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Khesar Gyalpo University of Medical Sciences of Bhutan Royal Government of Bhutan Thimphu: Bhutan



Course Title: Visual Editing and Camera Works (Cinematography)
Course Duration: 15 Days

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Day	Topic
1	Introduction to Visual Storytelling
	Photography as Art
	Power of image
	The Frame & Aspect Ratio
	Introduction to Camera
2	Creative use of Exposure Time
2	Exposure and shutter speed
	Controlling exposure
	Introduction to Lens
2	 Lens less Photography and convergence
3	 Guidelines for choosing lens
	• Lens Type
	Introduction to Camera Placement
4	Camera Distance
4	Camera Height and angle
	 Types of Viewpoint
5	Introduction to camera Movement
	Types of Camera Movement
	Moving Camera Successfully
	Introduction to lighting Tools
	Illumination and Depth
6	Properties of light
	Improvised Lighting Tools
	Introduction to Creative Lighting
7	Three-Point Lighting
7	Visual Intensity, Contrast and Affinity
	Storytelling with Lighting
	Introduction to Color
0	Types of Colors
8	Color Interpretation
	Emotion and Color
	Introduction to Story
9	Story Basics, Narrative film and Conflict
	Three-Act Structure
	Telling a Story
	The Shot list and storyboard



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10	Introduction to Long Take
	Shooting Sufficient Material
	Camera Movement, lighting and Performance
	Designing a Long Take
11	Introduction to Continuity
	Analysis and Structure in Scene
	Continuity of Space
12	Introduction to Collaboration
	Building a Winning team
	Finding filmmakers and resources
13	Introduction to Blender
14	Animating 3D (character and BG Development)
15	Developing Animation

Remarks: Adobe Premier Pro and Blender software should be used as an editing software, and professional camera should be used to demonstrate hands-on practice.



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Course Title: Special Effects (VFX) and Motion Graphics Course Duration: 21 Days

Introduction to special effects Usage of photo editing software Usage of visual effect software Patent and copyright Importance of cultural Sensitivity Importance of color theory Use of color theory Use of color theory Basic of Lighting Types of lighting Correct use of position and scaling Types of looks Methods of Light direction Rendering procedures Color combination styles Methods of Character Development Importance of Story concepts Strategic Lighting Correct use of position and scaling Strategic Lighting Correct use of position and scaling How to operate of Story concepts Rendering procedures Correct use of position and scaling Reflections Rendering procedures Strategic Story concepts Reflections Reflections Mode of Color Respondence of Shadow Reflections Respondence of Shadow Respondence of S	Day	Topic
1 Usage of photo editing software 2 Usage of visual effect software 2 Importance of cultural Sensitivity 3 Importance of color theory 4 Use of color theory 5 Use of color theory 6 Basic of Lighting 7 Types of lighting 9 Correct use of position and scaling 7 Methods of Light direction 8 Rendering procedures 9 Color combination styles 7 Methods of Character Development 9 Importance of Story concepts 8 Strategic Lighting 9 Correct use of position and scaling 9 Importance of shooting location 9 Importance of shooting location 9 Importance of Shadow 11 Reflections 10 How to operate camera 10 Importance of Shadow 11 Reflections 12 Basic of fire and dust 13 How to Create matte 15 Basic of Splines 14 Introduction to Motion Graphics 15 Usage of tool bar in CS6 16 Usage of drawing tool 17 Animations using Motion tweens		Introduction to special effects
- Usage of visual effect software 2	1	
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Usage of drawing tools Animations Using Shape Tweens Drawing with pen tool Animations using Motion tweens	15	
Drawing with pen tool Animations using Motion tweens	13	Usage of drawing tools
Drawing with pen tool Animations using Motion tweens	16	
	10	Drawing with pen tool
Creating and animating masks	17	
	1 /	Creating and animating masks



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18	 Creating interactive navigation
	ActionScript from an animation
19	Introduction to Adobe Animate CC
1)	
20	Creating characters and BG Artworks
20	
21	Developing animation
21	Developing animation

Remarks: Adobe After Effects, Photoshop and Animate CC software should be used; and shooting with green screen.



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Course Title: Voice Recording, Dubbing and Editing of the Voice and Sound Course
Duration: 5 Days

Day	Topic
1	Introduction to system setup
	Basics of audio recording software
2	Recording
	Audio sync and trim
	Audio gain matching
3	Noise reduction
	Audio effects
4	Exporting of audio
5	Practical session on voice recording and editing

Remarks: Adobe Audition software should be used, and our recording studio should be used.