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Syllabus

# Video Editing

VFX + Color Grading



Blackmagic Design, da Vinci Systems

# Davinci resolve

syllabus

Introduction to Editing in  
the Cut Page

Introducing Tools,

Starting in the cut | Adding clips to a timeline

Reviewing clips using source tape | Appending clips to the timeline

Marking In and Out with precision

Using intelligent editing tools | Editing multiple camera angles

Trimming edits | Lesson Review

Adding a simple cut away | Replacing a clip with ripple overwrite

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## Adding Effects and Publishing in the Cut Page

Mixing audio | Switching transitions |

Resizing and stabilizing clips | Changing a clip's speed |

Adding a title | Using the effects library | Panning and zooming clips

Applying audio effects | Sharing to social media platforms |

Lesson Review

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## Refining a Timeline

Customizing the Layout for Trimming

Trimming to the Playhead | Ripple Trimming

Selecting Tracks to Trim | Using Roll Trimming

Slipping a Clip | Trimming with the Selection Tool | Lesson Review

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## Applying Transitions

Fading Clips In and Out | Adding Cross Dissolves

Customizing Transitions | Saving Custom Presets

Applying Transitions and Filters from the Effects Library

Reframing Shots | Rendering and Background Caching

Creating a Constant Speed Change | Lesson Review



## Mixing Sound in Fairlight: Exploring the Interface

Exploring the Interface | Renaming and Color Coding Tracks  
Viewing a Spotting List | Changing Track Formats  
Trimming Clips in Fairlight | Aligning Sound Effects  
Recording Audio in a Timeline | Modifying Clip Attributes  
Using Fairlight FX | Setting Track Levels | Lesson Review

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## Creating Graphics and Effects in Fusion

Exploring the interface | Adding clips from the media pool  
Understanding the merge node | Inserting and adjusting effects  
Chaining merge nodes together | Masking effects  
Adding effects from the effects library | Using Layers from the Edit Page  
Pulling a Green Screen Key | Adding a Solid Mask  
Adding text+ in the Edit page | Adding effects to text in Fusion  
Animating with Keyframes | Lesson Review

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## Color Correction

Why Color Correct your Work? | Learning the Color Page Layout  
Modifying Lift, Gamma, and Gain | Using other Primary Corrector  
Controls | Understanding Nodes | Making Secondary Color  
Corrections | Applying Resolve FX | Tracking Power Windows |  
Using DaVinci Resolve Color | Making Automatic Corrections |  
Balancing Color and Brightness | using the Color Wheels  
Checking Adjustments on Scopes | Making a Neutral Color Grade  
with the Primaries Bars | Balancing with the Additional  
Primary Controls | Using Curves for Primary | Color Corrections  
Copying Corrections between | Similar Shots  
Lesson Review



## Making Secondary Color Adjustments

Making secondary adjustments with HSL Curves | Selecting areas with Qualifiers | Reversing selections with | Outside Nodes  
Combining Qualifiers and Power Windows | Using the tracker  
Stabilizing a Clip | Color Grading Detail & Adding Luts | Lesson Review

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## Designing Creative Looks

Mixing a Black-and-white Shot | Using a Look up Table for Quick Looks  
Creating a Bleach Bypass | Saving Grades Across Projects  
Lesson Review

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## Managing Media and Databases

Consolidating Media  
Copying Projects and Media to a New Hard Drive  
Working with the DaVinci Resolve Database  
Lesson Review

# Diploma in Multimedia and Animation

## syllabus

### **Video & Sound Editing**

What is Animation, Motion Graphics & VFX  
Animation Basic, Different Types of Motion & Relativities

### **Adobe After Effects**

Basics : Home page Options, All About Compositions / Frame Size / Framerate

Tools : Explain Different tools and its works

Window: Understanding the Project Window / Organization/ Timeline

Layers : Understanding Layer Types / Handling layers

Keyframe : The Ultimate Guide to Keyframing, Keyframing everything in and outside of the composition, Keyframing Shortcut Quick Guide, Keyframing Transforms & Beyond.

Layer Relationships : What is Parenting? Connecting layers | Efficient animations with parenting | Applying keyframing and parenting to real-world projects | Other ways to use parenting | Timeline features and tweaks

2D Animation Workflows : Different types of Motion oriented Project Work | With Effects and Presets.

Working with Text & Effects : Fundamental Typography in After effects / Adobe Fonts. Creating great looking text: Paragraphs vs Titles | Title Animation Series I: Classic Type Animations | Title Animation Series II: Controlling Type Animations | Getting artistic with typography | kinetic typography

Motion Graphics : Text Masking | Video masking | Tracking | Rotoscopy | Green Screen Making & Cutting | Shape animation

Motion Graphics Work Flows : Different types of Motion Graphics & Advertisements Projects

3D Animation : Create 3D Shapes and Texts | 3D Animation| View Ports

Lighting : Applying different types of light with shadows and Reflections.

Camera : Camera Basics and Photography, add Camera with settings, camera motion Creation

VFX : Camera Tracking | Realistic environment creation | Special Effects for VFX and Films

VFX Work Flows: Motion Posters movies with 3D Text animations

File Export : Rendering with Media Encoder

# Diploma in Multimedia and Animation

## syllabus

### Adobe Premier Pro

Basics : Setting a new Sequence with values and Preferences

Window: Understanding the Project Window -Import Fils / Source Window/ Timeline/ Program Window

Tools : Explain Different tools and its works | Timeline Editing Techniques

Layers : Understanding Layer Types / Handling layers

Effect Control : The Ultimate Guide to Keyframing, Keyframing Transforms & Beyond.

Audio Control : Sound settings and Audio Effects

Graphics : Add graphics - Shape, logo , Text with apply different preset animations

Color : Basic Color Corrections & Color Grading | Adjustment Layers

Work Flow : Introduce industrial tips and Project Oriented works

Exporting Files : Locating Missing Files | Backing-Up With Project Manager  
| Using Adobe Media Encoder | Export Settings

Work Flow : Introduce industrial tips and Project Oriented works