



**Course Title: Screen Arts III**

**Course Code:**

**Credit Units: 6**

**Level: UG**

L	T	P/S	SW	FW	PSDA	TOTAL CREDIT UNITS
0	0	6	6	0	4	6

**Course Objectives:** The Screen Arts Courses are aimed at giving introductory and intermediate knowledge about all the Arts that are exhibited on Screens. A screen can be a movie theater screen, a TV screen, a computer or laptop screen or even a mobile phone screen.

The Screen Arts Courses (I, II, III and IV) are building block Courses that will lead a student from basic understanding of all these Arts to an intermediate level of application of these Arts. Each Course will have the previous Course(s) as pre-requisite(s).

**Prerequisites:** Screen Arts II

Course Contents/Syllabus:	Weightage
<b>Module I: Acting III</b>	<b>30%</b>
i. Theatre games and Improvisational exercises. ii. Finding multiple dimensions of your own personality. iii. Using principle of changing roles in real life for creating a character. iv. Understanding spatial relationship when working together in a scene v. Using transferences and substitutions to recreate physical world and relationships. vi. Using particularization to bring specificity to the realistic work. vii. Performing a Scene for Theater.	
<b>Module II: Filmmaking III</b>	<b>35%</b>
i. Intermediate Cinematography I ii. Intermediate Production Design I iii. Intermediate Editing I iv. Intermediate Sound Design and Sound Recording I v. Project Work	
<b>Module III: Animation III</b>	<b>35%</b>



<ol style="list-style-type: none"> <li>i. 2D Animation Filmmaking</li> <li>ii. 3D Animation Filmmaking</li> <li>iii. Project Work</li> </ol>	
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### Course Learning Outcomes:

At the end of this Course, students will have a further understanding of the Screen Arts.

1. Students will be able to critically **evaluate** various craft of filmmaking. (**Evaluate**)
2. Students will **create** in 2D Animation (**Create**)
3. Students will **create** in 3D Animation (b)
4. Students **create** a character using Uta Hagen’s six steps and her exercises in recreating behaviour. (**Create**)
5. Students will **analyze** using principle of changing roles in real life for creating a character. (**Analyze**)
6. Students will **analyze** using transferences and substitutions to recreate physical world and relationships. Using particularization to bring specificity to the realistic work. (**Analyze**)
7. Students will **create** inter-disciplinary Projects (**Create**)

### Professional Skill Development Activities (PSDA):

1. PSDA 1: Scene work from a play
2. PSDA 2: Short film project
3. PSDA 3: 2D or 3D Animation Project
4. PSDA 4: Interdisciplinary Project

### Pedagogy for Course Delivery:

Along with the theory inputs, this Course will be taught using tools such as screening of films, theater performances, demonstration and use of various equipment and software to create for Screens. Field Trips to various Theaters and Production Houses will round out students’ learning.

### Assessment/ Examination Scheme:

Theory L/T (%)	Lab/Practical/Studio (%)	End Term Examination
<b>0</b>	<b>100%</b>	<b>50</b>

### Practical Assessment (P&S):

Continuous Assessment/Internal Assessment					End Term Assessment
Components (Drop down)	Studio Exercise 1	Studio Exercise 2	Studio Exercise 3	Attendance	End of Term Practical Project
Evaluation of PSDAs	PSDA 1, 2, 3	PSDA 1, 2, 3	PSDA 1, 2, 3		PSDA 4



<b>Weightage (%)</b>	<b>15%</b>	<b>15%</b>	<b>15%</b>	<b>5%</b>	<b>50%</b>
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**Matrix CLO Vs. Assessment Components**

Bloom's Taxonomy	Remember	Understand	Apply	Analyze CLO 5, 6	Evaluate CLO 1	Create CLO 2, 3, 4, 7
<b>Assessment Components (AC)</b>						
Attendance (A)						
Studio Exercise I				✓	✓	✓
Studio Exercise II				✓	✓	✓
Studio Exercise III				✓	✓	✓
End of Semester Practical Project				✓	✓	✓

Course Learning Outcomes	CLO1	CLO2	CLO3	CLO4	CLO5	CLO6	CLO7
<b>Graduate Attributes</b>							
Knowledge and Expertise of Discipline	✓	✓	✓	✓	✓	✓	✓
Self-directed and Active learning	✓	✓	✓	✓	✓	✓	✓
Research and Enquiry	✓	✓	✓	✓	✓	✓	✓
Information & Communication Technology Skills	✓	✓	✓				✓
Critical thinking and Problem-Solving Abilities	✓	✓	✓	✓	✓	✓	✓
Communication Skills	✓			✓	✓	✓	✓
Creativity, Innovation & Reflective Thinking	✓	✓	✓	✓	✓	✓	✓
Analytical & Decision-Making Ability	✓	✓	✓				✓
Leadership & Teamwork	✓	✓	✓				✓
Multicultural Understanding & Global Outlook				✓	✓	✓	
Integrity and Ethics							✓
Social & Emotional Skills				✓	✓	✓	✓
Employability, Enterprise & Entrepreneurship	✓	✓	✓				✓
Lifelong Learning	✓	✓	✓	✓	✓	✓	✓
Environment and Sustainability							

**Text:**

1. Making Movies by Sidney Lumet
2. In the Blink of an Eye by Walter Murch



3. *Sculpting in Time* by Andrei Tarkovsky
4. *Creating a Role* by Constantin Stanislavski.
5. *Respect for Acting* by Uta Hagen. (1973).
6. *The Animator's Survival Kit* by Richard Williams
7. *The Illusion of Life* by Frank Thomas & Ollie Johnston
8. *Animation for Beginners* by Morr Meroz