



Film Composer & Editor

CURRICULAM

Ministry of Micro, Small and Medium
Enterprises, New Delhi
(MSME-Technology Centre)

COURSE NAME: Film Composer & Editor

MODULES: Module I: Video Editing, Module II: Video Compositing

SOFTWARE & TOOLS: Adobe Photoshop, Premiere Pro, After Effects, Final Cut Pro

DURATION: 390 hrs.

COURSE OUTCOMES: After completion of course student should be able to:

- Understand design principles
- Able to create, edit, & manipulate raster graphics
- Able to design and redesign vector graphics
- Creating advertising banner and designs for print media
- Develop web banner, web pages, websites
- Become graphic designer, web designer

Module I: Video Editing

SUBJECT NAME: Adobe Photoshop/Premiere Pro/Final Cut Pro

SUBJECT CODE: FCE01

THEORY HOURS: 25

PRACTICAL HOURS: 75

THEORY MARKS: 15

PRACTICAL MARKS: 35

Sr. No.	Subject Name	Subject level outcomes	Contents (chapters/topics)	TH/PR hours	Marks	
1	Adobe Photoshop	After completion of the Subject Student should be able to: <ul style="list-style-type: none">• Understand the difference between Vector and Raster Graphics• Create, edit & manipulate Raster graphics, make art works using brushes to express his/her creativity• Know about the concept of 2D and 3D computer graphics• Retouch Image, Cleanup unwanted objects from image• Restore old photos, change the color of a picture, correct photography mistakes, and,	<ul style="list-style-type: none">• Introduction to Graphics, Fundamentals and Design Principles• Raster Graphics & Vector Graphics• Graphics Extensions• Document Setup & Work Area• Opening Images & Creating New Images• Resize, Rotate & Flip the image• Duplicate a selection• Making pixel selections and Select with a marquee tool• Reposition a selection border• Selecting with a lasso tool, and Magic Wand tool• Using with Layers in Photoshop, & creating new layers• Filling the Background• Moving Layers• Opacity, Blending Modes & Filling Selections	100	50	

		<p>transform pictures artistically</p> <ul style="list-style-type: none"> • Animate Digital Image • Create & Transform Digital E-books & Digital Images • Artistically combine graphics with texts • Create different graphic design projects like book cover, brochure, pamphlet, newspaper ads, banners, posters, T-shirt designs • Prepare of branding of products with logos, flyers, & hoardings 	<ul style="list-style-type: none"> • Explain the brush tool • Customizing the brush tool & Creating a new brush preset • Customizing brush tip shape • Applying Shape Dynamics • Applying Scattering & Applying texture • Adding noise • Explain the functionality of Stamp tool • Cleanup an image and removing unwanted objects from an image • How to patch a portion of an image and How to heal a portion of an image • Texture Cloning • Create Text on an image & Edit the text and Applying effects on text • Giving path to text & Create designable text • Digital Image Transformation and Digital Image Creation • Creating Digital E-books • Knows about blending mode on layers • Applying Blending modes on layers • Distinguish between the various blending modes • Manage the Levels, Curves, Exposure, Vibrance, Hue/Saturation, Color Balance, Black & White, Photo Filter, Channel Mixer, Color Lookup, Posterize, threshold, Gradient Map, Selective Color, Shadows/Highlight, HDR Toning, Match Color, Replace Color, Equalizer. • Design Book cover, Logos, Book, Brochure, pamphlet, Magazine, News Paper Add, Banner, Poster, Holdings, Branding of Product, • Drawing and Coloring • Mastering with Text 			
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Sr. No.	Subject Name	Subject level outcomes	Contents (chapters/topics)	TH/PR hours	Marks	
1	Adobe Premiere Pro	After completion of the Subject Student should be able to: <ul style="list-style-type: none"> • Understand the difference between Linear and Non-Linear Editing • Describe what Adobe Premiere Pro is and how it can help you with your video making needs • Demonstrate installing, setting up, and working with media in Adobe Premiere • Demonstrate organizing content and creating sequences • Demonstrate working with the source monitor • Demonstrate working and editing in the Timeline • Working with color correction • Summarize publishing your video 	<ul style="list-style-type: none"> • Introduction to Premiere Pro • Tools, Clip Details, and Menus • Project Basics, Aspect ratios, time code, • Online and offline editing. • Importing Media, organize assets with the project panel. • Managing Projects, Sequence • Modifying Time Line & Managing Time Line • Understand Frames per Second • Understand Resolution and Frame Size • Various Video File Format. • Trimming clips • Preview sequence & Assembling a sequence • Correcting mistakes • Changing clip scale, duration, speed, or interlacing. • Working with Clips in a sequence. • Time Line & Real time Video Editing • Manipulating the Time Line • Transitions • Working with Audio • Working with clips, channels, and tracks • Recording Audio • Adjusting volume levels • Audio transitions and Apply effect to Audio • Editing audio in the timeline panel • Multiple sequence • Adding Transitions and Fine-tuning Transitions • Customizable Transitions • Exporting editable movie and audio files • Exporting still images and still-image sequence • exporting to DVD, Blue-ray Disc, or cd • About the Titler, create a new Title. • Open a Title in the active project 	80	50	

			<ul style="list-style-type: none"> • Show video behind the Title. • Import a Title file. • Export a Title as an independent file. • Create Shapes. • Create a drop shadow. • Working with styles. 			
3	Final Cut Pro	<p>After completion of the Subject Student should be able to:</p> <ul style="list-style-type: none"> • Describe what Adobe Premiere Pro is and how it can help you with your video making needs • Demonstrate installing, setting up, and working with media in Adobe Premiere • Demonstrate organizing content and creating sequences • Demonstrate working with the source monitor • Demonstrate working and editing in the Timeline • Working with color correction • Summarize publishing your video 	<ul style="list-style-type: none"> • Introduction to Final Cut Pro and understanding use interface • Window Guide & Workflow Guide • Creating and Saving a Project • Opening and Closing a Project • Marking Video Clips • Adding Clips to Timeline & Splitting Clips • Adjusting Clip's Volume Level • Unlinking Video and Audio Clips • Adjusting Playback Speed of a Clip • Resizing and Repositioning Videos • Adding Transitions • Adding Text & Repositioning Text • Adding Chapter Marker • Voice Over Recording • Preparing the Workstation to Export Video • Exporting to a WMV File for PC Playback • Exporting to iDVD & Exporting to MiniDV/VHS • Exporting to DVD Recorder • Finalizing the Disc on the DVD Recorder 	80	50	

Module II: Video Compositing**SUBJECT NAME:** After Effects**SUBJECT CODE:** FCE03

THEORY HOURS: 50

PRACTICAL HOURS: 80

THEORY MARKS: 15

PRACTICAL MARKS: 35

Sr. No.	Subject Name	Subject level outcomes	Contents (chapters/topics)	TH/PR hours	Marks
1	After Effects	<p>After completion of Subject Student should be able to:</p> <ul style="list-style-type: none"> Describe what Adobe After Effects is and what it can potentially do for your video creations Demonstrate working with text, shape layers, and basic animation Working with masks, animating layers Demonstrate using the Puppet Tools Demonstrate using the roto brush to create mattes and extract objects Demonstrate working in 3D Advanced video creation and editing techniques Rendering and exporting your work, and mastery of lesson content at levels of 70% or higher. 	<ul style="list-style-type: none"> Introduction to Adobe After Effects & Understand the interface A basic composite Get settings right Using Interface like a Pro "Effects" in After Effects Plugins and Animation Presets Output: Render quee and alternatives Assembly any shot Logically Importing Footage & Creating Composition Managing Compositions & Managing Timeline Timing: keyframes and the graph editor Animation: It's all about Relationships Motion Blur Timing & retiming Kyeframes Graph Editor Layers, Adjustment Layer , How to combine layers Edge on camera Transparency Mask options and variable mask feather Animated masks Blending modes Selection with track mattes Paint and Cloning Pre Composition Transformation Rotoscopic Track Mates Work with multiple comps and projects. 	130	50

			<ul style="list-style-type: none">• Adjustment and guide layers• Image pipeline, Global Performance• Optimize Project• Multiple Comp• Colour correction and image optimization• Levels: histograms and channels• Curves: Gamma and Contrast• Hue/Saturation: Colour and Intensity• Colour Balance, Colour Equalizer, Levels, Colour Curves, RGB Plate and Colour Codes• Linear keyers and Hi-Con Mattes• Colour Keying: Green Screen, Blue Screen.• Keylight: the after effect tool• Fine Tuning and problem solving• Green Screen Technology & Blue Screen Technology• What is High Dynamic Range• Lenear HDR Compositing• Linear LDR Compositing, Color Management• What is High Dynamic Range• Lenear HDR Compositing• Linear LDR Compositing, Color Management• A light Source has Quality and Direction• Light Falloff• Source, Reflection, and Shadow in Compositions• Particular• Sky Replacement• Fog, Smoke, and Mist• Billowing Smoke• Wind and Ambience			
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