation.

Unit 2
Adding new Paragraph, Line Break, Preformatted Text, Block quote, HTML lists, Insert Special Character, Introduction to Style Sheet, Internal and External Style Sheet, Introduction to HTML tag, Class and ID, Text alignment, Color, Style Bulleted List.

Unit 3
Web page images, Image tag and attributes, Links and URL, Link to another file, link to e-mail id, Link hover effects, Table Structure, Borders, Cell Padding and Spacing, Table Alignment, Extend Cells across columns and rows, Web Page layout using Table, understanding about various Form elements, Validating Form elements, Relative, Absolute, Fixed Positioning, Margin and Padding, introduction to Div tag.

Unit 4

Unit 5
Publishing Your Web Pages, Introduction to Dynamic Sites, Basic PHP and SQL, Web Hosting.

SUGGESTED READINGS:
Mike Wooldridge (Author), Brianna Stuart (Author) Creating Web Pages Simplified (IInd)
Jason Beaird The Principles of Beautiful Web Design.

18FNA508 STUDIES IN VISUAL AESTHETICS 2002

Objective: To introduce the students to the evolution of the aesthetics of the image and to initiate them to the visual language to enhance their understanding and appreciation of visual media in general.

Unit 1
Development of Visual Language - Semiotics and Rhetoric.

Unit 2
Dramaturgy - Development of Multimedia - Aesthetics of Audio Image.

Unit 3
Visual Art and Aesthetics - Understanding visual art and visual culture.

Unit 4
An overview of the art movements throughout history - Modern aesthetic movements and theories.

Unit 5
Anatomy, Figure Drawing and Figure Study.

TEXTBOOKS:
1. Handbook of Radio, Television and Broadcast Journalism by R.K. Ravindran
2. Journalism in the Digital Age by John Herbert

REFERENCES:
2. The Meaning of Art by Herbert Read
3. Art by Clive Bell
Objective: To introduce the students to social sciences research and to train them in media research. It aims to enable the students to critically analyze media content and exposing them to tools and techniques of analysis for media studies.

Unit 1
Research - Definition, characteristics - Scientific enquiry - Social science research - Logic of Induction and Deduction. Types of research. Development of Mass Media Research.

Unit 2

Unit 3
Research Design - definition, functions – Methods of data collection – Primary data and secondary data – Qualitative and Quantitative approaches - Content analysis – Case studies – Textual analysis – Participant observation – In-depth interviewing - Focus group – Survey.

Unit 4

Unit 5
Statistical analysis - mean, mode and range, correlation, regression, standard deviation - Presenting statistical data - Writing a research report. Various styles of writing. Ethics in research.

TEXTBOOKS:

REFERENCES:
2. Applied Communication Research: Judith M. Buddenbaum & Katherine B. Novak, Blackwell, reprinted in India by Surjeet, 2005

Objective: The course introduces the students to the history of art through ages.

Unit 1
Pre historic to Gothic Art.

Unit 2
From Renaissance to 19th century art.
Unit 3
Modern art.

Unit 4
Post modern art.

Unit 5
Indian Art.

TEXTBOOKS:

REFERENCES:

Objective: To provide an awareness of various aspects of Indian Constitution and Press Laws; to highlight the importance of media ethics and to sensitize students about norms of journalistic conduct.

Unit 1

Unit 2

Unit 3
PCI guidelines - Norms for Journalistic conduct.

Unit 4

Unit 5
Introduction to Mass Media Ethics - Ethics vs Laws - The Right to publish and Right to privacy - social commitment of media - Accuracy and fairness – Plagiarism - Pre-publication verification – Obscenity and vulgarity to be eschewed - Yellow Journalism.

TEXTBOOKS:

REFERENCES:
1. Press Laws of India.

**Objective**: To initiate students in to the art of film making and to train them in the various components of film direction

**Unit 1**
Visualizing the screenplay in terms of cinematic production - Constructing continuity for the narrative - Visualising characters and locations.

**Unit 2**
Dividing the scenes in to shots - Designing camera angles and movements for the shots - Montaging the shots - Designing audio components - Shooting logistics.

**Unit 3**
Creating mood boards - Locking locations, camera angles and movements - Creating graphic story boards.

**Unit 4**
Preparation of shooting script - Fixing shot sizes, camera angles and camera movements - Fixing the audio component.

**Unit 5**
Creating character profiles - Actor audition - Visualising the sets - Creating 3 Dimensional cut-outs and painting backdrops.

**TEXTBOOKS**: 
1. Film Directing Shot by Shot: Visualizing from Concept to Screen By Steven Douglas Katz
2. The Film Director Prepares: A Complete Guide to Directing for Film and Tv By Myrl A. Schreibman

**REFERENCE**: 
Producing and Directing the Short Film and Video by David K. Irving, Peter W. Rea

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**Objective**: The students are exposed to the art of creative thinking, planning and execution involved in the production of an advertisement for formats like print and web. From a professional standpoint they also get exposure to the important role of copy writing and its quality, consistency and value in the marketing. They will understand the key concepts through case studies from the creative segment of the advertisement industry.

**Unit 1**
Role of Creativity in Advertising - The Craft of Copy Writing - Need for Creative plans - Formulating Advertising Strategy and Execution - qualities, duties & responsibilities of copy writer.

**Unit 2**
The Creative Process; Concept Writing, Copy Structure Development; Verbal Visualization.

**Unit 3**
Elements of print ad-types of headlines - types of body copy.

**Unit 4**
Web ads-copy for different web ads-banner ads-classified ads.

**Unit 5**
Use of Internet and Interactivity - Principles of writing effective web copy.

**TEXTBOOK:**

**REFERENCES:**

**Objective:** The students are exposed to the art of creative thinking, planning and execution involved in the production of an advertisement for formats like radio and television. From a professional standpoint they also get exposure to the important role of copy writing and its quality, consistency and value in the marketing. They will understand the key concepts through case studies from the creative segment of the advertisement industry.

**Unit 1**
Copy writing - effective ways of writing broadcast copy - fundamental rules of copy writing.

**Unit 2**
Creative strategy - planning and development - checklists for radio and TV commercials.

**Unit 3**
Scripting for Audio-Visual - types of television ad copy - story board - creative and effective visualization.

**Unit 4**
Copy writing for radio - jingles and commercials - different message formats.

**Unit 5**
Ad campaign - planning and development of ad campaigns - phases of campaign creation - the big idea.
Objective: To introduce the students to the concept of Public Relation and equip them to build a career according to the industry requirements.

Unit 1

Unit 2

Unit 3
PR as a strategic management function - PR Process, four stages - Crisis Management.

Unit 4
PR and media strategy - Principles of effective media relations - Writing for PR - Press release - Press Tour - Press conference - Electronic PR.

Unit 5
Corporate advertising - House Journal, How to be a good PR Manager - Ethics in PR - Case studies.

TEXTBOOK:

REFERENCES:
2. Public Relations Principles and Practice, Iqbal S. Sachdeva - Oxford University Press

Objective: Introduce the students to the evolution of Animation fundamentals and also to initiate them to the Digital Animation techniques so as to be enabling them competent and proficient in making good works.

Unit 1
Concept of animation - picture in motion - depicting movement with sequential drawings.

Unit 2

Unit 3
Principles of animation - Disney animation methods. 12 principles of animation.

Unit 4
Traditional animation - Different production techniques - Stopmotion, claymation, cutout animation etc.

**Unit 5**
Modern animation - Digital animation, Computer aided animation, animation softwares.

**TEXTBOOK:**
Timing for Animation - Focal Press (Feb 2002) - Whitaker, Harold and John Halas

**REFERENCES:**
1. Preston Blair - Cartoon Animations - Walter Foster Pub (Jan 1995)
4. Edward - Human Figure in Motions - Dover Publications (June 1 1955)

**18FNA519 SCREENPLAY WRITING**

**Objective:** To introduce the students to the construction of film narratives.

**Unit 1**
Developing the power of observation - Building imagery - Creating character profiles.

**Unit 2**
Developing the story through plot structure - Three-part structuring (Beginning, Middle and End) - Rising action - Dramatic conflict.

**Unit 3**
Conceiving characters - Physical appearance and psychological motivation - Protagonist and Antagonist - Secondary characters.

**Unit 4**
Matching dialogue with the social and cultural background of the character - Use of dialects - 180 Degree dialogue - Dialogue cues.

**Unit 5**
Sequencing the script - Scene division - Log-line and Slug-line - Description and dialogue - Use of abbreviations - Writing montage.

**TEXTBOOK:**
Writing the Short Film by Pat Cooper & Ken Dancyger

**REFERENCES:**
1. Screenwriting by Raymond G Frensham
2. The Screenwriter's Workbook (Revised Edition) by Syd Field
3. **Screenwriting 434 by Lew Hunter**

**18 FNA520 SHORT FILM PRODUCTION (FICTION AND DOCUMENTARY) LAB.**

Visual Story Telling: Concepts

Creating ideas for documentary and short film

Writing screenplay

Interpreting and visualizing screenplay

Pre-Production

Production

Post-Production: Editing Sound Designing and Titling

**18FNA521 WEB DESIGN AND CONTENT MANAGEMENT 2 1 0 3**

**Objectives:** The course enables the students to develop storyboards, planning, multimedia websites. It makes them incorporate web design guidelines into site development, including readability, usability, and consistency. It also facilitates the students to design multimedia websites including image maps and scripting thereby developing interactive elements using appropriate software tools. The course also intends to make the students aware of the basics of Content Management System.

**Unit 1**

Points to be remembered while Web Designing, Categories of Websites, Introduction to Dreamweaver Basics, Dreamweaver Basics – Defining a site -Formatting Web Layout - Creating Tables - Web Layouts - Frames – Rollovers - Designing web page,

**Unit 2**


**Unit 3**


**Unit 4**

The Psychology of Color, Color Temperature, Chromatic Value, Color Theory 101, The Scheme of Things, Color Tools and Resources, Texture - point, line, shape, volume and Depth, Pattern, Building Texture, Taking Type to the Web, Text Image Replacement, Web Fonts with @font-face, Text Spacing and Alignment, Choosing the Right Fonts, Imagery -File Formats and Resolutions, Creative Image Treatments.
Unit 5

SUGGESTED READINGS
Jason Beaird, The Principles of Beautiful Web Design, Sitepoint publishers

18FNA551 AUDIOGRAPHY PRACTICE LAB. I
Familiarizing different types of Microphones, Different Audio connectors, Mixer console, Recording in Studio, Digital Recording.

Audio productions – Introduction to basics of sound - sound as a waveform, behavior of sound in different media, acoustics, intensity of sound, devices used for measuring sound parameters, hearing characteristics of human ear, relationship between sound waves and other waveforms - Electricity and electronics - Electric charges, structure of atom, generation of electric current, ac and dc current, volt meter ammeter, conductors and insulators - Electronics basics, semiconductors, transistors, integrated circuits, ac to dc conversion - History of sound recording - Evolution of sound recording, acoustic recording, gramophone recording, electrical recording, changes in recording techniques - brief introduction to the different media used in recording, evolution of film as medium of recording, movie films, movie camera, optical sound recording, synchronization of sound and picture.

Microphones - Basic principles of microphones, history and development of microphones - Different types of microphones - dynamic, ribbon and condenser microphones - Technical parameters of microphones - directional properties of microphones, Lapel microphones, Gun microphones - Applications of microphones in different situations, stereo mixing, microphone placement - Basic structure of an audio mixer, different types of mixers, signal processing, routing of audio signals comparison of different mixers, analogue and digital mixers, control surfaces - Loud speakers, Loudspeaker principles, different types of loudspeakers, history and development of loudspeakers, headphones - Setting up loud speakers – Amplifiers - domestic power amplifiers, professional power amplifiers.

18FNA552 PHOTOGRAPHY PRACTICE LAB. I

18FNA553 VIDEOGRAPHY PRACTICE LAB. I
Familiarizing Video Camera and accessories, Familiarizing tripods and other support systems, Focusing, White balancing, Different types of storage mediums - Tape and tapeless systems, practicing different camera movement, Audio recording in video camera, Introduction to DSLR cinematography - Different types of Shots, practicing different camera movements, Working under different light sources.

Basic Principles of motion picture - Persistence of Vision, Phi-Phenomenon, flip books, History of Motion Pictures and, Differences between video and film medium - Principles of Visual Grammar, Parts of Video Camera - different types of lens, focus, zoom controls, aperture ring, gain, shutter speed, ND Filter, audio inputs, battery, viewfinder, LCD. Important features in camera - White balancing, gain controls, recording medium, tape and tapeless formats, frame rate, aspect ratio, different recording formats, HD cameras, Camera support systems - different types of tripods, fluid head tripods, track and trolley, crane, jib arms, Steadicams. Shots - purposes of shots, factors decide setting up of shots, Classification of shots - High angle, low angle and eyelevel shots, basic shot types - ECU, CU, MCU, MS, MLS, LS, ELS. Camera movements - panning, tilting, track-in, track-out, track-right, truck-left, pedestal-up, pedestal-down, arc-right, arc-left- master-shot, point of view shot, over the shoulder shot - Cut in shot, cut away shot.


18FNA556        AUDIOGRAPHY PRACTICE LAB. II        0 1 2 2
Advanced audio recording in studio, Acoustics, Analog Mixer Console routings and connections, Equalizers, Speakers and Headphones, Practice in Microphone placements, Working with Mixer Console.

18FNA557        PHOTOGRAPHY PRACTICE LAB. II        0 1 2 2
Different types of shot, Different types of camera angles, Working with lenses of different focal lengths, Distance - Depth of Field Framing, Familiarizing with different lens filters, Camera movement practices - Tilting and panning, Advanced lighting techniques, Working with natural light, Studio lighting, HDR photography, Panorama photography, Different photography assignments.

18FNA558        VIDEOGRAPHY PRACTICE LAB. II        0 1 2 2
Practicing with lights (Additional lights and Natural lights), Studio cameras, Breaking down the script and shot division, Working with DSLR’s and its accessories, Track and Trolley, Studio Visit and Crane Operations.

18FNA571        ELEMENTS OF COMPOSITION LAB.        0 1 2 2
To provide hand-on experience to students in design work – Praxis-oriented workshops on the principles of composition taught in the theoretical module.
18FNA572  INTRODUCTION TO ANIMATION CONCEPTS  0 0 2 1

Practice with stop-motion and cutout-animation.
Appreciation - animation clips and movies (different production styles).

18FNA576  GRAPHIC DESIGN LAB. I  0 1 2 2


18FNA577  COMPONENTS OF VISUAL DESIGN LAB.  0 0 2 1

To provide hand-on experience to students in design work – Praxis-oriented workshops on the principles of composition taught in the theoretical module.

18FNA578  FILM ANALYSIS LAB.  0 1 2 2

To encourage critical approach to cinema – To impart training in reading specific film texts from various theoretical perspective.

18FNA579  WEB TECHNOLOGIES BASICS LAB.  0 0 2 1

Creation of HTML pages with HTML and HTML5 tags.
Usage of internal and external CSS along with HTML pages.
Client side Programming.
Java script for displaying date and comparing two dates.
Form Validation including text field, radio buttons, check boxes, list box and other controls.

18FNA581  2D ANIMATION LAB.  0 0 2 1

18FNA582  3D GRAPHICS PRODUCTION LAB.  0 0 2 1

18FNA584  DIGITAL VIDEO EDITING  0 1 2 2

18FNA585  ILLUSTRATION PRACTICAL  0 0 2 1
To introduce the students to the basics of drawing, and the traditional illustrations, Graphical illustrations, illustrations in advertising and animations.

18FNA586  GRAPHIC DESIGN LAB. II  0 1 2 2


18FNA587  TYPOGRAPHY PRACTICAL LAB.  0 0 2 1
To introduce the students to the basics of Typography, and the essential graphic designing tools.

18FNA588  PROFESSIONAL PRACTICE IN WEB DESIGNING AND DEVELOPMENT I  0 1 2 2
Design Websites templates based on various principles and Color scheme of Web
Create WebPages using Dreamweaver
Create a project agreement for a web site with multimedia elements
Create and Prepare Content for Streaming

18FNA590         VISUALIZATION AND STORYBOARDING LAB.     0 0 2 1
To produce storyboards to guide digital media productions.

18FNA591         FILM DIRECTION LAB.                     0 1 2 2
Preparation of shooting scripts - Directing rehearsals - Managing shooting logistics.

18FNA601        VISUALIZATION AND STORYBOARDING       1 1 0 2
Objective: This course makes the student produce storyboards to guide digital media productions. The student gradually develops skills in visualization and swift sketching by translating story scripts into illustrated frames that detail each scene’s action, lighting and camera angles.

Unit 1
Mis-En-Scene Analysis of existing television Ads, Films etc.

Unit 2
Exercises in developing mental images.

Unit 3
Logically arranging the sequences and making sketches.

Unit 4
Preparing layout for story board.

Unit 5
Drawing key frames, indicating along with, the camera movements, nature of shots, back ground music and voice-overs etc.

REFERENCES:
1. Art Director’s Index to Photographers Vol 1 & 2 - 24th Edition onwards
2. Image Music Text by Roland Barth

18FNA602           BRAND MANAGEMENT          2 0 0 2
Objective: The students are exposed to the comprehensive and contemporary concepts of professional practice in branding, brand equity and strategic brand management, design and implementation techniques for all the presentable formats like print, broadcast and new digital media. They will understand the concepts through case studies from advertisement industry from a perspective of Integrated Marketing Communication (IMC).

Unit 1

Unit 2

Unit 3
Brand Promotion and Strategic Brand Management - Building a Strong Brand: FOUR Steps in Brand building - Direct Marketing, Public Relations (PR) and Corporate Advertising for Brand Building - Sustaining and Growing the Brand after the Launch, Media Selection, Trade Promotion and Selling, CRM, Personal Selling, Web Marketing.

Unit 4

Unit 5
CASE STUDIES IN BUSINESS SECTORS: Examples in Tourism, Hotel, Healthcare, Travel, Education, Automobile, General Business etc.

TEXTBOOK:

REFERENCES:
1. Strategic Brand Management, Kevin Lane Keller, M.G. Parameswaran and Issac Jacob, Person (Prentice Hall), New Delhi, 3e, 2011.

18FNA603         INTERNET ADVERTISING           1 1 2  2

Objective: To provide an understanding of the Internet as an advertising and marketing communication medium.

Unit 1
Internet as a medium of communication – Possibilities – Advantages – Limitations.

Unit 2
Internet Advertising, an introduction - Targetting approaches - Demographic targeting - Behavioral targeting - Daypart targeting - Geographic targeting - Affinity targeting - Purchase based targeting.

Unit 3
Online advertising - Reach and frequency - Winning Strategies – Generate brand preference to stimulate sales - Stimulate trial through online coupons, samplings - Creating emotional engagement to promote loyalty - Power of convenience.

Unit 4
Standard online advertising formats - Creative factors that Influence display advertising effectiveness - Online video advertising - Games, an engaging medium - Online advertising clutter.

Unit 5
Search engine marketing techniques - Online shopping and buying - The multichannel market place - Online shopper profile - Importance of user friendly shopping sites - Shopper diversion - Advertising personally, e-mails and word of mouth - Online advertising effectiveness measurement.

REFERENCES:
1 The Online Advertising Playbook: Proven Strategies and Tested Tactics from the Advertising Research Foundation – Joe Plummer
2 Key Success Factors in Internet Advertising: The role of Online User Activity and Social Context – Symeon Papadopoulos

18FNA604 MANAGEMENT OF FILM PRODUCTION 1 1 0 2

Objective: To enable the students to understand the various theoretical aspects on short films and documentary production.

Unit 1
The process of production management.

Unit 2
Production budget process - Budget forms.

Unit 3
Setting up cost book - VAT – Invoices.

Unit 4
Insurance - Security - Media insurance.

Unit 5
Archive and Copyright in Film industry. Post production - Various deliverable mediums.

TEXTBOOK:
Production Management for TV and Film: The professional’s guide By Linda Stradling

REFERENCES:
Film Production Management By Bastian Cleve
18FNA605  ART DIRECTION  1122

Designing sets and props - Making follies - Costume designing.

18FNA606  WEB DESIGN AND CONTENT MANAGEMENT II  2103

**Objectives:** To make the student dexterous in Dreamweaver. The course aims in crafting the students to make websites on their own with all the latest technologies such as HTML5, CSS3. Also make the students understand the concepts behind Responsive web design.

**Unit 1**
Rethinking HTML for CSS, Creating Styles and Style Sheets, Selectors: Identifying What to Style, Saving Time with Style Inheritance, Managing Multiple Styles: The Cascade.

**Unit 2**
Formatting Text, Margins, Padding, and Borders, Adding Graphics to Web Pages, Sprucing Up Your Site’s Navigation, Formatting Tables and Forms.

**Unit 3**
Introducing CSS Layout, Building Float-Based Layouts, Positioning Elements on a Web Page.

**Unit 4**
CSS for the Printed Page, Improving Your CSS Habits, CSS 3: CSS on the Edge.

**Unit 5**
Introduction to HTML5, Responsive Web Design.

**SUGGESTED READINGS:**
David Sawyer McFarland - CSS Second Edition THE MISSUNG MANUAL, O'REILLY Publishers
Ben Frain Responsive Web Design with HTML5 and CSS3 - RACKT Publishing

18FNA631  ACTING AND DRAMATIC PRESENTATION  2002

**Objective:** To train students in acting for films.

**Unit 1**
Warming-up exercises - Relaxation Exercises - Yoga for toning up the body - Basic Kalari training.

**Unit 2**
Yoga for toning up voice - Voice modulation - Breath control.

**Unit 3**
Practice in Monologues - Training in articulation of emotions through dramatic speech.

**Unit 4**
Developing body and facial expressions in drama - Articulating narratives through body movements - Building up a repertoire of gestures.
Unit 5
Building up units of action to create a Theatrical Ensemble - Plotting movements of different characters within a scene.

TEXTBOOK:
The Semiotics of Theatre and Drama by Keir Elam

REFERENCES:
1. Theatre as Sign System: A Semiotics of Text and Performance By Elaine Aston, George Savona
2. Theatre Semiotics: Text and Staging in Modern Theatre By Fernando de Toro
3. Acting For Real: Drama Therapy Process, Technique, And Performance By Renee Emunah

18FNA634 MOTION GRAPHICS FOR FILM AND TELEVISION 2102

Objective: To introduce students to the basics of motion graphics and titling for film and television and to develop a working knowledge of software appropriate to introductory concepts in motion graphics.

Unit 1
Introduction to Motion Graphics.

Unit 2
Motion Graphics for Film & Television – Film Titles, Commercials, Public service Announcements, Music Videos.

Unit 3
Choreographing Movement – The language of motion - Spatial considerations, Coordinating movements.

Unit 4
Motion Graphics Sequencing – Transitions - Mobile Framing, Establishing pace, Establishing Rhythm - Concept of Birth – Life - and Death. Usage of sound to support - The continuity of motion.

Unit 5
Introduction to software and techniques for motion graphics - Adobe AfterFX, Autodesk 3ds max etc - Basics of compositing techniques – Blend operations-Keying, Alpha Channels, Mattes, Masks, Color corrections.

TEXTBOOKS:

REFERENCES:
1. http://www.watchthetitles.com

18FNA636 RESPONSIVE WEB DESIGNING 1102

Objective: The purpose of this course is to gain a hands-on understanding to develop responsive websites, which is the emerging trend in web designing.

Unit 1
Responsive Elements and Media, Introduction, Resizing an image using percent width, Responsive images using the cookie and JavaScript, Making your video respond to your screen width, Resizing an image using
media queries, Changing your navigation with media queries, Making a responsive padding based on size, Making a CSS3 button glow for a loading element

**Unit 2**
Responsive Typography, Introduction, Creating fluid, responsive typography, Making a text shadow with canvas, Making an inner and outer shadow with canvas, Rotating your text with canvas, Rotating your text with CSS3, Making 3D text with CSS3, Adding texture to your text with text masking, Styling alternating rows with the nth positional pseudo class, Adding characters before and after pseudo elements, Making a button with a relative font size, Adding a shadow to your font, Curving a corner with border radius.

**Unit 3**
Responsive Typography, Introduction, Creating fluid, responsive typography, Making a text shadow with canvas, Making an inner and outer shadow with canvas, Rotating your text with canvas, Rotating your text with CSS3, Making 3D text with CSS3, Adding texture to your text with text masking, Styling alternating rows with the nth positional pseudo class, Adding characters before and after pseudo elements, Making a button with a relative font size, Adding a shadow to your font, Curving a corner with border radius.

**Unit 4**
Responsive Layout, Introduction, Responsive layout with the min-width and max-width properties, Controlling your layout with relative padding, Adding a media query to your CSS, Creating a responsive width layout with media queries, Changing image sizes with media queries, Hiding an element with media queries, Making a smoothly transitioning responsive layout.


**Unit 5**
Optimizing Responsive Content, Introduction, Responsive testing using IE’s Developer Tools, Browser testing – using plugins, Development environments – getting a free IDE. Virtualisation – downloading Virtual Box. Getting a browser resize for Chrome

**TEXTBOOKS:**
4. HTML5 and CSS3 Responsive Web Design Cookbook - Published by Packt Publishing Ltd.
5. Learning Responsive Web Design – Clarissa Peterson – O’Reilly

**Objective:** This helps the student to make integrated approach on advertising, providing with an in-depth understanding of the creative and strategic processes behind successful advertising. The students are introduced to the processes, tools and techniques used in developing advertising concepts with the study areas including creative thinking and visualizing, advertising theory and practice.
Unit 1
Position of Advertising in marketing - Brief history of advertising - Advertising-meaning and definition - Advertising as a tool of communication - Features of advertising - Social and economic impact of advertising - Key players in advertising - Significance and criticism of advertising - Advertising agency.

Unit 2
Types of advertising - Structure of an advertising agency and work flow - Client Servicing - Creative process - Media planning - Media Buying - Media Scheduling - Types of agencies - Relationship between various participants (Client, agency and media and consumer).

Unit 3
Various media for advertising.

Unit 4
Concept of USP - Introduction of branding - Meaning of campaign.

Unit 5
Case studies.

REFERENCE BOOKS:
Advertising, Frank Jefkins Revised by Daniel Yadin
Kleppner’s Advertising Procedure

18FNA638 VIDEO GAMES PRODUCTION
Objective: The purpose of this course is to gain a hands-on understanding developing video games. Students will be initiated to various facets of video game production: design, art, programming, and management. The course will include various hardwares and softwares that give support to the video game production process.

Unit 1
An introduction to Video Games Production - Backgrounds - Current Industry Trends - History of Video Games – Timeline - Pong, Atari – ET, Nintendo, Sega, Sony, Microsoft, EA Sports, Epic - Milestone games and cycles in the industry - Game genres, game platforms and management considerations - Action, RPG, RTS, FPS, MMO, Serious Games - Xbox 360, PS3, Wii - Video Games and Peripherals - The Game Production Process - Managing the assets and resources - Software and documents used to manage the production - Creating Something Cool - Knowing your target audience.

Unit 2
Game play and Mechanics - Understanding the platforms influencing game design - The key elements: game play, visual style, characters and setting/story - “Fear” in Games - Elements of Game Design - Game Design Principles - Objectives vs. Goals -Choices and Outcome - Interface Design/HUDs – Balancing - What is fun? - Game Design research reviewed - Game Design documents - The role of the Game Producer - Internal vs. External production - Producer vs. Designer.

Unit 3
Schedules – Contracts – Budgets - Second Life - Online Games - Casual Games - Overview of Market/Industry - Pogo, Popcap, Miniclip, Yahoo, Aol, etc. XBLA MMOs (Massively Multiplayer Online Games) - Overview of

Unit 4
Marketing Video Games - The Marketing Team - Marketing Channels - The role of retail distribution - Legal Aspects of Gaming-Value of IP - Contracts, NDA’s, Developer Agreements - Infringement, Trademarks, Patents, Copyright - Mobile Game Development - Mobile Game Design and Form Factor - Development Consideration - Handheld Games and Platforms - Market Overview - Technology Overview - PSP vs. DS - Overview of Maya - Violence in Games.

Unit 5

TEXTBOOKS:
1. Game Production Cookbook - April 20th, 2007 by Juuso Hietalahti

REFERENCE:
Game Character Modeling and Animation with 3ds Max with DVD by Yancey Clinton, Focal Press, September 2007

18FNA639 NICHÉ JOURNALISM 2002

Objective The course is intended to make the student aware of the history, development and current status of magazines in India and also introducing them to specialized journalistic writing.

Unit 1
Introduction to Niche Journalism - why a journalist should be Niche – beat - how do we choose beat - importance of beat in niche journalism - different types of beats - tips for maintaining beats - how beats helps a journalist to establish in the field.

Unit 2

Unit 3
Niche Journalism - health Journalism - sports Journalism - entertainment Journalism - travelling Journalism - environment Journalism - political Journalism - science Journalism - mobile journalism - online journalism – etc - need of specialization - Writing style of niche journalists - how they find their area of interest - difference between a magazine writer and news reporter - their writing styles –deadlines – freelancer - role, duties and working style - difference between staff reporter and freelancer etc.
Unit 4
Broadcast Media and Niche - importance to be a niche in broadcast media - how can we be a niche in broadcast media - production of current affairs programmes - sports, business, entertainment, travelogue, health related programs, political satire programmes etc. - choosing of stories in a current affairs programme - scripting of current affairs programme - production of current affairs programme in television.

Unit 5
Practical works - Writing style for broadcast media - introduction writing for various programmes - how does a niche journalist conduct talk shows on various topics - selection of topics - different types of territory interviews - your territory, our territory and other territory - writing documentary script for broadcast media - feature stories - analytical stories.

TEXTBOOKS:
1. Convergence Journalism: Writing and Reporting Across the News Media by Janet Kolodzy
2. An Introduction to Journalism by Richard Rudin and Trevor Ibbotson
18FNA641  TELEVISION COMMERCIALS AND RADIO SPOTS  2 0 0 2

**Objective:** To enable the students to be thorough with the principles, concept development and execution that goes into the production of a visually appealing and persuasive advertisement in the Broadcast Media.

**Unit 1**
Concept - Concept Development - Script Development – Dialogues.

**Unit 2**
Pre-Production - Character Establishment - Casting - Art and Props - Costumes - Location Identification – Budgeting.

**Unit 3**
Production - Execution of the Script - Shooting Techniques - Acting Techniques - Managing Contingencies.

**Unit 4**
Post-Production - Telephone - Video Editing - Sound Recording and Editing.

**Unit 5**
Post-Production - Graphics - Colour Correction and Special Effects - Married Print.

**TEXTBOOKS:**
1. 50 Trade Secrets of Great Packaging
2. A View Finder’s Journey: 55 years from glass plate to digital

**REFERENCES:**
1. Luis Bunuel
2. Deluze: Cinema 1 & 2

18FNA661  ACTING AND DRAMATIC PRESENTATION LAB.  0 0 2 1

To Develop a complex free personality capable of taking a holistic view of total acting process by building the course around our rich cultural heritage and aspirations of contemporary Indian society and classical works such as Bharat Natya Shastra. To provide Acting programme with valuable insight in application, concentration, self discipline, voice and Body control, Imagination, Self Discovery. This course emphasizes on building up sensitivity in the actors body so as to enable him to express the inner process instantaneously and effectively.

18FNA663  PHOTO JOURNALISM LAB.  0 0 2 1

Practical session based on Photo Journalism theory.
18FNA664        WEB DESIGN AND CONTENT MANAGEMENT LAB.        0 0 2 1
Design Websites templates based on various principles and Color scheme of Web
Create WebPages using Dreamweaver
Create a project agreement for a web site with multimedia elements
Create and Prepare Content for Streaming

18FNA665        NICHE JOURNALISM LAB.        0 1 2 2
Practical session based on Niche Journalism theory.

18FNA666        PUBLIC RELATIONS FOR MEDIA LAB.        0 1 2 2
PR for campus; PR for Business; PR for Art; PR for Films; PR for Government.

18FNA667        WEB DESIGN AND CONTENT MANAGEMENT II LAB.        0 1 2 2
Design table-less and Responsive Websites templates based on various RWD concepts.
Create tables less WebPages with HTML and CSS
Develop Responsive web Designs

18FNA671        3D ANIMATION LAB.        0 1 2 2
Creating 3D Animation using various production methods.

18FNA672        CONTENT AUTHORIZING FOR E-LEARNING        0 0 2 1
Symbols and instances
Animation
Action Scripting and Interactivity
Introduction to Action Script
Creating Action Script movies
Controlling the timeline with Action Script
Controlling movie content with Action Script
Creating Action Script loops
Working with variables and arrays
Using Action Script with text
Working with sound
Embedding video
Testing and publishing a Flash movie
18FNA673 CONCEPT DESIGN FOR VIDEO GAMES 0 0 2 1
Game level design.
Set and prop design.
Low poly modeling
Creating textures for game models
Preparing content for various game engines

18FNA674 MEDIA ADVERTISEMENT PRACTICE LAB. 0 1 2 2
Execution of print and internet advertisement in the lab, based on the theory they covered.

18FNA675 MOTION GRAPHICS PRODUCTION TECHNIQUES 0 0 2 1
Introduction to Motion Graphics
Motion Graphics for Film & Television

18FNA676 PACKAGING PRACTICAL 0 0 2 1
To introduce the students to the basics of packaging, and the essential graphic designing tools.

18FNA677 PROFESSIONAL PRACTICE IN WEB DESIGNING AND DEVELOPMENT II 0 1 2 2
Design table-less and Responsive Websites templates based on various RWD.
Create tables less WebPages with HTML and CSS.
Develop Responsive web Designs.

18FNA678 TELEVISION COMMERCIALS AND RADIO SPOT LAB. 0 1 2 2
To enable the students to be thorough with the principles, concept development and execution that goes into the production of a visually appealing and persuasive advertisement in the Broadcast Media.

18FNA679 SHORT FILM PRODUCTION (FICTION AND DOCUMENTARY) LAB. 0 1 2 2
Conceiving and producing short fiction films and Documentaries.

18FNA680 VFX AND COMPOSITING LAB. 0 1 2 2
Creating visual effects for films - Camera tracking and match moving, high dynamic range image making, image-based lighting, and global illumination. Advanced materials, lighting, and rendering techniques. Multi-pass rendering and node based compositing. Film, video, and chroma-keying for 3D. Pre-visualization and pipeline planning techniques. 3D asset creation, photorealistic texturing, and asset management. Color correction, optical effects, and advanced compositing.

18FNA690 LIVE-IN-LAB. 2 cr

This initiative is to provide opportunities for students to get involved in coming up with solutions for societal problems. The students shall visit villages or rural sites during the vacations, after the second semester and if they identify a worthwhile project, they shall register for a 2-credit Live-in-Lab project, in the third semester. The objectives and projected outcome of the project should be reviewed and approved by the Dept. chairperson and a faculty assigned as the project guide. On completion of the project, the student shall submit a detailed project report. The report shall be evaluated and the students shall appear for a viva-voce test on the project.

18FNA692 INTERNSHIP 2 cr

Students must undertake internship for one month in the industry.

18FNA696 COMPREHENSIVE AND TECHNICAL VIVA-VOCE 2 cr

Viva voce will be conducted on the dissertation/ project work/ portfolio report of students.

18FNA697 PROJECT 6 cr

For AAA - Choose a product and prepare a TV commercial, Radio spot. Design promotional materials for the same product. (Co-Lateral Materials, Brochures, Designing Fliers, Posters, Product Data sheets, Cards).

18FNA698 MINI PROJECT 4 cr

For AAA - Choose a product and prepare a TV commercial, Radio spot. Design promotional materials for the same product. (Co-Lateral Materials, Brochures, Designing Fliers, Posters, Product Data sheets, Cards). For ACM - Making an Animated Short Film of 5 minutes duration, or Making Live Websites (Tables less WebPages). For DFM – Making Short film and Documentary film.

18FNA699 PROJECT 6 cr

For ACM - Making an Animated Short Film of 5 minutes’ duration, or Making Live Websites (Tables less WebPages). For DFM – Making Short film and Documentary film.
At the end of the semester the portfolio should be exhibited in public platform.

18MCJ531        COMMUNICATION RESEARCH METHODS     1102

Objectives: To introduce the students to social sciences research and to train them in media research; to enable the students to critically analyse media content and exposing them to tools and techniques of analysis for media studies.

Unit 1
Research - Definition, elements and characteristics - Development of Mass Media Research - Scientific enquiry - Social science research - Logic of Induction and Deduction.

Unit 2

Unit 3

Unit 4
Experimental methods - Statistical analysis - mean, mode and range, correlation, regression, standard deviation, chi-square test, t-test, ANOVA.

Unit 5
Qualitative research - Content analysis – Case studies – Cultural text and its meanings – Textual and visual analysis. Writing a research report. Various styles of writing. Ethics in research.

Textbooks;

References:

18MCJ603        NEW MEDIA AND WEB CONTENT     2002

Objective: To create awareness among students about the new emerging trends in information technology. The students are benefitted with the latest knowledge of information technology applications in the field of various media and web journalism.

Unit 1
Internet - features and advantage over traditional media; History and spread of internet in India, reach and problem of access; Internet and Knowledge Society; Convergence and Multi-media: Print, radio, TV, internet and mobile.

**Unit 2**
What is online journalism?: Earlier websites of newspapers, E-books and E-publishing, Basic knowledge of HTML and use of a content management system; Hyper-textuality, Multi-mediality and interactivity Use of various online tools to manage text, links, photos, maps, audio, video, etc. Status of online journalism today.

**Unit 3**
New Social Media: Dynamics of social media networks, novelty, strength and weakness; Growing personal sphere and online communities; New business model: advertisements, marketing and online revenue; Future trends Podcast and Webcast.

**Unit 4**
Open source journalism: Responding to the audience, Annotative reporting, Citizen Journalists, Problem of verification, accuracy and fairness, Use of blogs, tweets, etc. for story generation and development, Protecting copyright, Exploring Cyberspace.

**Unit 5**
Internet and Social Activism: Digital divide: Problem of access and other issues; Use of internet for development, by NGOs and E-governance; Politics 2.0 and Virtual Democracy; Social sharing to social activism; National and international campaigns on environment, human rights and other issues.

**TEXTBOOKS:**
6. Newspaper and magazine articles about New Media.

**18MCJ632 CREATIV EXPRSSN IN REGIONAL LANGUAGE 2002**

**Objective:** To provide an understanding of the various aspects of vernacular journalism. To equip students with basic skills required for journalistic writing in regional language.

**Unit 1**

**Unit 2**
Writing for print - newspaper and magazine - Writing headline, Lead and Body copy - Feature Writing - Review Writing - Books, Films, etc.

**Unit 3**
Writing for Broadcast - Television Journalism - TV Reporting and Interviewing - Cyber Journalism.

**Unit 4**
Radio Journalism - Radio broadcasting in India - AM and FM broadcasting - Radio talks and discussions - Radio plays and features - Writing for radio and television - Different programme formats.

Unit 5
Online journalism - Definition - distinctive features - web content writing - web journalism ethics.

REFERENCES
Handbook of Broadcasting, Waldo Abbot and R Rider, McGraw Hill
Reporting for the Print Media, F. Fedler, Oxford University Press, USA
Electronic Journalism, Aditya Sen Gupta, Authors Press Publishers
Digital Newsroom, Balakrishna Aiyar, Authors Press Publishers
Online Journalism Ethics: Traditions and Practice, Cecilia Friend and Jane B. Singer, PHI Learning Pvt Ltd

PHOTO JOURNALISM 2002

Objective: To synthesize the knowledge and skills those pertain to photography and journalistic reporting/ story telling.

Unit I
Assignments – still frames.

Unit 2
Assignments – Portraits, Indoor photography, Long exposure shots and night frame.

Unit 3
Assignments - spot news -photo stories - covering events.

Unit 4

Unit 5

REFERENCES
Digital Photojournalism – Susan Zavoiona, John Davidson (ISBN 0205332404)