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Professional Certificate in Photography and Videography

DURATION: 360 Hours

TOTAL CREDITS: 12

COURSE SYLLABUS

Objective

The Professional Diploma in Photography & Videography integrates practical outdoor training with hands-on experience in using the latest cameras. The course encompasses instruction in Adobe Photoshop for image editing, Adobe Premiere Pro for video editing, Edius for Fast editing, and After Effects for motion graphics and visual effects. Multi-cam channel live production skills are also emphasized, along with project integration for a comprehensive learning experience. Students gain practical expertise in diverse environments, ensuring they are well-prepared for the dynamic field of photography and videography, and equipped with proficiency in industry-standard software tools.

Exit Profile

- Photography
- Videography
- Graphic designing
- Video editing
- Photo editing
- Motion Graphics

Career Path

- Photographer
- Videographer
- Graphic designer
- Video editor
- Photo editor
- Motion Graphics Designer
- Design Coordinator
- Creative Director

Course Outline

Course Name:	Professional Certificate in Photography and Videography	Duration:	360 H
Module	Topic	Duration	Total Duration
Module-I	Overview of Videography	12H	160H
	Cameras and Lenses	16H	
	Tripods, Stabilizers	12H	
	Mounts, Lighting Equipment	12H	
	Audio Equipment	12H	
	Editing Software and Hardware, Composition and Framing	16H	
	Camera Angles and Movements	12H	
	Lighting Techniques	12H	
	Color Theory in Videography, Storyboarding	12H	
	Scriptwriting	12H	
	Planning and Organization	12H	
	Location Scouting, Camera Operation	12H	
	Lighting Setups	8H	
Module-2	Photoshop Basic	25H	100H
	Edius Basics	25H	
	Premiere Pro Basics	25H	
	After Effects Basics	25H	
Module-3	Final Project and Portfolio	90H	90H

Course In Detail

MODULE 1:

UNDERSTANDING PHOTOGRAPHY & VIDEOGRAPHY

- Overview of Videography
- Cameras and Lenses
- Tripods, Stabilizers
- Mounts Lighting Equipment
- Audio Equipment
- Editing Software and Hardware, Composition and Framing
- Camera Angles and Movements
- Lighting Techniques
- Color Theory in Videography, Storyboarding
- Scriptwriting
- Planning and Organization
- Location Scouting, Camera Operation
- Lighting Setups

MODULE-II

INTRODUCTION TO PHOTOSHOP

- Overview of Photoshop interface
- Understanding essential tools and panels
- Introduction to layers and their importance

BASIC IMAGE EDITING

- Opening and saving files in Photoshop
- Resizing and cropping images

- Adjusting brightness, contrast, and saturation
- Removing blemishes and imperfections

SELECTION TOOLS AND TECHNIQUES
- Using the Marquee, Lasso, and Magic Wand tools
- Refining selections with the Quick Selection and Refine Edge tools
- Feathering and modifying selections

WORKING WITH LAYERS
- Creating and managing layers
- Layer blending modes and opacity adjustments
- Applying layer styles and effects
- Merging and flattening layers

RETOUCHING
- Healing brush and spot healing tools for retouching
- Clone stamp tool for removing unwanted elements
- Content-Aware Fill and Patch tools

FILTERS AND EFFECTS
- Applying artistic filters for creative effects
- Using blur, sharpen, and noise filters
- Applying photo filters and adjustments

TEXT AND TYPOGRAPHY
- Adding and formatting text layers
- Applying text effects and styles
- Creating text effects using layer masks and blending options

WORKING WITH SHAPES AND VECTORS
- Creating and editing vector shapes
- Applying fills and strokes to shapes
- Using the Pen tool for precise paths and selections

LAYER MASKS
- Understanding the concept of layer masks

- Creating and editing layer masks
- Using layer masks for non-destructive editing

SMART OBJECTS
- Understanding the benefits of Smart Objects
- Creating and editing Smart Objects
- Using Smart Filters for non-destructive editing

PHOTO MANIPULATION
- Combining images using layer masks and blending modes
- Adjusting colors and tones for seamless integration
- Creating surreal and imaginative compositions

EDIUS

SCREEN CONFIGURATION AND FUNCTIONS
- Screen Configuration
- Layout in Dual Monitor
- Layout in Single Monitor
- Preview Window
- Dual Mode
- Single Mode
- Menu Bar
- Player
- Recorder

TIMELINE WINDOW
- Time Scale Settings/Track Header
- Track Type

BIN WINDOW
- Source Browser Window
- Palette Window
- [Information] Palette
- [Effect] Palette

- [Marker] Palette

WINDOW LAYOUT
- Registering Layouts
- Restoring Layout to Default
- Video Editing Procedure
- Editing Workflow

CREATING/EXITING PROJECT
- Creating New Project
- Formats
- Creating Project Preset at the First Startup
- Creating Project Using Project Preset
- Creating Project with Different Settings from Project Preset
- Creating New Project While Editing
- Saving Project
- Exiting Project

IMPORTING SOURCES
- Importing Sources from Source Browser
- Displaying Source Browser
- Importing Files from a Camera That Records Video on SD Memory Card
- Importing CD/DVD Sources
- Capturing and Importing Sources
- Checking Operation Settings for Capturing
- Perform Capturing from External Device
- Importing Files Stored on Your PC
- Registerable File Formats

EDITING OPERATIONS
- Placing Clips
- Placing a Clip from the Bin
- Specifying the Range and Placing a Clip

- Setting Channel Mapping

CLIP COMPOSITION
- Moving Clips
- Dividing Clips
- Adjusting the Length of Clips
- Deleting Clips
- Settings of Clips
- Enabling/Disabling Clips
- Grouping Clips

SETTING IN AND OUT POINTS TO THE TIMELINE
- Checking Edited Video on Timeline
- Setting the Display of the Preview Window
- Displaying in Full-Screen View
- Displaying on Monitor Using External Hardware

PLAYING BACK TIMELINE
- Rendering for Smooth Playback
- Creating Color Bar/Color Matte
- Creating a Color Bar Clip
- Creating a Color Matte Clip

EDITING MODES
- Insert/Overwrite Mode
- Sync-Lock (Synchronization) and Ripple Mode
- Trimming a Clip
- Trimming Type
- Trimming on the Timeline
- Trimming in Trim Mode
- Trimming by Shortcut Keys

TRACKS
- Adding Tracks
- Deleting Tracks

- Moving Tracks
- Muting Tracks
- Locking Tracks

SEQUENCE
- Creating New Sequence
- Editing Sequences
- Using Nest Sequence Function

TIME ADJUSTMENT ON CLIPS
- Changing Playback Speed of Entire Clip
- Changing Playback Speed of Part of Clip (Time Remap)
- One Frame at a Time Playback (Freeze Frame)
- Snapping Still Image from Timeline

AUDIO
- Recording Audio
- Adding Speech with Voice Over
- Adjusting the Volume/Pan of Clip
- Adjusting Entire Volume/Pan
- Adjusting Volume/Pan Partly
- Other Volume Adjustment Methods
- Adjusting the Volume/Balance of Track

PREMIERE PRO

INTRODUCTION TO PREMIERE PRO
- What is Adobe Premiere Pro?
- System Requirements and Installation
- Interface Overview
- Setting up a New Project

IMPORTING AND ORGANIZING MEDIA
- Importing Footage and Assets
- Organizing Media in the Project Panel

- Creating Bins and Folders

BASIC EDITING TECHNIQUES
- Understanding the Timeline
- Adding Clips to the Timeline
- Trimming and Cutting Clips
- Applying Transitions
- Working with Audio

ADVANCED EDITING TECHNIQUES
- Keyframing and Animation
- Color Correction and Grading
- Working with Effects and Plugins
- Multi-Camera Editing
- Nesting Sequences

WORKING WITH TEXT AND GRAPHICS
- Adding Text and Titles
- Creating Graphics and Overlays

AUDIO EDITING AND MIXING
- Advanced Audio Editing Tools
- Audio Effects and Filters
- Working with Music and Sound Effects
- Audio Mixing and Exporting

EXPORTING AND DELIVERING PROJECTS
- Export Settings and Presets
- Exporting for Different Platforms
- Creating Custom Export Presets
- Exporting for Color Correction and Mastering

WORKFLOW TIPS AND BEST PRACTICES
- Project Organization and Backups
- Collaboration in Premiere Pro

- Troubleshooting Common Issues
- Keyboard Shortcuts and Efficiency Tips

AFTER EFFECTS

INTRODUCTION TO AFTER EFFECTS

- Understanding the purpose and usage of After Effects
- Tour of the user interface and workspaces
- Importing and organizing assets in the Project panel

CREATING COMPOSITIONS
- Creating a new composition
- Setting composition settings (resolution, frame rate, duration)
- Working with layers and understanding the layer hierarchy
- Using the Timeline panel to arrange and control layers

BASIC ANIMATION TECHNIQUES
- Understanding keyframes and animation principles
- Animating position, scale, rotation, and opacity
- Using the Graph Editor for precise animation control

WORKING WITH TEXT AND SHAPE LAYERS
- Creating and formatting text layers
- Animating text using presets and keyframes
- Working with shape layers and creating custom shapes
- Animating shape properties and using shape modifiers

APPLYING EFFECTS AND PRESETS
- Applying and adjusting effects to layers
- Using adjustment layers to apply effects globally
- Utilizing animation presets for quick and consistent effects

MASKING AND ROTOSCOPING

- Creating and manipulating masks
- Animating masks to reveal or hide portions of a layer
- Introduction to rotoscoping techniques for advanced masking

INTRODUCTION TO 3D SPACE
- Working with 3D layers and cameras
- Understanding the X, Y, Z dimensions in After Effects
- Basic 3D animation techniques and camera movement

PRE-COMPOSITIONS AND NESTING
- Understanding pre-compositions and their benefits
- Nesting compositions to create complex animations
- Managing nested compositions efficiently

INTRODUCTION TO EXPRESSIONS
- Overview of expressions and their usage in After Effects
- Basic expressions for automating animation and control

RENDERING AND EXPORTING
- Configuring render settings for the final output
- Exporting for various platforms and formats
- Tips for efficient rendering and maximizing quality

MODULE-III

FINAL PROJECTS AND PORTFOLIOS
- Working on Real Projects
- Review and Feedback
- Creating a Showreel or Portfolio