Semester	1
Paper Number	HMVCR1022T/HMVCR1022P
Paper Title	Audiography I and Editing I
No. of Credits	6
Theory/Composite	Composite
No. of periods assigned	Th:2 Pr:4
Name of Faculty member(s)	
Course description/objective	Module A
	 Introduction to the concepts of pure sound and applied sound - Basic principles of Sound and Recording. The students will be evaluated for their understanding and comprehension of the historical and physical aspects of sound. Module B Introduction to basic concepts of video editing terms, its applications and a
Syllabus	brief look into the evolution of editing. Module A
	 Module A Theory (13 classes approx.) Experiencing sound, listening aspects and practice. Identifying characteristics of a sound in terms of loudness, pitch, perspective and content. History of sound recording. Starting from wire recorders, phonograph, magnetic and digital recording - a journey through the development of technology and aesthetics of recording science. Relationship between sound and image. Silent films and transition to talkies. The 4 different elements of sound design: Dialogue, Music, Ambience (non sync) and Foley (Sync). Diegetic and non diegetic sound. Principles of sound. Generation and propagation. SHM, Amplitude, wavelength and frequency, their relationship, velocity of sound in different mediums, amplitude and loudness perception, acoustics- phase, reverberation, delay, diffraction and absorption, attack and decay of sound, quality, signal to noise ratio, distortion. Human hearing mechanism, basics of psychoacoustics. Mono and Stereo.
	 Practical (26 classes approx.) Listening exercise in various conditions (indoor and outdoor), identifying and describing the elements of a soundtrack. Recording individual sounds and ambiences using a simple recorder (mobile phone) and professional recorder. Hearing the movies: Close reading of film soundtrack. Individual project where students will identify and analyze the components of sound design, indicate presence or absence of sound components in the soundtrack of 2 text films. Comment on the overall effect in terms of mix, take examples from music (BGM) and analyze how it contributes to the final experience. Recording of an entire production in parts, using a DAW, editing sound, application of basic effects like equalization and reverberation.
	 Module B Theory (13 classes approx.) What is Editing Understanding basic units Scene, Shot, Frame, Cut, Transitions Evolution of editing From the Early Days of Editing 4 areas of control and choice in editing Spatial, Temporal, Rhythmic, Graphic Close reading of a film Linear and Digital Nonlinear editing Practical (26 classes approx.)
	Introduction to a Digital Nonlinear editing software
Texts Reading/Reference Lists	 N/A Kenny, Tom. Sound for picture, the art of sound design for film and tv (mix pro audio series). Artistpro. 2000. Rumsey, Francis and Tim McCormick. Sound and Recording, Focal Press, Sixth Edition. 2009. Everest, F. Alton, and Ken C Pohlmann. Master Handbook of Acoustics. The

	End-Sem: 30T End Sem:50P
Evaluation	CIA: 20
	Hughes, Michael. <i>Digital Filmmaking for Beginners: A Practical Guide to Video Production</i> . The McGraw-Hill Companies. 2012.
	 Bordwell, David, and Kristin Thompson. Film Art: An Introduction. The McGraw-Hill Companies. 2016.
	 Dancyger, Ken. The Technique of Film and Video Editing. Boston: Focal Press, Fifth Edition. 2013.
	 Murch, Walter. In The Blink of an Eye: A Perspective on Film Editing. Silman-James Press. 2001.
	 Reisz, Karel, and Gavin Millar. The Technique of Film Editing. New York: Hastings House. Second Edition. 2010.
	• Thompson, Roy and Bowen, Christopher. <i>Grammar of the Edit</i> . Oxford: Focal Press. Third edition 2013.
	McGraw-Hill Companies. 2009.