

**Dr G R DAMODARAN COLLEGE OF SCIENCE (AUTONOMOUS)**  
**COIMBATORE - 641014**  
**CAREER ORIENTED COURSE – NON- LINEAR EDITING**  
**EFFECTIVE FROM ACADEMIC YEAR 2020 ONWARDS (BATCH 2020 - 2023)**

M1 - 01  
2020-21

YEAR	COURSE CODE	SUBJECT NAME	MARKS			CREDIT	HRS./WEEK	EXAM DURATION	CATEGORY
			CA	TEE	TOTAL				
I	20333A	Introduction To Editing And Special Effects (Theory)	25	75	100	NA	2	3	THEORY
I	20333P	Introduction To Editing And Special Effects (Practical)	40	60	100	NA	2	3	PRACTICAL
II	20333B	Sound And Compositing (Theory)	25	75	100	NA	2	3	THEORY
II	20333Q	Sound And Compositing (Practical)	40	60	100	NA	2	3	PRACTICAL
III	20333C	Advanced Non-Linear Editing in DaVinci Resolve (Theory)	25	75	100	NA	2	3	THEORY
III	20333R	Advanced Non-Linear Editing in DaVinci Resolve (Practical)	40	60	100	NA	2	3	PRACTICAL



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EFFECTIVE FROM ACADEMIC YEAR 2020 ONWARDS (BATCH 2020 - 2023)

Course Code	Course Title	PO 1	PO 2	PO 3	PO 4	P O5	PO 6	PO 7	PO 8	P O9	PO 10
20333A	Introduction To Editing And Special Effects (Theory)	3	2	1	1	3	2	2	3	2	3
20333P	Introduction To Editing And Special Effects (Practical)	2	2	2	2	3	3	3	3	3	3
20333B	Sound And Compositing (Theory)	3	2	3	2	1	1	2	2	1	1
20333Q	Sound And Compositing (Practical)	2	3	1	3	2	1	1	3	2	3
20333C	Advanced Non-Linear Editing in DaVinci Resolve (Theory)	2	2	2	2	3	2	1	2	3	3
20333R	Advanced Non-Linear Editing in DaVinci Resolve (Practical)	3	2	2	1	2	3	1	2	1	2

**Indicators:** 1. Reasonable 2. Significant 3. Strong

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EFFECTIVE FROM ACADEMIC YEAR 2020 ONWARDS (BATCH 2020 - 2023)

SEMESTER	COURSE CODE	COURSE TITLE	CREDITS	THEORY/ PRACTICAL	PROBLEMS %	THEORY %
FIRST & SECOND	20333A	Certificate Level - Introduction To Editing And Special Effects	NA	THEORY	-	100%

**Objective of the subject:**

To Introduce Editing - Importance of Non Linear editing, Special effects, Compositing Techniques.

**UNIT 1: Introduction to editing**

**(Teaching Hours 8)**

Introduction to editing, editing concepts and methods, Non-Linear film editing, current trends in editing, camera angles, Definition of shot, Understand the techniques of scene and short, Basic camera movements.

**UNIT II: Editing Fundamentals**

**(Teaching Hours 8)**

Editing Fundamentals, How to edit for short films, advertisements, documentaries, feature films, music videos and current affairs. Study of time, Rhythm and pace in editing, analyze the techniques of pace & time manipulation during editing, digital video editing techniques. Online editing, live editing.

**UNIT III: Elements of Editing**

**(Teaching Hours 8)**

Six elements of edit and the five types of edit, complexity and continuity editing, in camera editing and digital editing. How to edit Action Sequence – Different types of Cuts - Cross Cutting / Parallel Cutting. Analysis of film sequences from editing point of view.

**UNIT IV Effects and Transitions**

**(Teaching Hours 8)**

Effects and transitions, mattes, keying chroma key and luma key, motion effects and motion graphics, compositing techniques, animated properties : position, scale orientation, shape, masks camera, rendering techniques and output formats.

**UNIT V: Introduction to sound Editing**

**(Teaching Hours 8)**

Introduction to sound editing software's, Importance of sound, sound dynamics, tone and pitch and audio effects, audio mixing, audio levels, audio filters, working with audio mixers, Final Mix Master, Final Output.

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**CAREER ORIENTED COURSE – NON- LINEAR EDITING  
COURSE OUTCOME MAPPING WITH KNOWLEDGE LEVEL**

Course Outcome	CO Statement	Knowledge level
CO1	Importing a Video Clip	K2,K4,K5
CO2	Understanding Creative Editing.	K2,K3,K4,K5
CO3	Visual Effects compositing, 2D & 3D	K3,K4,K5
CO4	Advanced primary Color Controls	K4,K5
CO5	Transition effects & Quick Export	K3,K4,K5

**Note:** K1- Remembering; K2 – Understanding; K3 – Applying; K4 – Analyzing; K5 – Creating & Evaluating.

**COURSE OUTCOME MAPPING WITH PROGRAMME OUTCOME**

Course outcome	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	2	1	2	1	3	1	1	1	3	3
CO2	3	1	2	1	3	1	1	1	3	3
CO3	1	2	1	3	2	1	2	3	3	3
CO4	3	2	1	3	1	1	1	3	3	2
CO5	3	3	3	3	3	3	3	3	3	3

**Indicators:** 1. Reasonable 2. Significant 3.Strong

Text Books				
S.No.	Title	Author	Publishers	Publication Year & Edition
1	Technique of Film Editing	Karel Reisz	Routledge	2 <sup>nd</sup> Edition 2009
2	The Technique of the Film Cutting Room	Ernest Walter	Communication Arts Books	1976

Reference Books				
S.No.	Title	Author	Publishers	Publication Year & Edition
1	Filming Reality	Shoma A Chatterji	Sage Publications	2015
2	On Film Editing	Edward Dmytryk	Routledge	2 <sup>nd</sup> Edition 1984
3	In the Blink of an Eye: A Perspective on Film Editing	Walter Murch	Silman-James Press	2 <sup>nd</sup> Edition ,2001
4	Cut by Cut: Editing Your Film or Video	Gael Chandler	Michael Wiese Productions	Revised Edition, 2012
5	Color Correction Handbook: Professional Techniques for Video and Cinema	Alexis Van Hurkman	Peachpit Press	2 <sup>nd</sup> Edition, 2013

**Pedagogy:** Lectures, PPT Presentations, Assignment, Demonstration are the teaching and learning methods adopted

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SEMESTER	COURSE CODE	COURSE TITLE	CREDITS	THEORY/ PRACTICAL	PROBLEMS %	THEORY %
I & II	20333P	Certificate Level - Introduction To Editing And Special Effects	NA	PRACTICAL	-	100%

**OUTLINE OF THE LABORATORY PROGRAMS**

1. Edited footage in a proper story telling style
2. Must contain applied transitions and effects
3. Proper Titles and super titles in suitable places
4. Trailer and teaser
5. Final mixed master output. (With un mix master also)

**PRACTICAL WORK**

1. Creating custom interface
2. Marking and editing
3. Bin arrangement
4. Importing / Ingesting video
5. Drag and Drop Editing
6. Multi Track Editing
7. Applying Transitions and Effects
8. Adjusting Audio Levels
9. Titling and Graphics
10. Trailer
11. Video Remix
12. Exporting output

(Teaching Hours 20)

**PRACTICAL BREAK-UP FOR EXAMINATION MARKS**

INTERNAL		EXTERNAL	
Record	10	Exercises (2X20)	40
Assignment	20	Record	10
Model	5	Viva Voce	10
Attendance	5		
	-----		-----
Total	40	Total	60
	-----		-----

(Internal 40 & External 60 marks)



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**Course Outcome mapping with Knowledge level**

Course Outcome	CO Statement	Knowledge level
CO1	Final Mix master output & Exporting output	K2,K3,K4,K5

**Note:** K1- Remembering; K2 – Understanding; K3 – Applying; K4 – Analyzing; K5 – Creating & Evaluating.

**Course Outcome mapping with Programme outcome**

Course outcome	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	2	2	1	1	1	2	3	3	3	3

**Indicators:** 1. Reasonable 2. Significant 3.Strong

Text Books				
S.No.	Title	Author	Publishers	Publication Year & Edition
1	Technique of Film Editing	Karel Reisz	Routledge	2 <sup>nd</sup> Edition 2009
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**Pedagogy:** PPT Presentations, Assignment, Demonstration are the teaching and learning methods adopted



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**EFFECTIVE FROM ACADEMIC YEAR 2020 ONWARDS (BATCH 2020 - 2023)**

SEMESTER	COURSE CODE	COURSE TITLE	CREDITS	THEORY/ PRACTICAL	PROBLEMS %	THEORY %
III & IV	20333B	Diploma Level - Sound And Compositing	4	THEORY	-	100%

**Objective of the subject:**

To introduce Audio mixing techniques, filters, levels, titling and Special effects titling, compositing, mattes and masks, compression and final output, cine and telecine process.

**UNIT I: AUDIO MIXING**

**(Teaching Hours 8)**

Audio Mixing: Audio: Learning to mix tracks, Adjusting gain, Panning, Channels, Key framing audio levels, audio filters, working with a mixer and introduction to audio editing softwares: Audition, Nuendo and protocols.

**UNIT II: TITLE CREATION**

**(Teaching Hours 8)**

Creating Titles: Introduction to color, Creating and setting up new titles, creating text objects, creating rolling and crawling texts, creating graphic objects, adding shadow, using color, transparency, gradient, color picker, text and graphic objects, adding title to a project Title Effects.

**UNIT III: COMPOSITING AND SPECIAL EFFECTS**

**(Teaching Hours 8)**

Compositing and special effects: composite modes: mattes, masks and stencils, alpha channel, nesting effects. Special effects, effects filter, working with Green Matte and Blue Matte.

**UNIT IV: MOTION GRAPHICS**

**(Teaching Hours 8)**

Motion graphics: 3d camera, lights, solid, adjustment layer, null layer, text, masking, brushes. Compression: sampling and compression, types of compression.

**UNIT V: RENDERING PROJECT**

**(Teaching Hours 8)**

Exporting Project, Output Formats, Cine and Tele cine process, pull down mechanism, effective media management (disk space), plug-ins, user modes, cleaning the files, backing up, troubleshooting.

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**COURSE OUTCOME MAPPING WITH KNOWLEDGE LEVEL**

Course Outcome	CO Statement	Knowledge level
CO1	Introduction to Digital Editing	K1,K2,K3,K4
CO2	Working with Clips and Sequences	K2,K3,K4,K5
CO3	Effects and Transitions	K3,K4,K5
CO4	Introduction to After effects	K2,K3,K4,K5
CO5	Editing Sound with Motion Graphics	K2,K3,K4,K5

**Note:** K1- Remembering; K2 – Understanding; K3 – Applying; K4 – Analyzing; K5 – Creating & Evaluating.

**COURSE OUTCOME MAPPING WITH PROGRAMME OUTCOME**

Course outcome	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	2	1	2	1	3	1	1	1	3	3
CO2	3	1	2	1	3	1	1	1	3	3
CO3	1	2	1	3	2	1	2	3	3	3
CO4	3	2	1	3	1	1	1	3	3	2
CO5	3	3	3	3	3	3	3	3	3	3

**Indicators: 1. Reasonable 2. Significant 3.Strong**

TEXT BOOKS				
S.No.	Title	Author	Publishers	Publication Year & Edition
1	Technique of Film Editing	Karel Reisz	Routledge	2 <sup>nd</sup> Edition 2009
2	Sound for Film and Television	Tomlinson Holman	Routledge	2012

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3	Sound For Digital Video	Tomlinson Holman,	Focal Press	2005
4	Modern Recording Techniques	David Miles Huber	Focal Press	2013
5	Practical Recording Techniques	Jenny Bartlett	Focal Press	2012

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SEMESTER	COURSE CODE	COURSE TITLE	CREDITS	THEORY/ PRACTICAL	PROBLEMS %	THEORY %
III & IV	20333Q	Diploma Level - Sound And Compositing	NA	PRACTICAL	-	100%

**OUTLINE OF THE LABORATORY PROGRAMS:**

(Teaching Hours 20)

1. Special Effects titling in After Effects
2. Dubbing using video – Audio software
3. Radio spot – Audio software
4. PSA – Audio software
5. Interview – Audio software
6. News Production in FCP
7. Video Promo in FCP
8. Exporting and importing an EDL File from Final Cut Pro
9. Colour Correction using Digital intermediate
10. Visual Effects using Digital intermediate

**AFTER EFFECTS PRACTICALS**

1. Setting up a composition
2. Adding 3D, shape, text, light and camera layers
3. Adding null layer
4. Creating motion effects
5. Adding key frames
6. Adding camera and setting up the movement
7. Particles
8. Applying effects and presets
9. Tracking motion and stabilizing motion
10. Special Effects Titling

**AUDIO PROJECTS**

1. Dubbing using video
2. Radio Spot
3. PSA
4. Interview

**FCP PROJECTS**

1. News Production
2. Video Promo

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**PRACTICAL BREAK-UP FOR EXAMINATION MARKS**

	INTERNAL		EXTERNAL
Record	10	Exercises (2x20)	40
Assignments	20	Record	10
Model Exam	5	Viva Voce	10
Attendance	5		
	-----		-----
	40		60
	-----		-----

**(Internal 40 & External 60 Marks)**

**COURSE OUTCOME MAPPING WITH KNOWLEDGE LEVEL**

Course Outcome	CO Statement	Knowledge level
CO1	The students will understand the basic editing tools and techniques of sound and video recordings in preparation for the mastering of a television program, motion picture.	K2,K3,K4,K5

**Note:** K1- Remembering; K2 – Understanding; K3 – Applying; K4 – Analyzing; K5 – Creating & Evaluating.

**COURSE OUTCOME MAPPING WITH PROGRAMME OUTCOME**

Course outcome	PO 1	PO 2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	3	2	2	2	1	2	3	3	3	3

**Indicators:** 1. Reasonable 2. Significant 3.Strong

**TEXT BOOKS**

S.No.	Title	Author	Publishers	Publication Year & Edition
1	Technique of Film Editing	Karel Reisz	Routledge	2 <sup>nd</sup> Edition 2009
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**REFERENCE BOOKS**

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4	Modern Recording Techniques	David Miles Huber	Focal Press	2013
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CAREER ORIENTED COURSE – NON- LINEAR EDITING  
EFFECTIVE FROM ACADEMIC YEAR 2020 ONWARDS (BATCH 2020 - 2023)

SEMESTER	COURSE CODE	COURSE TITLE	CREDITS	THEORY/ PRACTICAL	PROBLEMS %	THEORY %
V & VI	20333C	Advanced Diploma Level - Advanced Non Linear Editing In DaVinci Resolve	NA	THEORY	-	100%

**Objective of the subject:**

Advanced Non linear video editing and color correction,, Importance of Special effects, Compositing Techniques and Multicam Editing. To learn hands on DaVinci Resolve - the world's most advanced professional editing software. It's both familiar and uniquely innovative, giving you the precision tools and performance you need to craft the perfect story.

**UNIT 1: Introduction**

**(Teaching Hours 8)**

Introduction : Project Manager, Keyboard customization & Preferences, Intro to the Media Pool, Importing, Organize Clips, Marking Clips, Syncing Audio, Metadata, Clone Tool - Sub clipping & Audio Importing.

**UNIT II: Editing**

**(Teaching Hours 8)**

Editing: Creative Editing, Advanced Trimming, Stacked Timelines, Audio Overlays, Multic am Editing, Working with Bins, Plug-In Effects, and Speed Effects Timeline Curve Editor.

**UNIT III: Fusion**

**(Teaching Hours 8)**

Fusion : Visual Effects Compositing, Advanced Keying, Vector Paint, Rotoscoping, 3D Particles, 2D and 3D Titles, Tracking and Stabilization, Spline Based Motion Graphics Animation, Volumetric Effects.

**UNIT IV: Color**

**(Teaching Hours 8)**

Color: Color wheels, Primary Correction - , Advanced Primary Controls, Curve Editor, Secondaries, Tracking and Stabilization, High Dynamic Range (HDR), RAW Image Processing, Noise Reduction.

**UNIT V: Output Options**

**(Teaching Hours 8)**

Output Options: Formatting for Social Media, Working in the Cut panel, working in the Cut panel part1 - Intelligent Editing, Working in the Cut panel part2 - Dual Timeline, Working in the Cut panel part3 - Transitions and Effects, Quick Export.

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**COURSE OUTCOME MAPPING WITH KNOWLEDGE LEVEL**

Course Outcome	CO Statement	Knowledge level
CO1	Understanding to editing idea	K2 & K3
CO2	Understanding to editing techniques	K2 & K3
CO3	Creating to Visual effects	K2 & K3 & K5
CO4	Creating and Applying color correction	K2 & K3 & K4
CO5	Understand and applying export format	K2 & K3

**Note:** K1- Remembering; K2 – Understanding; K3 – Applying; K4 – Analyzing; K5 – Creating & Evaluating.

**COURSE OUTCOME MAPPING WITH PROGRAMME OUTCOME**

Course outcome	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	3	3	3	3	3	3	3	3	3	3
CO2	3	3	3	3	3	3	3	3	3	3
CO3	3	3	3	3	3	3	3	3	3	3
CO4	3	3	3	3	3	3	3	3	3	3
CO5	3	3	3	3	3	3	3	3	3	3

**Indicators: 1. Reasonable 2. Significant 3.Strong**

Text Books				
S.No.	Title	Author	Publishers	Publication Year & Edition
1	New Features DaVinci Resolve 15 BETA	-	Black Magic Design	2019

Reference Books				
S.No.	Title	Author	Publishers	Publication Year & Edition
1	Digital Intermediates for Film & video	Jack James	Focal Press	1 <sup>ST</sup> EDITION .2005
2	The Quantel Guide to Digital Intermediate	David jeffers		1 <sup>st</sup> Edition, 2003
3	DaVinci Resolve 14.3, Manual		Black Magic design	2018.
4	In the Blink of an Eye: A Perspective on Film Editing	Walter Murch	Silman-James Press	2 <sup>nd</sup> Edition ,2001
5	Cut by Cut: Editing Your Film or Video	Gael Chandler	Michael Wiese Productions	Revised Edition, 2012

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SEMESTER	COURSE CODE	COURSE TITLE	CREDITS	THEORY/ PRACTICAL	PROBLEMS %	THEORY%
V & VI	20333R	Advanced Diploma Level - Advanced Non Linear Editing In DaVinci Resolve	NA	PRACTICAL	-	100%

**OUTLINE OF THE LABORATORY PROGRAMS (TEACHING HOURS 20)**

1. Practical and applied understanding the workflow in DaVinci Resolve.
2. Edit your Short Videos
3. Fine edit your clips with three point edit
4. Add Graphics, Lower Thirds and Titles, create an Intro and Outro.
5. Apply and customize Effects from Resolve FX
6. Start Color Grading like a colorist (at least a beginner one) and produce awesome videos.
7. Adding visual effects to your projects

**PRACTICAL FOR DAVINCI RESOLVE**

1. Project Manager
2. Keyboard customization & Preferences
3. Intro to the Media Pool, Metadata, Smart Bins, Sub clipping & Audio
4. Importing, Organizing and Prepping Footage
5. Organization via Facial Analysis
6. Timeline Creation, Drag and Drop Editing and Audio Setup
7. 3-point editing
8. Transitions and Trimming
9. Adjusting animations
10. Working with Text
11. Working with Audio in your Timeline
12. Syncing Audio
13. Cutting Montages & Editing without Picture
14. Working with Motion Effects in your timeline
15. Multicam Editing
16. Exporting



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**PRACTICAL BREAK-UP FOR EXAMINATION MARKS**

<b>INTERNAL</b>		<b>EXTERNAL</b>	
Record	10	Exercises (2X20)	40
Assignment	20	Record	10
Model	5	Viva Voce	10
Attendance	5		
	-----		-----
Total	40	Total	60
	-----		-----

(Internal 40 & External 60 Marks)

**COURSE OUTCOME MAPPING WITH KNOWLEDGE LEVEL**

Course Outcome	CO Statement	Knowledge level
CO1	Understanding in DaVinci Resolve	K2 & K3 & K5

**Note:** K1- Remembering; K2 – Understanding; K3 – Applying; K4 – Analyzing; K5 – Creating & Evaluating.

**COURSE OUTCOME MAPPING WITH PROGRAMME OUTCOME**

Course outcome	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	3	3	3	3	3	3	3	3	3	3

**Indicators:** 1. Reasonable 2. Significant 3.Strong

**TEXT BOOKS**

S.No.	Title	Author	Publishers	Publication Year & Edition
1	New Features DaVinci Resolve 15 BETA	-	Black Magic Design	2019

**REFERENCE BOOKS**

S.No.	Title	Author	Publishers	Publication Year & Edition
1	Digital Intermediates for Film & video	Jack James	Focal Press	1 <sup>ST</sup> EDITION .2005
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