

## SYLLABUS

SEMESTER- 7

L	T	P
3	0	10

Film Editing

SP.PAPER-7

# Post Production and Color Management

Credits-3

L	T	P
3	0	10

## 1. Data Management and Compression

- 1.1 Work Flow, Data, and Color Management
- 1.2 Look Management
- 1.3 Color Correction, LUT
- 1.4 Data Management

## 2. File Formats, Log Encoding, Data, and Compression

- 2.1 Motion Picture Image File Types
- 2.2 Codecs, Containers, and Wrappers
- 2.3 Image Compression
- 2.4 Academy ASC Common File Format for Look-Up Tables
- 2.5 Color Correction and Look Modification Tools: Black magic Resolve,
- 2.6 Assimilate Scratch, Film light Base light
- 2.7 Post Production File Types
- 2.8 Cloud-Enabled Workflows

## 3. Post Production and Digital Intermediate

- 3.1 Handling of Original Media
- 3.2 Editing, Visual Effects and Computer Generated Images
- 3.3 Digital Intermediate: Color Correction
- 3.4 The Principal Tools of Color Correction . . . .
- 3.5 Primary Color Corrections
- 3.6 Lift, Gamma, Gain/Slope, Offset, Power/Hue/Saturation
- 3.7 Secondary Color Correction
- 3.8 Power Windows and Shapes
- 3.9 Noise Reduction, Sharpening
- 3.10 Color Correction Systems: Black magic Resolve, Assimilate Scratch, Film light Base light

## 4. Delivering and Archiving Digital Movies

- 4.1 Digital Cinema Initiatives, LLC (DCI): Architect of Digital Cinema
- 4.2 The Digital Dilemma
- 4.3 The Digital Cinema Package or DCP, DCP Delivery to Theatres
- 4.4 The Migration from Film to Digital
- 4.5 A Simplified Motion Picture Studio Deliverables List for Film Projects

## 5. Making of DCP and Distribution

- 5.1 Basic ideas of compression and the need for the same.
- 5.2 The distribution strategy, how does compression help in distribution

- 5.3 The digital distribution systems and its disadvantages over the legacy formats
- 5.4 The birth of digital distribution
- 5.5 The early DCPs
- 5.6 The standardised DCP
- 5.7 What's inside the package
- 5.8 The future of DCP

## 6. Editing for Trailers and Promos

- **Topics:**
  - Techniques for cutting effective trailers.
  - Building tension and excitement in short promos.
  - The commercial aspect of editing for marketing.
- **Practical:** Edit a trailer or promo for a feature film.

**Assignment:** Compare the editing of different trailers for the same film

### Professional Practices and Career Development

- Building a career in film editing: networking, portfolios, and showreels.
- Understanding the business side of editing: contracts, negotiations, and freelancing.
- Trends and future developments in film editing.
- **Practical:** Create a professional showreel showcasing advanced editing work.
- **Assignment:** Develop a career plan, including potential paths and goals in the film editing industry.

### Practical:

1. Intro to DI : Resolve
2. Import : Video, Audio
3. Project Setting
4. Conforming
5. Primary Color Correction (Lift, Gamma, Gain)
6. Basic Secondary Correction (Window, Qualifier, Key frame, Tracking, Noise Correction)
7. Delivery : MOV, DCP

### Reference :

1. Digital Cinematography – David Stump
2. Digital Imaging – Blain Brown