



གཤམ་རྒྱལ་པོ་གསོ་རིག་གཞུགས་ལག་སློབ་ལྷན།
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

Day	Topic
1	<ul style="list-style-type: none">• Introduction to Visual Storytelling• Photography as Art• Power of image• The Frame & Aspect Ratio
2	<ul style="list-style-type: none">• Introduction to Camera• Creative use of Exposure Time• Exposure and shutter speed• Controlling exposure
3	<ul style="list-style-type: none">• Introduction to Lens• Lens less Photography and convergence• Guidelines for choosing lens• Lens Type
4	<ul style="list-style-type: none">• Introduction to Camera Placement• Camera Distance• Camera Height and angle• Types of Viewpoint
5	<ul style="list-style-type: none">• Introduction to camera Movement• Types of Camera Movement• Moving Camera Successfully
6	<ul style="list-style-type: none">• Introduction to lighting Tools• Illumination and Depth• Properties of light• Improvised Lighting Tools
7	<ul style="list-style-type: none">• Introduction to Creative Lighting• Three-Point Lighting• Visual Intensity, Contrast and Affinity• Storytelling with Lighting
8	<ul style="list-style-type: none">• Introduction to Color• Types of Colors• Color Interpretation• Emotion and Color
9	<ul style="list-style-type: none">• Introduction to Story• Story Basics, Narrative film and Conflict• Three-Act Structure• Telling a Story• The Shot list and storyboard



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10	<ul style="list-style-type: none">• Introduction to Long Take• Shooting Sufficient Material• Camera Movement, lighting and Performance• Designing a Long Take
11	<ul style="list-style-type: none">• Introduction to Continuity• Analysis and Structure in Scene• Continuity of Space
12	<ul style="list-style-type: none">• Introduction to Collaboration• Building a Winning team• Finding filmmakers and resources
13	<ul style="list-style-type: none">• Introduction to Blender
14	<ul style="list-style-type: none">• Animating 3D (character and BG Development)
15	<ul style="list-style-type: none">• 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

Day	Topic
1	<ul style="list-style-type: none"> • Introduction to special effects • Usage of photo editing software • Usage of visual effect software
2	<ul style="list-style-type: none"> • Patent and copyright • Importance of cultural Sensitivity
3	<ul style="list-style-type: none"> • Importance of color theory • Use of color theory
4	<ul style="list-style-type: none"> • Basic of Lighting • Types of lighting • Correct use of position and scaling
5	<ul style="list-style-type: none"> • Types of looks • Methods of Light direction
6	<ul style="list-style-type: none"> • Rendering procedures • Color combination styles
7	<ul style="list-style-type: none"> • Methods of Character Development • Importance of Story concepts
8	<ul style="list-style-type: none"> • Strategic Lighting • Correct use of position and scaling
9	<ul style="list-style-type: none"> • Importance of shooting location • Strategic scene location set up
10	<ul style="list-style-type: none"> • How to operate camera • Importance of Shadow
11	<ul style="list-style-type: none"> • Reflections • Mode of color
12	<ul style="list-style-type: none"> • Basic of fire and dust • Know about Sparks and Rains
13	<ul style="list-style-type: none"> • How to Create matte • Basic of Splines
14	<ul style="list-style-type: none"> • Introduction to Motion Graphics • Blackboard a its concept
15	<ul style="list-style-type: none"> • Usage of tool bar in CS6 • Usage of drawing tools
16	<ul style="list-style-type: none"> • Animations Using Shape Tweens • Drawing with pen tool
17	<ul style="list-style-type: none"> • Animations using Motion tweens • Creating and animating masks

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18	<ul style="list-style-type: none">• Creating interactive navigation• ActionScript from an animation
19	<ul style="list-style-type: none">• Introduction to Adobe Animate CC
20	<ul style="list-style-type: none">• Creating characters and BG Artworks
21	<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• Introduction to system setup• Basics of audio recording software
2	<ul style="list-style-type: none">• Recording• Audio sync and trim
3	<ul style="list-style-type: none">• Audio gain matching• Noise reduction• Audio effects
4	<ul style="list-style-type: none">• Exporting of audio
5	<ul style="list-style-type: none">• Practical session on voice recording and editing

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