

COURSE TITLE	FILM LANGUAGE AND APPRECIATION
COURSE CODE	05MA0301
COURSE CREDITS	6

Objective:

- 1 To introduce students to the fundamental elements of film language.
- 2 To develop students' ability to critically analyze and appreciate films.
- 3 To explore the historical and cultural contexts that shape film.
- 4 To examine the role of the director and other key contributors in filmmaking.
- 5 To foster an understanding of different film genres and styles.

Course Outcomes: After completion of this course, student will be able to:

- 1 Students will be able to identify and define the key elements of film language.
- 2 Students will be able to analyze how mise-en-scène and cinematography contribute to a film's meaning.
- 3 Students will be able to understand the role of the director and other key crew members in the filmmaking process.
- 4 Students will be able to critically evaluate and appreciate films from diverse genres and cultures.
- 5 Students will be able to communicate their understanding of film through written and oral analysis.

Pre-requisite of course:NA

Teaching and Examination Scheme

Theory Hours	Tutorial Hours	Practical Hours	ESE	IA	CSE	Viva	Term Work
6	0	0	50	30	20	0	0

Contents : Unit	Topics	Contact Hours
1	Introduction to Film Language Definition of Film Language – Understanding film as a medium of visual communication. Elements of Film Language – Mise-en-scène, Cinematography, Editing, and Sound. Narrative Structure – Linear and Non-linear storytelling. Genre Conventions – Overview of major film genres and their typical stylistic/narrative traits. Relation to Animation, VFX, and Games – How film language applies across visual storytelling formats.	15

Contents : Unit	Topics	Contact Hours
2	Mise-en-scène and Cinematography Detailed analysis of mise-en-scène: settings, props, costume, lighting, performance, and composition. In-depth Cinematography: camera types, lenses, movement, framing, focus, and exposure. Lighting and Color Theory – Creating mood and meaning through visual tone. Understanding the Role of Cinematographer and Production Designer. Case Studies: Analysis of iconic film sequences focusing on visual composition and storytelling.	15
3	Editing and Sound Design Types of Editing: Continuity, Montage, Cross-cutting, Match Cuts, and Rhythmic Editing. Pacing and Timing in Visual Storytelling. Sound Design – Types of sound (diegetic vs non-diegetic), layering, and sound perspective. Music and Score – Enhancing narrative and emotional tone. Case Studies: Comparing edited sequences and soundscapes from live-action and animated films.	15
4	Film Analysis and Visual Aesthetics Approaches to Film Analysis – Formalist, Realist, Auteur theory, Semiotics. Understanding Visual Aesthetics – Texture, color grading, design principles. Symbolism and Visual Metaphors in Film. Appreciating World Cinema – Recognizing cultural aesthetics and regional styles. Short Film & Feature Film Analysis through theoretical lenses.	15
5	Animation, VFX, and Game Cinematics through Film Language Film Language in Animated Films and Game Cutscenes. Applying Cinematic Principles to Animation Layout and Storyboarding. Understanding Previsualization and Postproduction in VFX-heavy narratives. Game Design and Interactive Narratives – Using camera, sound, and editing principles. Case Studies from Pixar, Blizzard, Naughty Dog, etc	15
6	Appreciation and Critique: Creating Visual Stories Critically evaluating visual storytelling across mediums. Practical Exercise: Creating a short sequence using film language (can be animated or cinematic). Writing Film Reviews and Analytical Essays. Developing Presentation Skills – Presenting critique and analysis to peers. Capstone Discussion – Integrating film language into personal creative practices.	15
Total Hours		90

Textbook :

- 1 Film Art: An Introduction, David Bordwell and Kristin Thompson, McGraw-Hill Education, 2010

References:

- 1 Understanding Movies, Understanding Movies, Louis Giannetti, Prentice Hall, 1990

References:

- 2 Directing: Film Techniques and Aesthetics, Directing: Film Techniques and Aesthetics, Michael Rabiger, Focal Press, 2014

Suggested Theory Distribution:

The suggested theory distribution as per Bloom's taxonomy is as follows. This distribution serves as guidelines for teachers and students to achieve effective teaching-learning process

Distribution of Theory for course delivery					
Remember / Knowledge	Understand	Apply	Analyze	Evaluate	Higher order Thinking / Creative
10.00	15.00	25.00	25.00	25.00	0.00

Instructional Method:

- 1 PPT, Demo, Practical

Supplementary Resources:

- 1 www.filmsite.org
- 2 www.bfi.org.uk