

FACULTY OF VISUAL ARTS AND PERFORMING ARTS

SYLLABUS

FOR

BACHELOR OF VOCATION (B.Voc.) ENTERTAINMENT TECHNOLOGY (Semester: I – VI)

Session: 2019-20



GURU NANAK DEV UNIVERSITY, AMRITSAR.

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER SYSTEM

Eligibility:

+2 pass in any stream.

SCHEME OF COURSE**Semester – I:**

S.No.	Subject	Theory	Practical	Total Marks	Time Allowed for Exam
1.	Introduction to Computers and Digital Audio	50	50	100	3 Hrs.
2.	Video and Broadcast	50	50	100	3 Hrs.
3.	Audio Production Lab. – I	-	50	50	3 Hrs.
4.	Production Management-I	50	-	50	3 Hrs.
5.	Communication Skills in English–I	50	-	50	3 Hrs.
6.	Punjabi (Compulsory) OR	50	-	50	3 Hrs.
	* ਮੁੱਢਲੀ ਪੰਜਾਬੀ OR	50	-	50	3 Hrs.
	* Punjab History & Culture (From Earliest Times to C 320)	50	-	50	3 Hrs.
7.	** Drug Abuse: Problem, Management and Prevention (Compulsory Paper)	50	-	50	3 Hrs.

Semester – II:

S.No.	Subject	Theory	Practical	Total Marks	Time Allowed for
1.	Introduction to Sound Technology	50	50	100	3 Hrs. Each
2.	Digital Compositing	50	50	100	3 Hrs. Each
3.	Audio Production Lab. – II	-	50	50	3 Hrs.
4.	Production Management-II	50	-	50	3 Hrs.
5.	Communication Skills in English–II	35	15	50	3 Hrs.
6.	Punjabi Compulsory	50	-	50	3 Hrs.
	* ਮੁੱਢਲੀ ਪੰਜਾਬੀ	50	-	50	3 Hrs.
	* Punjab History & Culture (C 320 to 1000 B.C.)	50	-	50	3 Hrs.
7.	** Drug Abuse: Problem, Management and Prevention (Compulsory Paper)	50	-	50	3 Hrs.

Note:* **Special Paper in lieu of Punjabi Compulsory for those students who are not domicile of Punjab.**** **Marks of this Paper will not be included in the Total Marks.**

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 BACHELOR OF VOCATION (B.Voc.)
 (ENTERTAINMENT TECHNOLOGY) SEMESTER SYSTEM

Semester – III:

S.No.	Subject	Theory	Practical	Total	Time Allowed for Exam
1.	Motion Picture Photography (Theory)	50	—	50	3 Hrs.
	Motion Picture Photography (Practical)	—	50	50	3 Hrs.
2.	Recording Techniques (Theory)	50	—	50	3 Hrs.
	Recording Techniques (Practical)	—	50	50	3 Hrs.
3.	Film Editing	—	50	50	3 Hrs.
4.	Editing and Manipulating Images (Theory)	50	—	50	3 Hrs.
	Editing and Manipulating Images (Practical)	—	50	50	3 Hrs.
5.	Project–I	—	50	50	3 Hrs.
	Total:	150	250	400	

Semester –IV:

S.No.	Subject	Theory	Practical	Total	Time Allowed for Exam
1.	Compositing with After Effects (Theory)	50	—	50	3 Hrs.
	Compositing with After Effects (Practical)	—	50	50	3 Hrs.
2.	Film Studies (Storyboarding and Script Writing)	50	—	50	3 Hrs.
3.	Film Appreciation (Theory)	50	—	50	3 Hrs.
	Film Appreciation (Practical)	—	50	50	3 Hrs.
4.	Still Photography (Practical)	—	100	100	3 Hrs.
5.	Project–II	—	50	50	3 Hrs.
6.	* (ESL-221): Environmental Studies	100	—	100	3 Hrs.
	Total:	150	250	400	

*** Marks of EVS will not be included in the Total Marks.**

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER SYSTEM

Semester-V:

S.No.	Subject	Theory	Practical	Total Marks	Time Allowed for
1.	Lighting	–	50	50	3 Hrs. each
2.	Introduction to Scriptwriting	50	50	100	3 Hrs. each
3.	High Definition Cinematography	50	50	100	3 Hrs.
4.	History of Film and Theatre– I	50	–	50	3 Hrs.
5.	Introduction to Motion – I	–	50	50	3 Hrs.
6.	Project – III	–	50	50	3 Hrs.
	Total:	150	250	400	

Semester-VI:

S.No.	Subject	Theory	Practical	Total Marks	Time Allowed for Exam
1.	Directing Film and Documentary	50	50	100	3 Hrs. each
2.	3DS Max	–	50	50	3 Hrs. each
3.	History of Film and Theatre – II	50	–	50	3 Hrs.
4.	Nuendo	50	50	100	3 Hrs.
5.	Introduction to Motion – II	–	50	50	3 Hrs.
6.	Project – IV	–	50	50	3 Hrs.
	Total:	150	250	400	

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

PAPER–I: INTRODUCTION TO COMPUTERS AND DIGITAL AUDIO (Theory)

Time Allowed: 3 Hours

Total Marks: 100
Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

- Introduction to Computers: Application, Input and Output Devices
- Storage Technologies: Optical Disks such as CDROM, DVD and Blue-Ray Disc
Removable Media such as Memory Cards, USB Drives, External HDD

SECTION-B

- Working with Windows, Difference between Windows and Macintosh
- Working with MS-Office, Introduction to MS-Word and MS-PowerPoint, various operations on a file, Page setup

SECTION-C

- Internet: History, Working, Internet Services, The World Wide Web, Web Browsers
- Social Media, Blogs, Video Channels, Mobile Devices (Smartphone, Tablets, etc.)

SECTION-D

- Digital Audio: Audio Sampling Rate, Bit Depth,
Various File Formats: MP3, WMA, WAVE (PCM), AIFF, M4A, OGG, RA & RM Mono vs Stereo, Role of Sound Card

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

INTRODUCTION TO COMPUTERS AND DIGITAL AUDIO (Practical)

Time: 3 Hrs.

Practical: 50 Marks

Practical will be based on operational Knowledge of:

- Basic Window Functions
- MS-Office (Basic MS-Word & MS-PowerPoint)
- Internet and Digital Audio

Suggested Readings:

1. Windows Based Computer Courses by Gurvinder Singh and Rashpal Singh
2. MS-Office by BPB Publications
3. Computer Fundamentals by P.K. Sinha
4. Introduction to Computers by N. Subramanian
5. Introduction to Computers by Peter Norton
6. Introduction to Software Packages by R.K. Taxali
7. How to Do Everything with MP3 and Digital Music by Dave Johnson and Rick Broida

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

PAPER – II: VIDEO & BROADCAST (THEORY)

Time Allowed: 3 Hours

Total Marks: 100
Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Video and Broadcast Technology—Analogue and Digital technology, frame and field, scanning process, Interlaced and Progressive scanning, Composite video signal, Component video signal, Resolution, Aspect ratio. CCU, Colour bars, Vectorscope, Waveform monitor, Broadcast standards-- NTSC, PAL, SECAM and HDTV, Telecine.

SECTION-B

Video formats; types of Videotapes; Analogue tape, Digital tape. Video compression, Sampling, Intra and Inter frame compression, TBC, Camera cables, connectors, SMPTE Time Code, Control track, eyeballing- monitor setup.

SECTION-C

ENG equipment and Technology; DSNV Van equipped with PCR and Transmission facilities; transmission through mobile phones and microwave transmitters. EFP; OB Vans.

SECTION-D

Transmission technologies—Terrestrial transmission; Satellite and Cable broadcasting; Up linking and Down linking, Conditional Access System, DTH; IPTV.

Text and References

- TV Production:Gerald Millerson, Focal Press
- Film Production: Steven Bernstein, Focal Press
- Creating Special Effects for TV and Video:Barnard Wilkie
- Single Camera Video Production:R.B. Musburger
- Television Production Handbook:Zettl, Herbert, Published, Thomson Wadsworth

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

PAPER – II: VIDEO & BROADCAST (PRACTICAL)

Time Allowed: 3 Hours

Practical: 50 Marks

- Formats of Camera
- Recording Techniques
- Set up Equipment for Production
- Recording Setup
- Post Production
- Encoding DVD/Blu Ray

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

PAPER – III: AUDIO PRODUCTION LAB. – I (Practical)

Time: 3 Hrs.

Practical: 50 Marks

UNIT – I

Understanding Digital Audio
Working with various Audio file formats
Basic file operations
Working with Mono and Stereo Files
Audio Sampling Rate and Audio Bit Depth

UNIT – II

Function of a Sound Card
Adjusting Windows Audio Properties
Speakers, Microphone, Line-in Levels
Audio CD: CD Burning, Extracting Audio from CD Working with Media Players

UNIT – III

Basic Sound Editing Select an
Editing tool Make a selection
Trim/Cut/Crop
Inserting Markers, use of Markers
Adjusting Volume

Software: Sound Forge

Suggested Readings:

1. Sound Check: The Basics of Sound and Sound Systems by Tony Moscal
2. Back to Basics Audio by Julian Nathan
3. Sound Forge Pro in Simple Steps by Kogent Learning Solutions Inc.
4. Sound Forge Power! by Scott R. Garrigus
5. The Audio Expert: Everything You Need to Know About Audio by Ethan Winer
6. How to Do Everything with MP3 and Digital Music by Dave Johnson and Rick Broida

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

PAPER IV - PRODUCTION MANAGEMENT-I (Theory)

Time Allowed: 3 Hours

Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Various stages of motion picture production; Preproduction stage; Production stage;
Postproduction stage,

SECTION-B

Above-the-line and Below-the-line personnel;
key departments in film making.

SECTION-C

Role and responsibilities of a Producer in TV and Film Production, Production

SECTION-D

Manager/Section manager and his collaboration with other technicians.

Text and References:

- Fundamentals of Television Production: Donald, Ralph & Spann, Published 2000, Blackwell Publishing
- Film Production Management: Bastian Cleve, Published 2003, Focal Press
- Editing Today: Smith, Ron F. & O'Connell, L.M, Published 2003, Blackwell Publishing
- Television Production Handbook: Zettl, Herbert, Published 2005, Thomson Wadsworth.
- Art and Production: Sarkar, N.N
- TV Production: Gerald Millerson, Published 1993, Focal Press

PAPER – V: COMMUNICATION SKILLS IN ENGLISH-I

Time: 3 Hours

Max. Marks: 50

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

The syllabus is divided in four sections as mentioned below:

Section–A

Reading Skills: Reading Tactics and strategies; Reading purposes–kinds of purposes and associated comprehension; Reading for direct meanings.

Section–B

Reading for understanding concepts, details, coherence, logical progression and meanings of phrases/ expressions.

Activities:

- Comprehension questions in multiple choice format
- Short comprehension questions based on content and development of ideas

Section–C

Writing Skills: Guidelines for effective writing; writing styles for application, personal letter, official/ business letter.

Activities:

- Formatting personal and business letters.
- Organising the details in a sequential order

Section–D

Resume, memo, notices etc.; outline and revision.

Activities:

- Converting a biographical note into a sequenced resume or vice-versa
- Ordering and sub-dividing the contents while making notes.
- Writing notices for circulation/ boards

Recommended Books:

- *Oxford Guide to Effective Writing and Speaking* by John Seely.
- *English Grammar in Use* (Fourth Edition) by Raymond Murphy, CUP

PAPER – VI: ਪੰਜਾਬੀ (ਲਾਜ਼ਮੀ)

ਸਮਾਂ : 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ : 50

ਪਾਠ-ਕ੍ਰਮ ਅਤੇ ਪਾਠ-ਪੁਸਤਕਾਂ

ਸੈਕਸ਼ਨ-ਏ

ਆਤਮ ਅਨਾਤਮ (ਕਵਿਤਾ ਭਾਗ),
(ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ)
ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।
(ਪ੍ਰਸ਼ੰਸਾ ਸਾਹਿਤ ਵਿਆਖਿਆ, ਸਾਰ)

ਸੈਕਸ਼ਨ-ਬੀ

ਇਤਿਹਾਸਕ ਯਾਦਾਂ (ਇਤਿਹਾਸਕ ਲੇਖ-ਸੰਗ੍ਰਹਿ)
ਸੰਪਾ. ਸ.ਸ.ਅਮੋਲ,
ਪੰਜਾਬੀ ਸਾਹਿਤ ਪ੍ਰਕਾਸ਼ਨ, ਲੁਧਿਆਣਾ। (ਲੇਖ 1 ਤੋਂ 6)
(ਨਿਬੰਧ ਦਾ ਸਾਰ, ਲਿਖਣ-ਸ਼ੈਲੀ)

ਸੈਕਸ਼ਨ-ਸੀ

(ੳ) ਪੈਰਾ ਰਚਨਾ
(ਅ) ਪੈਰਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ।

ਸੈਕਸ਼ਨ-ਡੀ

(ੳ) ਪੰਜਾਬੀ ਧੁਨੀ ਵਿਉਂਤ : ਉਚਾਰਨ ਅੰਗ, ਉਚਾਰਨ ਸਥਾਨ ਤੇ ਵਿਧੀਆਂ, ਸਵਰ, ਵਿਅੰਜਨ,
ਸੁਰ-ਪ੍ਰਕਾਸ਼।
(ਅ) ਭਾਸ਼ਾ ਵੰਨਗੀਆਂ : ਭਾਸ਼ਾ ਦਾ ਟਕਸਾਲੀ ਰੂਪ, ਭਾਸ਼ਾ ਅਤੇ ਉਪ-ਭਾਸ਼ਾ ਦਾ ਅੰਤਰ, ਪੰਜਾਬੀ
ਉਪਭਾਸ਼ਾਵਾਂ ਦੇ ਪਛਾਣ-ਚਿੰਨ੍ਹ।

ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਭਾਗ ਹੋਣਗੇ। ਹਰ ਭਾਗ ਵਿੱਚੋਂ ਦੋ ਪ੍ਰਸ਼ਨ ਚੁੱਛੇ ਜਾਣਗੇ।
2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਭਾਗ ਵਿੱਚੋਂ ਇੱਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ।
ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਭਾਗ ਵਿੱਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ ਬਰਾਬਰ ਅੰਕ ਹਨ।
4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ
ਉਪ-ਪ੍ਰਸ਼ਨਾਂ ਵਿੱਚ ਕਰ ਸਕਦਾ ਹੈ।

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

PAPER – VI: ਮੁੱਢਲੀ ਪੰਜਾਬੀ
(In lieu of Compulsory Punjabi)

ਸਮਾਂ : 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ: 50

ਪਾਠ-ਕ੍ਰਮ

ਸੈਕਸ਼ਨ-ਏ

ਪੈਂਤੀ ਅੱਖਰੀ, ਅੱਖਰ ਕ੍ਰਮ, ਪੈਰ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣ ਅਤੇ ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣ ਅਤੇ ਮਾਤ੍ਰਵਾਂ (ਮੁੱਢਲੀ ਜਾਣ-ਪਛਾਣ)
ਲਗਾਖਰ (ਬਿੰਦੀ, ਟਿੱਪੀ, ਅੱਧਕ) : ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ

ਸੈਕਸ਼ਨ-ਬੀ

ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ : ਮੁੱਢਲੀ ਜਾਣ-ਪਛਾਣ
(ਸਾਧਾਰਨ ਸ਼ਬਦ, ਸੰਯੁਕਤ ਸ਼ਬਦ, ਮਿਸ਼ਰਤ ਸ਼ਬਦ, ਮੂਲ ਸ਼ਬਦ, ਅਗੇਤਰ ਅਤੇ ਪਿਛੇਤਰ)

ਸੈਕਸ਼ਨ-ਸੀ

ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ : ਬਾਜ਼ਾਰ, ਵਪਾਰ, ਰਿਸ਼ਤੇ-ਨਾਤੇ, ਖੇਤੀ ਅਤੇ ਹੋਰ ਧੰਦਿਆਂ ਆਦਿ ਨਾਲ ਸੰਬੰਧਤ।

ਸੈਕਸ਼ਨ-ਡੀ

ਹਫ਼ਤੇ ਦੇ ਸੱਤ ਦਿਨਾਂ ਦੇ ਨਾਂ, ਬਾਰਾਂ ਮਹੀਨਿਆਂ ਦੇ ਨਾਂ, ਰੁੱਤਾਂ ਦੇ ਨਾਂ, ਇਕ ਤੋਂ ਸੌ ਤਕ ਗਿਣਤੀ ਸ਼ਬਦਾਂ ਵਿਚ

ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਭਾਗ ਹੋਣਗੇ। ਹਰ ਭਾਗ ਵਿਚੋਂ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਭਾਗ ਵਿਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਭਾਗ ਵਿਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ ਬਰਾਬਰ ਅੰਕ ਹਨ।
4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ-ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ ਸਕਦਾ ਹੈ।

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

PAPER – VI: Punjab History & Culture (From Earliest Times to C 320)
(Special Paper in lieu of Punjabi Compulsory)
(For those students who are not domicile of Punjab)

Time: 3 Hours

Max. Marks: 50

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Section–A

1. Physical features of the Punjab and its impact on history.
2. Sources of the ancient history of Punjab

Section–B

3. Harappan Civilization: Town planning; social, economic and religious life of the Indus Valley People.
4. The Indo-Aryans: Original home and settlements in Punjab.

Section–C

5. Social, Religious and Economic life during *Rig* Vedic Age.
6. Social, Religious and Economic life during Later Vedic Age.

Section–D

7. Teachings and impact of Buddhism
8. Jainism in the Punjab

Suggested Readings:

1. L. M Joshi (Ed.), *History and Culture of the Punjab*, Art-I, Patiala, 1989 (3rd Edition)
2. L.M. Joshi and Fauja Singh (Ed.), *History of Punjab*, Vol.I, Patiala 1977.
3. Budha Parkash, *Glimpses of Ancient Punjab*, Patiala, 1983.
4. B.N. Sharma, *Life in Northern India*, Delhi. 1966.
5. Chopra, P.N., Puri, B.N., & Das, M.N. (1974). *A Social, Cultural & Economic History of India*, Vol. I, New Delhi: Macmillan India.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

**PAPER – VII: DRUG ABUSE: PROBLEM, MANAGEMENT AND PREVENTION
(COMPULSORY PAPER)**

PROBLEM OF DRUG ABUSE

Time: 3 Hours

Max. Marks: 50

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Section – A

Meaning of Drug Abuse:

Meaning, Nature and Extent of Drug Abuse in India and Punjab.

Section – B

Consequences of Drug Abuse for:

Individual	:	Education, Employment, Income.
Family	:	Violence.
Society	:	Crime.
Nation	:	Law and Order problem.

Section – C

Management of Drug Abuse:

Medical Management: Medication for treatment and to reduce withdrawal effects.

Section – D

Psychiatric Management: Counselling, Behavioural and Cognitive therapy.

Social Management: Family, Group therapy and Environmental Intervention.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – I

References:

1. Ahuja, Ram (2003), *Social Problems in India*, Rawat Publication, Jaipur.
2. Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004.
3. Inciardi, J.A. 1981. *The Drug Crime Connection*. Beverly Hills: Sage Publications.
4. Kapoor. T. (1985) *Drug epidemic among Indian Youth*, New Delhi: Mittal Pub.
5. Kessel, Neil and Henry Walton. 1982, *Alcoholism. Harmond Worth*: Penguin Books.
6. Modi, Ishwar and Modi, Shalini (1997) *Drugs: Addiction and Prevention*, Jaipur: Rawat Publication.
7. National Household Survey of Alcohol and Drug abuse. (2003) New Delhi, Clinical Epidemiological Unit, All India Institute of Medical Sciences, 2004.
8. Ross Coomber and Others. 2013, *Key Concept in Drugs and Society*. New Delhi: Sage Publications.
9. Sain, Bhim 1991, *Drug Addiction Alcoholism, Smoking obscenity* New Delhi: Mittal Publications.
10. Sandhu, Ranvinder Singh, 2009, *Drug Addiction in Punjab: A Sociological Study*. Amritsar: Guru Nanak Dev University.
11. Singh, Chandra Paul 2000. *Alcohol and Dependence among Industrial Workers*: Delhi: Shipra.
12. Sussman, S and Ames, S.L. (2008). *Drug Abuse: Concepts, Prevention and Cessation*, Cambridge University Press.
13. Verma, P.S. 2017, “*Punjab’s Drug Problem: Contours and Characteristics*”, Economic and Political Weekly, Vol. LII, No. 3, P.P. 40-43.
14. World Drug Report 2016, United Nations office of Drug and Crime.
15. World Drug Report 2017, United Nations office of Drug and Crime.

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

PAPER– I: INTRODUCTION TO SOUND TECHNOLOGY (Theory)

Time Allowed: 3 Hours

Total Marks: 100
Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Basic Physics of Sound

Sound and Vibration, Samples

SECTION-B

Waveforms & Wave Tables, Characteristics of Sound Waves

Frequency, Amplitude, Wavelength, Phase and Phase Shift, Harmonic content

Behavior of sound in rooms, Echoes, Reverberation, Modulation

SECTION-C

Aesthetics of Sound

Sound Recording, Sound Design, Sound Editing & Mixing

Visual perception versus Sound perception

Dubbing & Post Synchronization

Foley Recording

SECTION-D

The future of Sound Technology

Surround Sound, Dolby Digital in cinema

Digital sampler and synthesizer generated sounds

Film music in the 21st century

INTRODUCTION TO SOUND TECHNOLOGY (Practical)

Time: 3 Hrs.

Practical: 50 Marks

Basic Sound Recording Operations

Difference between Analogue & Digital Recording

Recording Speech and Voice Over

Introduction to Dubbing, Foley Recording

Suggested Readings:

1. Sound Check: The Basics of Sound and Sound Systems by Tony Moscal
2. Back to Basics Audio by Julian Nathan
3. Surround Sound by Tomlinson Holman
4. The Audio Expert: Everything You Need to Know About Audio by Ethan Winer
5. Computer Sound Design: Synthesis techniques and programming (Music Technology) by Eduardo Miranda
6. Computational Thinking in Sound: Teaching the Art and Science of Music and Technology by Gena R. Greher and Jesse M. Heines
7. Dhvani Aur Sangeet by Lalit Kishore Singh

PAPER – II: DIGITAL COMPOSITING

Max. Marks 100

Theory: 50 Marks
Time Allowed: 3 Hours

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Introduction to Digital Compositing techniques; Tool Conventions: The slice tool, Flow graphs, The colour curve; Mattes: Luma-key mattes, Chroma-key mattes, Difference mattes, Bump maps, Colour difference maps, keyers; Refining mattes: Matte monitor, Garbage mattes, Filtering the matte; Despill.

SECTION-B

The composite: The compositing operation, The processed foreground method, The add mix composite, Refining the composite, Stereo compositing; CGI Compositing: Depth Compositing, Premultiply and unpremultiply, Multi-pass CGI Compositing, HDR Images, 3D compositing; Blending: Blending operations(image blending operations), Adobe Photoshop blending modes; Slot gags.

SECTION-C

Matching light space: Brightness, contrast, blackpoints, white points, midtones, Histogram matching; Colour matching: Grayscale balancing, Matching flesh tones, Light direction, Quality of light source, Shadows, Atmosphere haze; Adding a glow; Matching camera effects: Matching the focus & Depth of field; Gamma: Introduction to gamma, The effect of gamma changes on images, The dim surround effect, The gamma of video, the gamma of film.

SECTION-D

Animation: 2D transformation, 3D transformation; Match Move, Motion Tracking; Keyframe Animation, Warps, Morphs; Rotoscoping: Splines, Articulated Rotos, Interpolation; Scene Salvage; Wire Removal, Rig Removal, Hair Removal, Light Leaks. Practical: Making Short films for demonstrating Compositing techniques.

Text and References:

- The VES Handbook of Visual Effects: Industry standard VFX Practices and Procedures by Jeffrey A. Okun and Susan Zwerman, Focal Press.
- The Visual Effects Producer; Understanding the Art and Business of VFX by Charles Finance and Susan Zwerman, Focal Press.
- The Visual Effects Arsenal, VFX Solutions for the Independent Filmmaker by Bill Byrne; Focal Press.
- Digital Compositing for Film & Video; Steve Wright, Focal Press, Compositing Visual Effects, essentials for the aspiring artist, Steve Wright.

PAPER – II: DIGITAL COMPOSITING

Max. Marks 100

Practical: 50 Marks

Time Allowed: 3 Hours

- Basics of After Effects
- Submit 5 compositions of After effects with following effects:
 - Wire Removal
 - Mattes
 - Chroma key
 - 3D effects
 - Scene Salvage

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

PAPER – III: AUDIO PRODUCTION LAB. – II (Practical)

Time: 3 Hrs.

Max. Marks: 50

UNIT – I

Sound Editing: Audio Restoration, Noise Reduction Mix and Cross-fade
Choosing an input device & adjust levels
Mark in and Mark out
Convert marker to region

UNIT – II

Sound Processes: Auto trim/crop, Bit–depth converter, Channel converter
Fade, Insert silence, Invert / flip, Mute Normalize, Pan / expand, Resample Reverse, Smooth/
enhance
Swap channel. Time stretch, Volume

UNIT – III

Sound Effects: Acoustic mirror, Amplitude modulation, Chorus
Delay / Echo, Distortion, Dynamic, Envelope Flange/ Wah–Wah, Crapper/ Snipper, Noise
gate Pitch, Reverb, Vibrate, Wave hammer

Software: Sound Forge

Suggested Readings:

1. Sound Forge Pro in Simple Steps by Kogent Learning Solutions Inc.
2. Sound Forge Power! by Scott R. Garrigus
3. The Audio Expert: Everything You Need to Know About Audio by Ethan Winer
4. Understanding Digital Music and Sound Forge by D. Sen
5. PC Audio Editing: From broadcasting to home CD by Roger Derry

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

PAPER – IV: PRODUCTION MANAGEMENT-II

Max. Marks 50

**Theory: 50 Marks
Time Allowed: 3 Hours**

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

SECTION-A

Motion picture production- preparation of budget for various types of films

SECTION-B

Preparation of script break-down - artiste, location/setting-preparation of shooting schedule.

SECTION-C

Cast and Crew hiring procedures, Crew Duties

SECTION-D

Actors, Agents,
Contracts and Agreements, Budget and Production Forms.

Text and References:

- Fundamentals of Television Production: Donald, Ralph & Spann, Published 2000, Blackwell Publishing
- Film Production Management: Bastian Cleve, Published 2003, Focal Press
- Editing Today: Smith, Ron F. & O'Connell, L.M, Published 2003, Blackwell Publishing
- Television Production Handbook: Zetl, Herbert, Published 2005, Thomson Wadsworth.
- Art and Production: Sarkar, N.N
- TV Production: Gerald Millerson, Published 1993, Focal Press

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

PAPER – V: COMMUNICATION SKILLS IN ENGLISH-II

Time: 3 Hours

Max. Marks: 50
Theory Marks: 35
Practical Marks: 15

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Course Contents:

SECTION-A

Listening Skills: Barriers to listening; effective listening skills; feedback skills.

Activities: Listening exercises – Listening to conversation, News and TV reports

SECTION-B

Attending telephone calls; note taking and note making.

Activities: Taking notes on a speech/lecture

SECTION-C

Speaking and Conversational Skills: Components of a meaningful and easy conversation; understanding the cue and making appropriate responses; forms of polite speech; asking and providing information on general topics.

Activities: 1) Making conversation and taking turns

2) Oral description or explanation of a common object, situation or concept

SECTION-D

The study of sounds of English,
Stress and Intonation,
Situation based Conversation in English,
Essentials of Spoken English.

Activities: Giving Interviews

PRACTICAL / ORAL TESTING

Marks: 15

Course Contents:-

1. Oral Presentation with/without audio visual aids.
2. Group Discussion.
3. Listening to any recorded or live material and asking oral questions for listening comprehension.

Questions:-

1. Oral Presentation will be of 5 to 10 minutes duration (Topic can be given in advance or it can be student's own choice). Use of audio visual aids is desirable.
2. Group discussion comprising 8 to 10 students on a familiar topic. Time for each group will be 15 to 20 minutes.

Note: Oral test will be conducted by external examiner with the help of internal examiner.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

PAPER – VI: ਪੰਜਾਬੀ (ਲਾਜ਼ਮੀ)

ਸਮਾਂ : 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ : 50

ਪਾਠ-ਕ੍ਰਮ ਅਤੇ ਪਾਠ-ਪੁਸਤਕਾਂ

ਸੈਕਸ਼ਨ-ਏ

ਆਤਮ ਅਨਾਤਮ (ਕਹਾਣੀ ਭਾਗ),
(ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ)
ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।
(ਵਿਸ਼ਾ-ਵਸਤੂ, ਪਾਤਰ ਚਿਤਰਨ)

ਸੈਕਸ਼ਨ-ਬੀ

ਇਤਿਹਾਸਕ ਯਾਦਾਂ (ਇਤਿਹਾਸਕ ਲੇਖ-ਸੰਗ੍ਰਹਿ)
ਸੰਪਾ. ਸ.ਸ.ਅਮੋਲ,
ਪੰਜਾਬੀ ਸਾਹਿਤ ਪ੍ਰਕਾਸ਼ਨ, ਲੁਧਿਆਣਾ। (ਲੇਖ 7 ਤੋਂ 12)
(ਸਾਰ, ਲਿਖਣ ਸ਼ੈਲੀ)

ਸੈਕਸ਼ਨ-ਸੀ

(ੳ) ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ : ਪਰਿਭਾਸ਼ਾ, ਮੁੱਢਲੇ ਸੰਕਲਪ
(ਅ) ਸ਼ਬਦ ਸੂਚੀ

ਸੈਕਸ਼ਨ-ਡੀ

(ੳ) ਸੰਖੇਪ ਰਚਨਾ
(ਅ) ਮੁਹਾਵਰੇ ਅਤੇ ਅਖਾਣ

ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਭਾਗ ਹੋਣਗੇ। ਹਰ ਭਾਗ ਵਿੱਚੋਂ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਭਾਗ ਵਿੱਚੋਂ ਇੱਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਭਾਗ ਵਿੱਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ ਬਰਾਬਰ ਅੰਕ ਹਨ।
4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ-ਪ੍ਰਸ਼ਨਾਂ ਵਿੱਚ ਕਰ ਸਕਦਾ ਹੈ।

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

PAPER – VI: ਮੁੱਢਲੀ ਪੰਜਾਬੀ
(In lieu of Compulsory Punjabi)

ਸਮਾਂ: 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ: 50

ਪਾਠ-ਕ੍ਰਮ

ਸੈਕਸ਼ਨ-ਏ

ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ : ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ
(ਨਾਂਵ, ਪੜਨਾਂਵ, ਕਿਰਿਆ, ਵਿਸ਼ੇਸ਼ਣ, ਕਿਰਿਆ ਵਿਸ਼ੇਸ਼ਣ, ਸਬੰਧਕ, ਯੋਜਕ ਅਤੇ ਵਿਸਮਿਕ)

ਸੈਕਸ਼ਨ-ਬੀ

ਪੰਜਾਬੀ ਵਾਕ ਬਣਤਰ : ਮੁੱਢਲੀ ਜਾਣ-ਪਛਾਣ
(ੳ) ਸਾਧਾਰਨ ਵਾਕ, ਸੰਯੁਕਤ ਵਾਕ ਅਤੇ ਮਿਸ਼ਰਤ ਵਾਕ (ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ)
(ਅ) ਬਿਆਨੀਆ ਵਾਕ, ਪ੍ਰਸ਼ਨਵਾਚਕ ਵਾਕ ਅਤੇ ਹੁਕਮੀ ਵਾਕ (ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ)

ਸੈਕਸ਼ਨ-ਸੀ

ਪੈਰ੍ਰਾ ਰਚਨਾ
ਸੰਖੇਪ ਰਚਨਾ

ਸੈਕਸ਼ਨ-ਡੀ

ਚਿੱਠੀ ਪੱਤਰ (ਘਰੇਲੂ ਅਤੇ ਦਫ਼ਤਰੀ)
ਅਖਾਣ ਅਤੇ ਮੁਹਾਵਰੇ

ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਪ੍ਰਸ਼ਨ ਪੱਤਰ ਦੇ ਚਾਰ ਭਾਗ ਹੋਣਗੇ। ਹਰ ਭਾਗ ਵਿੱਚੋਂ ਦੋ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
2. ਵਿਦਿਆਰਥੀ ਨੇ ਕੁੱਲ ਪੰਜ ਪ੍ਰਸ਼ਨ ਕਰਨੇ ਹਨ। ਹਰ ਭਾਗ ਵਿੱਚੋਂ ਇਕ ਪ੍ਰਸ਼ਨ ਲਾਜ਼ਮੀ ਹੈ। ਪੰਜਵਾਂ ਪ੍ਰਸ਼ਨ ਕਿਸੇ ਵੀ ਭਾਗ ਵਿੱਚੋਂ ਕੀਤਾ ਜਾ ਸਕਦਾ ਹੈ।
3. ਹਰੇਕ ਪ੍ਰਸ਼ਨ ਦੇ ਬਰਾਬਰ ਅੰਕ ਹਨ।
4. ਪੇਪਰ ਸੈੱਟ ਕਰਨ ਵਾਲਾ ਜੇਕਰ ਚਾਹੇ ਤਾਂ ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਵੱਧ ਤੋਂ ਵੱਧ ਚਾਰ ਉਪ-ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕਰ ਸਕਦਾ ਹੈ।

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

PAPER – VI: Punjab History & Culture (C 320 to 1000 B.C.)
(Special Paper in lieu of Punjabi compulsory)
(For those students who are not domicile of Punjab)

Time: 3 Hours

Max. Marks: 50

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Section–A

1. Alexander's Invasion and its Impact
2. Punjab under Chandragupta Maurya and Ashoka.

Section–B

3. The Kushans and their Contribution to the Punjab.
4. The Panjab under the Gupta Empire.

Section–C

5. The Punjab under the Vardhana Emperors
6. Socio-cultural History of Punjab from 7th to 1000 A.D.

Section–D

7. Development of languages and Education with Special reference to Taxila
8. Development of Art & Architecture

Suggested Readings:

1. L. M Joshi (Ed), *History and Culture of the Punjab*, Art-I, Punjabi University, Patiala, 1989 (3rd Edition)
2. L.M. Joshi and Fauja Singh (Ed.), *History of Punjab*, Vol. I, Punjabi University, Patiala, 1977.
3. Budha Parkash, *Glimpses of Ancient Punjab*, Patiala, 1983.
4. B.N. Sharma: *Life in Northern India*, Delhi. 1966.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

**PAPER – VII: DRUG ABUSE: PROBLEM, MANAGEMENT AND PREVENTION
(COMPULSORY PAPER)**

DRUG ABUSE: MANAGEMENT AND PREVENTION

Time: 3 Hours

Max. Marks: 50

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Section – A

Prevention of Drug abuse:

Role of family: Parent child relationship, Family support, Supervision, Shaping values, Active Scrutiny.

Section – B

School: Counselling, Teacher as role-model. Parent-teacher-Health Professional Coordination, Random testing on students.

Section – C

Controlling Drug Abuse:

Media: Restraint on advertisements of drugs, advertisements on bad effects of drugs, Publicity and media, Campaigns against drug abuse, Educational and awareness program

Section – D

Legislation: NDPs act, Statutory warnings, Policing of Borders, Checking Supply/Smuggling of Drugs, Strict enforcement of laws, Time bound trials.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – II

References:

1. Ahuja, Ram (2003), *Social Problems in India*, Rawat Publication, Jaipur.
2. Extent, Pattern and Trend of Drug Use in India, Ministry of Social Justice and Empowerment, Government of India, 2004.
3. Inciardi, J.A. 1981. *The Drug Crime Connection*. Beverly Hills: Sage Publications.
4. Kapoor. T. (1985) *Drug Epidemic Among Indian Youth*, New Delhi: Mittal Pub.
5. Kessel, Neil and Henry Walton. 1982, *Alcoholism. Harmond Worth*: Penguin Books.
6. Modi, Ishwar and Modi, Shalini (1997) *Drugs: Addiction and Prevention*, Jaipur: Rawat Publication.
7. National Household Survey of Alcohol and Drug Abuse. (2003) New Delhi, Clinical Epidemiological Unit, All India Institute of Medical Sciences, 2004.
8. Ross Coomber and Others. 2013, *Key Concept in Drugs and Society*. New Delhi: Sage Publications.
9. Sain, Bhim 1991, *Drug Addiction Alcoholism, Smoking Obscenity*, New Delhi: Mittal Publications.
10. Sandhu, Ranvinder Singh, 2009, *Drug Addiction in Punjab: A Sociological Study*. Amritsar: Guru Nanak Dev University.
11. Singh, Chandra Paul 2000. *Alcohol and Dependence among Industrial Workers*: Delhi: Shipra.
12. Sussman, S and Ames, S.L. (2008). *Drug Abuse: Concepts, Prevention and Cessation*, Cambridge University Press.
13. Verma, P.S. 2017, “*Punjab’s Drug Problem: Contours and Characteristics*”, Economic and Political Weekly, Vol. LII, No. 3, P.P. 40-43.
14. World Drug Report 2016, United Nations office of Drug and Crime.
15. World Drug Report 2017, United Nations office of Drug and Crime.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – III

PAPER – I: MOTION PICTURE PHOTOGRAPHY
(Theory)

Time Allowed: 3 Hours

Max. Marks: 100
Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Course Contents:

Section A

- Camera Preparation
- Understanding camera– Camera head, Body, Frame rate and scanning on board VTR, mechanics, operation, Formats, Image control, Shutter,output, accessories.

Section B

- Lenses – Resolution, contrast, breathing, Focus, depth of field, filters, aperture.
- Monitor– Introduction, Lining up with color bars, exposure meter, cabling

Section C

- Lighting according to Monitor– Highlights, shadows and exposure.
- ND Filters
- Color Balance– white/Black balance using grey cards

Section D

- Offline/ Online editing
- Recording and Editing Sound– music voice over for movie. Mixing.

Text and References:

- Video Production Handbook by Jim Owens and Gerald Millerson
- The Art of Video Production by Leonard C. Shyles

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – III

MOTION PICTURE PHOTOGRAPHY
(Practical)

Time Allowed: 3 Hours

Practical: 50 Marks

Note: Practical Examiner can ask questions from the theory portion also

Course Contents:

- Camera Preparation
- Understanding camera– Camera head, Body, Frame rate and scanning on board VTR, mechanics, operation, Formats, Image control, Shutter,output, accessories.
- Lenses – Resolution, contrast, breathing, Focus, depth of field, filters, aperture.
- Monitor– Introduction, Lining up with color bars, exposure meter, cabling
- Lighting according to Monitor– Highlights, shadows and exposure.
- ND Filters
- Color Balance– white/Black balance using grey cards
- Offline/ Online editing
- Recording and Editing Sound– music voice over for movie. Mixing.

Text and References:

- Video Production Handbook by Jim Owens and Gerald Millerson
- The Art of Video Production by Leonard C. Shyles

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – III

PAPER – II: RECORDING TECHNIQUES

(Theory)

Time Allowed: 3 Hours

Max. Marks: 100
Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Course Contents:

Section A

- Introduction to Digital Audio
- Sound recording Studio

Section B

- Introduction to Adobe Sound booth
 - Interface, Customizing, Dock, group and float panels
 - Working with multiple monitors
 - Managing workspace, Predefined Workspaces, Customize.
- Workflow of Sound booth

Section C

- Various effects for Sound Recording and Editing
 - Effects reference, Standard and Advanced effects
 - Analog Delay effect
 - Chorus/ flanger effect, Compressor effect, Convolution Reverb effect, Distortion and dynamics effect
 - EQ:Graphic, EQ:Parametric effect
 - Mastering effect, Phaser effect, Vocal enhancer effect.

Section D

- Multitrack mixing and editing
- Audio formats
- Video and AAC formats

Text and References:

- Sound and Recording sixth edition by Francis Rumsey and Tim McCormick.
- Sound Engineering Explained second edition by Michael Talbot –Smith
- Sound for film and Television third edition by Tomlinson Holman.
- Master Handbook of Audio Production by Jerry C. Whitaker.
- Producing Great Sound for Film and Video third edition by Jay Rose.
- Sound and Music for the theatre by Deena Kaye and James Lebrecht.
- Audio Production and Post– Production by Woody wood hall.
- The Art of Recording by William Moylan

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – III

RECORDING TECHNIQUES
(Practical)

Time Allowed: 3 Hours

Practical: 50 Marks

Note: Practical Examiner can ask questions from the theory portion also

Course Contents:

- Introduction to Digital Audio
- Sound recording Studio
- Introduction to Adobe Sound booth
 - Interface, Customizing, Dock, group and float panels
 - Working with multiple monitors
 - Managing workspace, Predefined Workspaces, Customize.
- Workflow of Sound booth
- Various effects for Sound Recording and Editing
 - Effects reference, Standard and Advanced effects
 - Analog Delay effect
 - Chorus/ flanger effect, Compressor effect, Convolution Reverb effect, Distortion and dynamics effect
 - EQ:Graphic, EQ:Parametric effect
 - Mastering effect, Phaser effect, Vocal enhancer effect.
- Multitrack mixing and editing
- Audio formats
- Video and AAC formats

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – III

PAPER – III: FILM EDITING

Time Allowed: 3 Hours

Max. Marks: 50
Practical: 50 Marks

Note: Practical Examiner can ask questions from the theory portion also

Course Contents:

- Post–Production Workflow and Industry Workflow
- Nonlinear and Nondestructive Editing, Video Formats Compatible with Final Cut Pro
- Formats Compatible with Final Cut Pro
- Understanding Projects, Clips, and Sequences
- Overview of the Final Cut Pro Interface
- Editing in Final Cut Pro
- Preferences and presets, Getting Media into FCP, Working with view and clips, Time line
- Canvas, Sequence and Editing, Trimming Edits, Transitions, Compositing and Special Effects
- Rendering, Final Output, Effects and FX Builder.

Text and References:

- Apple Pro Training Series: Getting Started with Final Cut Guide, Adobe Reader
by Matthew Geller
- Apple Pro Training Series: Final Cut Express 4 by Diana Weynand
- Apple Pro Training Series: Final Cut Pro 6: Beyond the Basics by Michael Wohl
- Apple Pro Training Series: Motion Graphics and Effects in Final Cut Studio 2
by Mark Spencer, Jem Schofield
- Apple Pro Training Series: Final Cut Pro 6 by Diana Weynand

**PAPER – IV: EDITING AND MANIPULATING IMAGES
(Theory)****Time Allowed: 3 Hours****Max. Marks: 100****Theory: 50 Marks****Instructions for the Paper Setters:-**

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Course Contents:**Section A**

- Introduction to graphics, vector graphics & bitmaps
- Understanding image size & resolution

Section B

- Relation between resolution, File sizes & output
- Concept of Path (Segment, Anchor, Curved, Closed, Open, Subpath)

Section C

- Importing & Exporting images
- Working with Layers, Channels & paths, Actions, History

Section D

- Understanding Digital Images

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – III

EDITING AND MANIPULATING IMAGES (Practical)

Time Allowed: 3 Hours

Practical: 50 Marks

Note: Practical Examiner can ask questions from the theory portion also

Course Contents:

- Using navigator & Photoshop plug-in
- Integrating with Web pages
- Working with Photoshop Tools
- Working with Masks & Histogram
- Using Menu & Colour palettes

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – III

PAPER – V: PROJECT-I

Time Allowed: 3 Hours

Max. Marks: 50
Practical: 50 Marks

Project is based on the combination of recording techniques and photography learned in the semester.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

**PAPER – I: COMPOSITING WITH AFTER EFFECTS
(Theory)**

Time Allowed: 3 Hours

Max. Marks: 100

Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Course Contents:

Section A

- Introduction to After Effects
- Importing media
- Working with imported footage

Section B

- Composition setting
- Creating mattes
- Transform modes

Section C

- Working with render queue
- Using effects
- Working with text

Section D

- Working with 3D composition
- Expression
- Working with audio

Text and References:

- Adobe® Creative Suite 3 After Effects® Scripting Guide & Reference Guide
- The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures by Jeffrey A. Okun and Susan Zwerman
- The Visual Effects Arsenal: VFX Solutions for the Independent Filmmaker by Bill Byrne
- The Visual Effects Producer: Understanding the Art and Business of VFX by Charles
- VFX Artistry: A Visual Tour of How the Studios Create Their Magic
- The Art and Technique of Matchmoving: Solutions for the VFX Artist by Erica Hornung
- The Green Screen Handbook: Real-World Production Techniques by Jeff Foster

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

**COMPOSITING WITH AFTER EFFECTS
(Practical)**

Time Allowed: 3 Hours

Practical: 50 Marks

Note: Practical Examiner can ask questions from the theory portion also

Course Contents:

- Introduction to After Effects
- Importing media
- Working with imported footage
- Composition setting
- Creating mattes
- Transform modes
- Working with render queue
- Using effects
- Working with text
- Working with 3D composition
- Expression
- Working with audio

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

PAPER – II: FILM STUDIES
(Storyboarding and Script writing)
(Theory)

Time Allowed: 3 Hours

Max. Marks: 50
Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Course Contents:

Section A

Script Writing:

- Terminology, Concepts, Themes & Loglines
- Beat Sheets, Treatments & Outlines
- Approaches to Developing Character and Dialogue
- Screenplay Format and Conflict
- Writing Scenes

Section B

- Daily Soap, Talk Shows, Music, Variety and Live Event scripts
- Feature Film, Documentaries, Docu-dramas and Multi-media
- Subplots, Pitches, Troubleshooting, and Marketing

Section C

Storyboard:

- Introduction
- Storyboarding Tools
- Methods and techniques
- Visual storytelling and narrative structure

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

Section D

- Story boarding for Animation, Feature Film, Theatre
- Advantages of Storyboarding
- Interactive Storyboarding
- Storyboard table
- Topic, Timeline, Character Development, Sketches
- Color scheme, Shot composition, Camera angle

Text and References:

- The Art of the Storyboard: A Filmmaker's Introduction by John Hart
- How to read a film by James Monaco, Oxford
- Documentary Storytelling by Bernard, Focal Press

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

PAPER – III: FILM APPRECIATION
(Theory)

Time Allowed: 3 Hours

Max. Marks: 100
Theory: 50 Marks

Instructions for the Paper Setters:-

Eight questions of equal marks (Specified in the syllabus) are to be set, two in each of the four Sections (A-D). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section.

Section A

The Motion Picture Industry (Indian)

- a) Production & Distribution
- b) Censorship
- c) Art and Technique of Motion pictures

Section B

Production Manipulation

- | | |
|-----------------|----------------|
| i) Script | ii) Actors |
| iii) Sets | iv) Costumes |
| v) Aspect Ratio | vi) Film Stock |

Section C

Manipulation during Filming

- | | |
|------------------|--------------------------------|
| i) Lenses | ii) Camera Distance & Position |
| iii) Composition | iv) Camera Movement |
| v) Lighting | vi) Sound |

Section D

Postproduction Manipulation

- i) Processing and Printing
- ii) Editing
- iii) Special effects
- iv) Music
- v) Sound Effects
- vi) Post Synchronization or dubbing

Text and References:

- Fundamentals of Television Production: Donald, Ralph & Spann
- Film Production Management: Bastian Cleve, Published 2003, Focal Press
- Editing Today: Smith, Ron F. & O'Connell, L.M, Published 2003, Blackwell Publishing
- Television Production Handbook: Zetl, Herbert, Published 2005, Thomson Wadsworth.
- Art and Production: Sarkar, N.N

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

FILM APPRECIATION
(Practical)

Time Allowed: 3 Hours

Practical: 50 Marks

Note: Practical Examiner can ask questions from the theory portion also

Course Contents:

The Motion Picture Industry (Indian)

- a) Production & Distribution
- b) Censorship
- c) Art and Technique of Motion pictures

1. Production Manipulation

- i) Script
- ii) Actors
- iii) Sets
- iv) Costumes
- v) Aspect Ratio
- vi) Film Stock

2. Manipulation During Filming

- i) Lenses
- ii) Camera Distance & Position
- iii) Composition
- iv) Camera Movement
- v) Lighting
- vi) Sound

3. Postproduction Manipulation

- i) Processing and Printing
- ii) Editing
- iii) Special effects
- iv) Music
- v) Sound Effects
- vi) Post Synchronization or dubbing

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

PAPER – IV: STILL PHOTOGRAPHY
(Practical)

Time Allowed: 3 Hours

Max. Marks: 100
Practical: 100 Marks

Note: Practical Examiner can ask questions from the theory portion also

Course Contents:

- Types of Cameras
- Handling the Camera, understanding different kinds of camera and exposures.
- Understanding different kinds of films
- Camera– Parts & Lenses
- Function– Aperture, Shutter Speed, Film, ISO
- Experiment with different light & angles
- Composition & layout
- Table Top Photography
- Fashion photography
- Indoor and outdoor photography
- Art photography
- Developing Black and White film in the dark room

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

PAPER – V: PROJECT-II

Time Allowed: 3 Hours

Max. Marks: 50
Practical: 50 Marks

Project is based on the combination of Compositing, Film study and makes a short film.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

PAPER – VI (ESL-221): ENVIRONMENTAL STUDIES

Time: 3 Hrs.

Max. Marks: 100

Teaching Methodologies

The Core Module Syllabus for Environmental Studies includes class room teaching and field work. The syllabus is divided into 8 Units [Unit-1 to Unit-VII] covering 45 lectures + 5 hours for field work [Unit-VIII]. The first 7 Units will cover 45 lectures which are class room based to enhance knowledge skills and attitude to environment. Unit-VIII comprises of 5 hours field work to be submitted by each candidate to the Teacher in-charge for evaluation latest by 15 December, 2019.

Exam Pattern: **End Semester Examination- 75 Marks**
 Project Report/Field Study- 25 Marks [based on submitted report]
 Total Marks- 100

The structure of the question paper being:

Part-A, Short answer pattern with inbuilt choice – 25 Marks

Attempt any five questions out of seven distributed equally from Unit-1 to Unit-VII.

Each question carries 5 marks. Answer to each question should not exceed 2 pages.

Part-B, Essay type with inbuilt choice – 50 Marks

Attempt any five questions out of eight distributed equally from Unit-1 to Unit-VII. Each question carries 10 marks. Answer to each question should not exceed 5 pages.

Project Report / Internal Assessment:

Part-C, Field work – 25 Marks [Field work equal to 5 lecture hours]

The candidate will submit a hand written field work report showing photographs, sketches, observations, perspective of any topic related to Environment or Ecosystem. The exhaustive list for project report/area of study are given just for reference:

1. Visit to a local area to document environmental assets: River / Forest/ Grassland / Hill / Mountain / Water body / Pond / Lake / Solid Waste Disposal / Water Treatment Plant / Wastewater Treatment Facility etc.
2. Visit to a local polluted site – Urban / Rural / Industrial / Agricultural
3. Study of common plants, insects, birds
4. Study of tree in your areas with their botanical names and soil types
5. Study of birds and their nesting habits
6. Study of local pond in terms of wastewater inflow and water quality
7. Study of industrial units in your area. Name of industry, type of industry, Size (Large, Medium or small scale)
8. Study of common disease in the village and basic data from community health centre
9. Adopt any five young plants and photograph its growth
10. Analyze the Total dissolved solids of ground water samples in your area.
11. Study of Particulate Matter (PM_{2.5} or PM₁₀) data from Sameer website. Download from Play store.
12. Perspective on any field on Environmental Studies with secondary data taken from Central Pollution Control Board, State Pollution Control Board, State Science & Technology Council etc.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

Unit-I

The multidisciplinary nature of environmental studies

Definition, scope and importance, Need for public awareness

(2 lectures)

Unit-II

Natural Resources: Renewable and non-renewable resources:

Natural resources and associated problems.

- (a) Forest resources: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people.
- (b) Water resources: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems.
- (c) Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies.
- (d) Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies.
- (e) Energy resources: Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources, case studies.
- (f) Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification.
 - Role of an individual in conservation of natural resources.
 - Equitable use of resources for sustainable lifestyles.

(8 Lectures)

Unit-III

Ecosystems

- Concept of an ecosystem
- Structure and function of an ecosystem
- Producers, consumers and decomposers
- Energy flow in the ecosystem
- Ecological succession
- Food chains, food webs and ecological pyramids
- Introduction, types, characteristic features, structure and function of the following ecosystem: Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems (ponds, streams, lakes, rivers, ocean estuaries)

(6 Lectures)

Unit-IV

Biodiversity and its conservation

- Introduction – Definition: genetic, species and ecosystem diversity
- Biogeographical classification of India
- Value of biodiversity: consumptive use, productive use, social, ethical aesthetic and option values
- Biodiversity at global, national and local levels
- India as a mega-diversity nation
- Hot-spots of biodiversity
- Threats to biodiversity: habitat loss, poaching of wildlife, man wildlife conflicts
- Endangered and endemic species of India
- Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity

(8 Lectures)

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

Unit-V

Environmental Pollution :

Definition :

- Causes, effects and control measures of Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear pollution
- Solid waste management: Causes, effects and control measures of urban and industrial wastes.
- Role of an individual in prevention of pollution
- Pollution case studies
- Disaster management: floods, earthquake, cyclone and landslides

(8 Lectures)

Unit-VI

Social Issues and the Environment

- From unsustainable to sustainable development
- Urban problems and related to energy
- Water conservation, rain water harvesting, watershed management
- Resettlement and rehabilitation of people; its problems and concerns. Case studies.
- Environmental ethics: Issues and possible solutions
- Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies.
- Wasteland reclamation
- Consumerism and waste products
- Environmental Protection Act, 1986
- Air (Prevention and Control of Pollution) Act, 1981
- Water (Prevention and control of Pollution) Act, 1974
- Wildlife Protection Act
- Forest Conservation Act
- Issues involved in enforcement of environmental legislation
- Public awareness

(7 Lectures)

Unit-VII

Human Population and the Environment

- Population growth, variation among nations
- Population explosion – Family Welfare Programmes
- Environment and human health
- Human Rights
- Value Education
- HIV / AIDS
- Women and Child Welfare
- Role of Information Technology in Environment and Human Health
- Case Studies

(6 Lectures)

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – IV

Unit-VIII

Field Work

- Visit to a local area to document environmental assets River / forest / grassland / hill / mountain
- Visit to a local polluted site – Urban / Rural / Industrial / Agricultural
- Study of common plants, insects, birds
- Study of simple ecosystems-pond, river, hill slopes, etc

(Field work equal to 5 lecture hours)

References:

1. Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad.
2. Down to Earth, Centre for Science and Environment, New Delhi.
3. Heywood, V.H. & Waston, R.T. 1995. Global Biodiversity Assessment, Cambridge House, Delhi.
4. Joseph, K. & Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi.
5. Kaushik, A. & Kaushik, C.P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi.
6. Rajagopalan, R. 2011. Environmental Studies from Crisis to Cure. Oxford University Press, New Delhi.
7. Sharma, J. P., Sharma. N.K. & Yadav, N.S. 2005. Comprehensive Environmental Studies, Laxmi Publications, New Delhi.
8. Sharma, P. D. 2009. Ecology and Environment, Rastogi Publications, Meerut.
9. State of India's Environment 2018 by Centre for Sciences and Environment, New Delhi
10. Subramanian, V. 2002. A Text Book in Environmental Sciences, Narosa Publishing House, New Delhi.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – V

**PAPER – I: LIGHTING
(PRACTICAL)**

Time: 3 Hrs.

Practical: 50 Marks

Course Contents:

Section A: Introduction to lighting, creative light, Characteristics of light, Basic Lighting Principals: Frontal lighting, side light, back light, lamp height, three point lighting, Measuring Light: Light meters, controlling light intensity, inverse square law, changing quality, changing color temperature.

Section B: Light planning; Lighting on location: Natural light, night lighting, public events; Light approaches; studio shoots; Motion picture lighting: The master scene; Lighting Styles; Pictorial effect; Natural Lighting: Sunlight and the realities; Decorative Lighting: Animated Lighting, cast shadows, light patterns, light movement.

Section C: Soft and hard light sources; Light Accessories: light stands, boom light, diffusers, dimmers; Light sources: Regular tungsten lamps, studio tungsten lamps, tungsten halogen (quartz) lamps, internal reflector lamp, metal halides.

Text and References:

- Motion Picture and Video Lighting, Brown: Blain, Focal Press, 1996
- Film and Video Terms and Concepts: Ferncase, Richard K. Boston: Focal Press, 1995
- Television Production Handbook: Zettl, Herbert Published 2005, Thomson Wadsworth
- TV Production: Gerald Millerson Published 1993, Focal Press

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – V

**PAPER – II: INTRODUCTION TO SCRIPTWRITING
(THEORY)**

Time: 3 Hrs.

Theory: 50 Marks

Instructions for Paper Setters:

Section A: 7 Very short answer type questions should be set out of which 5 have to be attempted of 6 marks each. (5x6= 30)

Section B: 3 long answer type questions should be set out of which 2 have to be attempted of 10 marks each. (10x2=20)

Course Contents:

Section A: Structure of the Script: Characters, dialogues, Action line, Turning Point; Developing Narrative Strategies

Section B: Three Act Structure: Relating External and Internal Conflict, First, second and Third act Characteristics; Three Act Skeleton; Directionality;

Section C: Language of Television Writing; movies for television; Writing the episodic Program, Tele-scripting.

Text and References:

- The Complete Book of Scriptwriting by J. Michael Straczynski
- Alternative Scriptwriting by Ken Dencyger, Focal Press.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – V

**PAPER – II: INTRODUCTION TO SCRIPTWRITING
(PRACTICAL)**

Practical: 50 Marks

Course Contents:

Section A: Structure of the Script: Characters, dialogues, Action line, Turning Point; Developing Narrative Strategies

Section B: Three Act Structure: Relating External and Internal Conflict, First, second and third act Characteristics; Three Act Skeleton; Directionality;

Section C: Language of Television Writing; movies for television; Writing the episodic Program, Tele-scripting.

Text and References:

- The Complete Book Of Scriptwriting by J. Michael Straczynski
- Alternative Scriptwriting by Ken Dencyger, Focal Press

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – V

**PAPER – III: HIGH DEFINITION CINEMATOGRAPHY
(THEORY)**

Time: 3 Hrs.

Theory: 50 Marks

Instructions for Paper Setters:

Section A: 7 Very short answer type questions should be set out of which 5 have to be attempted of 6 marks each. (5x6= 30)

Section B: 3 long answer type questions should be set out of which 2 have to be attempted of 10 marks each. (10x2=20)

Course Contents:

Section A: Digital Imaging: History of Digits, Digital Tonal Range, Linear and Logarithmic Sampling, Image Resolution, And Required Resolution for HD, Data Quantity; History of Television, Interlace Scanning, Progressive scanning

Section B: 1080 versus 720 in Television; CCD Sensors, CMOS Sensors, CCDs versus CMOS Chips, Color Filtering in Single Sensors, Image Sensors, Sensor Chip

Section C: Data Files: RAW Data Files, Look-up Tables; Lighting and Exposing for HD: HD Camera's Equivalent ASA Speed or ISO Ratings, Tonal Range, Lighting Ratios

Section D: Technology, Digital Tonal Range, Image Resolution, Required Resolution for HD, Data Quantity, High-Definition, The knowledge base, Editing and post production, formats to shoot, Progressive or interlace, Recording formats, HDV

Section E: HD affects other Crafts: Art and Design, Costume, Make-up and Hair, Sound, Scripts Supervision and Continuity, Second Assistant Cameraperson.

Text and Reference:

- High Definition Cinematography, Paul Wheeler, Focal Press

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – V

**PAPER – III: HIGH DEFINITION CINEMATOGRAPHY
(PRACTICAL)**

Practical: 50 Marks

Course Contents:

Section A: Digital Imaging: History of Digits, Digital Tonal Range, Linear and Logarithmic Sampling, Image Resolution, And Required Resolution for HD, Data Quantity; History of Television, Interlace Scanning, Progressive scanning

Section B: 1080 versus 720 in Television; CCD Sensors, CMOS Sensors, CCDs versus CMOS Chips, Color Filtering in Single Sensors, Image Sensors, Sensor Chip

Section C: Data Files: RAW Data Files, Look-up Tables; Lighting and Exposing for HD: HD Camera's Equivalent ASA Speed or ISO Ratings, Tonal Range, Lighting Ratios

Section D: Technology, Digital Tonal Range, Image Resolution, Required Resolution for HD, Data Quantity, High-Definition, The knowledge base, Editing and post production, formats to shoot, Progressive or interlace, Recording formats, HDV

Section E: HD affects other Crafts: Art and Design, Costume, Make-up and Hair, Sound, Scripts Supervision and Continuity, Second Assistant Cameraperson.

Text and Reference:

- High Definition Cinematography, Paul Wheeler, Focal Press

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – V

**PAPER – IV: HISTORY OF FILM AND THEATRE -I
(THEORY)**

Time: 3 Hrs.

Theory: 50 Marks

Instructions for Paper Setters:

Section A: 7 Very short answer type questions should be set out of which 5 have to be attempted of 6 marks each. (5x6= 30)

Section B: 3 long answer type questions should be set out of which 2 have to be attempted of 10 marks each. (10x2=20)

Course Contents:

Section A: Brief introduction to Performing Art

- a) Dance & Drama: Classical Sanskrit plays, Techniques, Vernacular, form, Ballet, Skit, Fold b)
Music: Vedic, Traditional, Classical, devotional, Ghazal, Traditional instruments.

Section B: History of Indian Cinema

- a) Introduction, extent of industry b) A Multilanguage industry
c) Hindi Film, the Bengal Art Film

Section C: Storytelling

Acting and storytelling; Applied storytelling; Platform storytelling

Section D: Film Theory

Early Film Theory; Critical Film theory

Text and References:

- Storytelling and Theatre by Michal Wilson
- Cinema, A Visual Anthropology by Gordan Gray

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BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – V

**PAPER – V: INTRODCUTION TO MOTION-I
(PRACTICAL)**

Practical: 50 Marks

Course Contents:

Section A: The Motion Interface, Workspace Overview, Utility Window, Canvas, Project Pane, Timing Pane, Window Arrangements, HUD.

Section B: User Interface Controls, Toolbar Controls, Slider Controls, Coordinate Controls, Dial Value Field, Activation Checkbox, Menus, Source Well, Color Controls, Gradient Controls, Mini-Curve Editor, Generic Inspector Controls, Rasterization indicator,

Section C: Creating and Managing Projects, Creating and Managing Projects, Basic Compositing, Using the Timeline, Using Behaviors, Key Frames and Curves, Using the Record Button, Applying Movement to a Clip.

Text and References:

- Apple Pro Training Series: Motion 4 by Mark Spencer.
- Apple Pro Training Series: Motion 3 by Damian Allen, Mark Spencer, Bryce Button, Tony Huet.

PAPER – VI: PROJECT-III

Practical: 50 Marks

Project is based on the combination of Software and make a short film.

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – VI

**PAPER – I: DIRECTING FILM AND DOCUMENTARY
(THEORY)**

Time: 3 Hrs.

Theory: 50 Marks

Instructions for Paper Setters:

Section A: 7 Very short answer type questions should be set out of which 5 have to be attempted of 6 marks each. (05x06= 30)

Section B: 3 long answer type questions should be set out of which 2 have to be attempted of 10 marks each. (10x02=20)

Course Contents:

Section A: Introduction, history, and future: The Director's Role, A brief And Function History of Documentary; Aesthetics and authorship: Authorship Challenges and Opportunities, Reconstruction, and docudrama, Documentary Theory, Project: Critical writing

Section B: Identity and authorship: Project: Recognizing your Creative Identity, Developing Your Story Idea; Screen craft: Screen Grammar, Project: screen craft Analysis, Projects; Basic Production

Section C: Production: Camera Equipment and Shooting Procedure, Lighting, Location Sound and Postproduction: Designing a Structure, Editing, Using Music and Working with a Composer, Fine Cut to Sound Mix

Section D: Shots, 180-Degree Rule, 30-Degree Rule, Screen Direction, Film-Time, Compression; Organizing Actions in a Dramatic Scene; Staging: Patterns of Dramatic Movement, Changing the Stage within a Scene, Staging as Part of a Film's Design, Working with a Location Floor Plan; Camera: The Camera as Narrator, Objective Camera, Subjective Camera, Shot Lists, Storyboards and Setups.

Text and References:

- Directing the Documentary, Michael Rabiger, Focal Press
- Film Directing Fundamentals, Nicholas T. Proferes

BACHELOR OF VOCATION (B.Voc.)
(ENTERTAINMENT TECHNOLOGY) SEMESTER – VI

**PAPER – I: DIRECTING FILM AND DOCUMENTARY
(PRACTICAL)**

Practical: 50 Marks

Course Contents:

- Section A:** Introduction, history, and future: The Director's Role, A brief And Function History of Documentary; Aesthetics and authorship: Authorship Challenges and Opportunities, Reconstruction, and docudrama, Documentary Theory, Project: Critical writing
- Section B:** Identity and authorship: Project: Recognizing your Creative Identity, Developing Your Story Idea; Screen craft: Screen Grammar, Project: screen craft Analysis, Projects; Basic Production
- Section C:** Production: Camera Equipment and Shooting Procedure, Lighting, Location Sound and Postproduction: Designing a Structure, Editing, Using Music and Working with a Composer, Fine Cut to Sound Mix
- Section D:** Shots, 180-Degree Rule, 30-Degree Rule, Screen Direction, Film-Time, Compression; Organizing Actions in a Dramatic Scene; Staging: Patterns of Dramatic Movement, Changing the Stage within a Scene, Staging as Part of a Film's Design, Working with a Location Floor Plan; Camera: The Camera as Narrator, Objective Camera, Subjective Camera, Shot Lists, Storyboards and Setups.

Text and References:

- Directing the Documentary, Michael Rabiger, Focal Press
- Film Directing Fundamentals, Nicholas T. Proferes

**PAPER – II: 3DS Max
(PRACTICAL)**

Practical: 50 Marks

Course Contents:

- Section A:** Introducing 3d Max, Exploring View Ports; Meeting The Max Interface; Command Panels; The Main Toolbar Options; Using Primitives & Splines; Selection & Transform Tools
- Section B:** Pivot Points; Using the Align Command; Using Grids; Cloning Objects and Object Arrays; Grouping and Linking Objects
- Section C:** Relationship Between Parent, Chills & Root Relationships; Linking & Unlinking Objects; Links & Hierarchies; Rearranging Nodes; Deleting Nodes; Node Colors; Changing The Object Color
- Section D:** Modeling With Modifiers; Basic Axial Modifier: Bend; Taper, Twist, Stretch, Squeeze, Push, Mirror and Skew; Spline Based Modifiers; Mesh Level Modeling; Patch Modeling
- Section E:** Compound Object; Working With Nurbs; Working With Lights; Basics Of Lightning; Types Of Light & Their Parameters; Camera & Camera types; Animation, Animation Parameters
- Section F:** Introduction to Character Studio Max, Working, Animating and Creating with biped; Working with Facial Expressions, lip sync & Dialogue; Using freeform animation; Using IK constraints; Editing biped in figure mode; Working with footsteps, Understanding biped anatomy, Working with physique, Adjusting skin with biped, Crowd animation, Rigging: character control, props and mechanical.

Assignment – Modeling and Animation

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**PAPER – III: HISTORY OF FILM AND THEATRE – II
(THEORY)**

Time: 3 Hrs.

Theory: 50 Marks

Instructions for Paper Setters:

Section A: 7 Very short answer type questions should be set out of which 5 have to be attempted of 6 marks each. (05x06= 30)

Section B: 3 long answer type questions should be set out of which 2 have to be attempted of 10 marks each. (10x02=20)

Course Contents:

Section A: Types of Films

War Films, Horror Films, Detective, Thriller and Spy Films, Science Fiction, Social Fictions; Documentary Films; Ad Films

Section B: Modern Theatre

The Tradition of Modern theatre; Characteristics of Modern Theatre; Classical Traditions and its Predecessors

Section C: Art

The Nature of Art, the Theatre as a Fine Art; the Audience and Critics

Section D: Play

The Play Wright; the Director; Actor

Text and References:

- Indian theatre: tradition of Performance by Farley P. Richmond
- Theatre: Its art and Craft by Stephen Archer

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**PAPER – IV: NUENDO
(THEORY)**

Time: 3 Hrs.

**Total: 100 Marks
Theory: 50 Marks**

Instructions for Paper Setters:

Section A: 7 Very short answer type questions should be set out of which 5 have to be attempted of 6 marks each. (05x06= 30)

Section B: 3 long answer type questions should be set out of which 2 have to be attempted of 10 marks each. (10x02=20)

Course Contents:

Section A: VST Connections: Setting up input and output busses, Introduction to Steinberg Nuendo; Toolbars, Playback and the Transport panel

Section B: Recording: Background, Basic recording methods, Audio recording specifics, MIDI Recording Specifics, Options and Settings

Section C: The Project Window; Folder tracks; Fades and crossfades; Using Markers; The Mixer, Audio Effects

Section D: Recording MIDI, MIDI tracks, VST instruments, Tempo Mapping; Surround Sound; Automation; Audio Processing and functions; sample Editor

Section E: Object and Range Selection, Advanced Editing, MIDI Editing; Track Sheet; Export Audio Mix Down; Customizing

Text and References:

- Nuendo 5 Power!: The Comprehensive Guide by Ashely Shepherd
- Nuendo 2 Media Production System, Steinberg

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**PAPER – IV: NUENDO
(PRACTICAL)**

Practical: 50 Marks

Course Contents:

Section A: VST Connections: Setting up input and output busses, Introduction to Steinberg Nuendo; Toolbars, Playback and the Transport panel

Section B: Recording: Background, Basic recording methods, Audio recording specifics, MIDI Recording Specifics, Options and Settings

Section C: The Project Window; Folder tracks; Fades and crossfades; Using Markers; The Mixer, Audio Effects

Section D: Recording MIDI, MIDI tracks, VST instruments, Tempo Mapping; Surround Sound; Automation; Audio Processing and functions; sample Editor

Section E: Object and Range Selection, Advanced Editing, MIDI Editing; Track Sheet; Export Audio Mix Down; Customizing

Text and References:

- Nuendo 5 Power!: The Comprehensive Guide by Ashely Shepherd
- Nuendo 2 Media Production System, Steinberg

**PAPER – V: INTRODCUTION TO MOTION–II
(PRACTICAL)**

Practical: 50 Marks

Course Contents:

Section A: Animating Filters, Animation Behaviors, Animation Menu, The Reset Button, Animating in the Timeline, Modifying Key Frames in the Timeline, Animating in the Key Frame Editor, Filtering the Parameter List, Modifying Curves, Mini-Curve Editor, Animating on the Fly, Key Frame Thinning.

Section B: Working with Particles, Using the Replicator, Using Replicators in 3D Space

Section C: Creating and Editing Text, Animating Text, Text Animation and Text Sequence Behaviors Sequence, Text Behavior, Scroll Text Behavior, Text Tracking Behavior, Type on Behavior Preset Text Sequence Behaviors, Saving a Modified Text Behavior to the Library, Using Other Behaviors with Text, Using Behaviors to Animate Text in 3D.

Section D: Generators, Filters, Using Shapes, Masks and Paint Strokes, 3D Composing, Motion Tracking, Working with Audio, Key Framing Level and Pan Changes, Cross Fading Audio Track, Outputting Motion Projects.

Text and References:

- Apple Pro Training Series: Motion 4 by Mark Spencer.
- Apple Pro Training Series: Motion 3 by Damian Allen, Mark Spencer, Bryce Button, Tony Huet.

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(ENTERTAINMENT TECHNOLOGY) SEMESTER – VI

PAPER – VI: PROJECT-IV

Total Marks: 50
Practical: 50 Marks

Project is based on the combination of Software