



GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Diploma Engineering

Level: Diploma

Branch: Film Technology and TV Production (Cinematography)

Subject Code : DI01068011

Subject Name : Basics of Film & TV Industry

w. e. f. Academic Year:	2026-27
Semester:	1 st
Category of the Course:	PCC

Prerequisite:	Basic familiarity with art materials such as pencils, paper, and colours; interest in drawing, creativity, visual storytelling, and animation. No prior knowledge of animation software is required.
Rationale:	This course introduces students to the fundamentals of art and animation, enabling them to develop creativity, observation, drawing, and visual storytelling skills. It provides a foundation for understanding animation principles, production processes, and digital tools used in the animation and multimedia industry.

Course Outcome:

After Completion of the Course, Student will able to:

No	Course Outcomes	RBT Level
01	Describe the fundamentals of art, animation, and the animation production pipeline.	Understand
02	Apply elements and principles of art in visual compositions and storytelling.	Apply
03	Demonstrate drawing, sketching, shading, and perspective techniques for visual representation.	Apply
04	Apply the principles of animation in character and object movement studies.	Apply
05	Identify various animation techniques, tools, and software used in animation production.	Apply

**Revised Bloom's Taxonomy (RBT)*

Teaching and Examination Scheme:

Teaching Scheme (in Hours)			Total Credits L+T+ (PR/2)	Assessment Pattern and Marks				Total Marks
L	T	PR	C	Theory		Tutorial / Practical		
				ESE (E)	PA(M)	PA (I)	ESE (V)	
3	0	2	4	70	30	20	30	150



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Course Content:

Unit No.	Content	Hours	Marks %
1. <u>Introduction to the Film & TV Ecosystem</u>	• Evolution of cinema and television • Overview of Indian film industries (Bollywood, regional, South Indian) • Studio system vs independent filmmaking • Broadcast networks, cable, DTT, and OTT platforms	9	20
2. <u>Pre-Production Workflows</u>	• Concept and ideation • Screenwriting basics and narrative structure • Script breakdown, scheduling, budgeting • Casting, location scouting, and legal clearances	9	20
3. <u>Production & Principal Photography</u>	• Camera and composition fundamentals • Lighting setups and color temperature • Audio capture and synchronization • Crew roles and on-set coordination	9	20
4. <u>Post-Production & Digital Mastering</u>	• Editing principles and NLE workflow • Sound design and mixing • Introduction to VFX and color grading	9	20
5. <u>Media Economics & Distribution Basics</u>	• Film distribution and revenue models • Television economics and TRP understanding • CBFC guidelines and IP rights overview	9	20
	Total	45	100

Suggested Specification Table with Marks (Theory):

Distribution of Theory Marks (in %)					
R Level	U Level	A Level	N Level	E Level	C Level
20	30	50			

Where R: Remember; U: Understanding; A: Application, N: Analyze and E: Evaluate C: Create (as per Revised Bloom's Taxonomy)



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References/Suggested Learning Resources:

(a) Books:

1. R. R. Gulati, "Modern Television Practice (Transmission, Reception and Applications)", New Age International Publishers; (1 January 2015), ISBN-10: 8122437842, ISBN-13: 978-8122437843
2. David Bordwell and Kristin Thompson, "Film Art: An Introduction", McGraw-Hill Education; (6 July 2012), ISBN-10: 0073535109, ISBN-13: 978-0073535104.
3. Steven Ascher and Edward Pincus, "The Filmmaker's Handbook: A Comprehensive Guide for the Digital Age", Plume; Fourth Edition (2012), ISBN-13: 978-1101613801.
4. R. G. Gupta, "Audio and Video Systems", McGraw-Hill Education (India) Pvt. Ltd., ISBN 10: 0074621408 ISBN 13: 9780074621400.
5. Herbert Zettl, "Television Production Handbook", Cengage Learning; Twelfth Edition (2014), ISBN-10: 1285464877, ISBN-13: 978-1285464879.

(b) Open source software and website:

- Blender (3D Animation and Video Editing) – <https://www.blender.org>
- Kdenlive (Video Editing Software) – <https://kdenlive.org>
- Shotcut (Video Editing Software) – <https://shotcut.org>
- OpenShot (Video Editing Software) – <https://www.openshot.org>
- Audacity (Audio Recording and Editing) – <https://www.audacityteam.org>
- OBS Studio (Video Recording and Live Streaming) – <https://obsproject.com>
- DaVinci Resolve (Free Version for Video Editing and Color Grading) – <https://www.blackmagicdesign.com/products/davinciresolve>
- Film Riot (Filmmaking Tutorials) – <https://www.filmriot.com>
- No Film School (Film & TV Industry Learning Resources) – <https://nofilmschool.com>
- StudioBinder (Production Planning and Script Breakdown) – <https://www.studiobinder.com>
- SWAYAM Online Courses – <https://swayam.gov.in>
- NPTEL Online Learning Platform – <https://nptel.ac.in>

Suggested Course Practical List:

1. Study and presentation on the evolution of Film and Television Industry.
2. Comparative analysis of Indian Film Industries (Bollywood, Regional Cinema, OTT Platforms).
3. Script reading and identification of basic production requirements.
4. Preparation of a logline and concept note for a short film or TV program.
5. Script formatting and screenplay writing exercise.
6. Script breakdown for cast, locations, props, costumes, and production requirements.
7. Camera composition exercise using Rule of Thirds, Headroom, and Lead Room principles.
8. Demonstration of basic camera movements such as Pan, Tilt, Dolly, and Zoom.
9. Practical setup of Three-Point Lighting (Key Light, Fill Light, and Back Light).
10. Study and comparison of different microphones used in film and television production.
11. Audio recording exercise using available recording devices and microphones.
12. Preparation of a storyboard for a short video sequence.
13. Video shooting exercise demonstrating continuity and shot composition.



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14. Basic video editing exercise using editing software.
15. Audio synchronization and basic sound editing exercise.
16. Chroma Key (Green Screen) demonstration and background replacement.
17. Color correction and color grading demonstration.
18. Case study presentation on film distribution, television broadcasting, and OTT platforms.
19. Study of CBFC guidelines, copyright, and intellectual property rights in media.
20. Mini project involving planning, shooting, editing, and presentation of a short video production.

List of Laboratory/Learning Resources Required:

1. Write and format a 3 to 5-page original short film script or television commercial (TVC).
2. Take an existing 5-page script excerpt and perform a complete production breakdown.
3. Capture a series of still images or short video clips demonstrating precise camera composition rules.
4. Execute clean physical camera movements utilizing available stabilizing equipment (tripods, sliders, or handheld steady rigs).
5. Arrange a standard lighting grid inside a studio environment to illuminate a subject.
6. Test multi-source audio capturing across directional microphones.
7. Record custom texture sound effects (Foley) in a studio setting to accompany a silent video asset.
8. Remove green or blue screen backdrops and match color properties across mixed footage pools.
9. Assemble raw footage sequences inside an industry editing software ecosystem (such as Adobe Premiere Pro, DaVinci Resolve, or Final Cut Pro).

Suggested Activities for Students:

- a) Watch and analyze selected films, television programs, and OTT content to understand storytelling and production techniques.
- b) Prepare presentations on the evolution of cinema, television, and digital streaming platforms.
- c) Study and compare different film industries such as Bollywood, regional cinema, and international cinema.
- d) Participate in script reading, screenplay analysis, and story development exercises.
- e) Create storyboards for short film, television, or advertisement concepts.
- f) Practice camera framing, composition, and basic camera movement exercises.
- g) Conduct lighting and audio recording demonstrations using available equipment.
- h) Visit film studios, television production houses, broadcasting stations, or media organizations and prepare observation reports.
- i) Analyze film trailers, advertisements, and television programs from technical and creative perspectives.
- j) Participate in group discussions on contemporary trends in film, television, and OTT platforms.
- k) Explore video editing, audio editing, and visual effects software through guided exercises.
- l) Develop and present a short video project demonstrating basic pre-production, production, and post-production workflows.
- m) Study media laws, copyright regulations, and CBFC guidelines through case studies.
- n) Participate in film screenings, media festivals, workshops, and industry interaction programs.

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