

Semester	3
Course	Major
Paper Title	Video Editing
Paper Code	C2MV230321P
No. of Credits	4
Theory / Practical / Composite	Practical
Minimum No. of preparatory hours per week a student has to devote	4
Number of Modules	NA
Syllabus	<ul style="list-style-type: none"> ● Understanding basic units and terms of film editing ● Recognising Frame, Shot, Scene, Sequence, Cut ● Exercises on recognition of shots in a scene ● Transitions and its applications ● Types of shots and their utility ● Areas of control and choice in editing---- (Spatial, Temporal, Rhythmic, Graphic) ● Characteristics of Digital Nonlinear editing ● Understanding various digital formats and their resolution ● Learning a digital nonlinear editing software ● Editing of silent short scenes ● Analysis of film(s)/sequences ● Imagining a sequence into actual realizable shot units
Learning Outcomes	<ul style="list-style-type: none"> ● Students will be introduced to basic terms and concepts of video editing. ● Students will get a detailed knowledge on the various digital formats ● Students will learn the application of a digital nonlinear editing software. ● Students will learn how to structure a given footage into a finished product.
Reading/Reference Lists	<ul style="list-style-type: none"> ● Bowen, C. (2017). <i>Grammar of the Edit</i> (4th ed.) Focal Press. ● Reisz, K., & Gavin, M. (2014). <i>The Technique of Film Editing</i> (2nd ed.). New York: Hastings House.

		<ul style="list-style-type: none"> ● Murch, W. (2001). <i>In The Blink of an Eye: A Perspective on Film Editing</i> (2nd ed.). Silman-James Press. ● Dancyger, K. (2019). <i>The Technique of Film and Video Editing</i> (6th ed.) Boston: Focal Press. ● Bordwell, D., & Thompson, K. (2020). <i>Film Art: An Introduction</i>. (12th ed.) The McGraw-Hill Companies.
Evaluation		Practical (if applicable) CA: 80 Semester Exam: 15
Paper Structure for Theory Semester Exam		