



Buea Institute of Technology

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DEPARTMENT OF MOTION PICTURES AND ANIMATION

HND CINEMATOGRAPHY

COURSES OVERVIEW

FIRST YEAR: FIRST SEMESTER

1. GDP201: INTRODUCTION TO ARTS

Credits: 6, Course State: Compulsory (C)

➤ **History of art I:**

- The Prehistoric arts and antiques
- The Prehistoric arts
- The ancient arts
- The arts of the Middle Ages and the Renaissance
- The arts of the middle age;
- The arts of the Renaissance.

➤ **History of Art II:**

- The modern arts (end of 19th and beginning of the twentieth century)
 - The Impressionism;
 - The expressionism;
 - The neo-impressionism; Etc.
- The sculpture of the Ancient Egypt
 - Of the sculpture of the Predynastic times to the sculpture of the historic period: forms and expressions of language;
 - The techniques of sculpture: The research of the aesthetic canon Egyptian.

- Calligraphy of Ancient Egypt
- The contemporary arts

➤ **Aesthetics and philosophy of art:**

- Understanding of concepts
 - Art;
 - Decorative Art;
 - Interior design;
 - Aesthetics;
 - Philosophy of art.
- The major families of the art
- History of aesthetic theories
- Report to the visual arts

➤ **General Information on anthropology of art:**

- Understanding of concepts
 - Anthropology;
 - Anthropology of the art;
 - Object of art;
 - Oeuvre of art.
- Object of the anthropology of the art
- Sources and problem of the anthropology of the art
 - Object;
 - Problematic;
 - Source.
- Study of art objects
 - Pictorial works;
 - the sculptural works.

➤ **The profession of the graphic designer**

- What is a graphic designer?
- Difference between graphic designer and artist;
- The process of graphic creation;
- Professional prospects.

➤ **How to draw from the basic forms?**

- General information;
- Methods of representation;
- The animals, people, things;
 - Model.

➤ **Notions of shadow and light**

- Generality;
- Principles and methods;
 - Practical cases.

➤ **Concepts of color and Coloriage**

- General Information - Notions of color; - How to colorize?
- Practical cases

➤ **Semiology of the art:**

- Understanding of Concepts: Semiology, semiotics, semantic, pragmatic, syntax, sign, semiology of art, visual semiology
- Historical realized from the semiology
- The types of semiology
- Report between semiotics and Art
- The methods of analysis in Visual semiology, semantics
- Semiological analysis/semiotics of graphics achievements
- The sign according to Persia: definition, typology
- The signified, the meaning, the referring
- Semiological analysis/semiotics of graphic art

- Semiological interpretation /of semiotic graphic art
- Advertising Critica

➤ **Graphics and visual language II :**

- **Initiation to the design:**

- Basic Concepts of the design;
- The areas of activity of the design;
- History of the design;
- Design and Management.
- Management of a project design product;
- Place of design in the communication;
- The visual dimensions of the strategy of communicational;
- Strategic management of the design;
- Operational management of the design.

➤ **Visual language II:**

- **Figures of style**

- Allegory;
- Antithesis;
- Emphasis;
- Analogy;
- Comparison ;
- Understatement;
- Hyperbole;
- Enumeration;
- Metaphor;
- Irony;
- Métonymie;
- Personification;
- Parody;
- Repetition;
- Synecdoque.

- **Processes for the creation of images**

- Subtraction;
- Combination ;
- Animation;
- Transfer;
- Hybridization;
- Metamorphosis;
- Resizing;
- Contradiction;
- Disguise.
-

2. MPA203: AFRICAN HISTORY AND CINEMA

Credits: 6, Course State: Compulsory (C)

- **General History of Africa:**
 - The precolonial Africa: the model of African civilization before the
 - colonization
 - The Berlin conference to the liberation movements
 - The Africa of the colonial period to the independence
 - Post-colonial Africa: Issues that are necessary to the independent
 - Africa
 - The Second World War and its consequences
 - The confrontation of ideological blocs
 - The end of the cold war and the beginnings of the globalization
- **Analysis of the documents:**
 - Insist on artistic expressions
 - Technological innovations and their impact on the overall culture
- **Introduction to African History and Cinema**
 - Understanding the intersection of history and cinema
 - Exploring the significance of African cinema as a cultural and historical medium
- **Pre-Colonial Africa in Cinema**
 - Depicting ancient civilizations and empires
 - Exploring traditional African cultures and belief systems
- **Colonialism and Resistance in African Cinema**
 - Representations of colonial rule and its impact on African societies
 - Examining resistance movements and anti-colonial struggles
- **Nationalism and Independence Movements**
 - Depicting the fight for independence and self-determination
 - Analyzing the role of cinema in shaping national identity
- **Post-Colonial Africa and Social Change**
 - Examining films portraying post-colonial challenges and transformations
 - Exploring social, political, and economic issues in contemporary Africa
- **Women's Voices in African Cinema**
 - Highlighting the portrayal of women's experiences and perspectives
 - Examining gender roles, empowerment, and feminist movements
- **African Cinema in a Global Context**
 - Exploring the influence of African films on global audiences and industries
 - Analyzing cross-cultural representation and reception of African cinema
- **Challenges and Debates in Representing African History through Cinema**
 - Critically evaluating the authenticity and biases in film portrayals
 - Discussing controversies and ethical considerations in historical filmmaking
- **Contemporary Issues and Future Directions in African Cinema**
 - Examining emerging trends and themes in African cinema

- Reflecting on the future of African cinema and its impact on historical narratives
- **Final Project and Presentations**
- **Research and analysis of a selected African film related to historical themes**
- **Presentation of findings and insights to the class**

3. MPA205: SCRIPT WRITING

Credits: 6, Course State: Compulsory (C)

- **Introduction to Script Writing**
 - Understanding the role of the scriptwriter in various mediums
- **Film Idea**
 - Conceiving a film idea
 - Sources of film idea
 - Developing the idea
- **Fundamentals of Storytelling**
 - Elements of storytelling: plot, conflict, and theme
 - Understanding story structure: three-act structure, plot points, and pacing
- **Creating Compelling Characters**
 - Developing well-rounded and relatable characters
 - Techniques for character backstory, motivation, and growth
- **Writing Engaging Dialogue**
 - Crafting dialogue that reveals character and advances the plot
 - Subtext, subplots, and effective use of subtext in dialogue
- **Exploring Script Genres and Styles**
 - Understanding different script genres: comedy, drama, thriller, etc.
 - Exploring narrative styles: linear, non-linear, and experimental approaches
- **Script Formatting and Industry Standards**
 - Introduction to script formatting guidelines and software
 - Formatting dialogue, action, and scene descriptions according to industry standards
- **Script Analysis and Critique**
 - Techniques for analyzing and critiquing scripts
 - Understanding the principles of successful storytelling through script analysis
- **Writing for Film, Television, and Theater**
 - Understanding the specific requirements and considerations for each medium
 - Adapting scripts for different platforms and formats
- **Script Development and Revisions**
 - The process of script development: revisions, feedback, and collaboration
 - Techniques for incorporating feedback and improving scripts
- **The Business of Script Writing**
 - Overview of the scriptwriting industry and career paths

- Understanding the script market, agents, and pitching scripts
- **Workshop: Creating Original Scripts**
 - Practical exercises and workshops for developing original scripts
 - Peer feedback and collaboration
- **Final Project: Script Showcase**
 - Presentation and discussion of final scripts created by students
 - Reflection on the learning journey and future opportunities in script writing
- **Computer Assisted Storyboard**
 - Scenario dialog;
 - Story-board;
 - Celtx and the conversion of the scenario in story-board;
 - Celtx and the integration of drawn pictures or photographs fixed at the storyboard;
 - Celtx and the accuracy of scales of plans.

4. MPA211: ACTING AND DIRECTING I

Credits: 6, Course State: Compulsory (C)

- **Actor Techniques I:**
 - The job of the actor / actress
 - Voice – training
 - Body – training
 - Communication
 - Speech
 - Audition skills
 - Acting on set
- **Directing I**
 - **The role of the Assistant Director:**
 - The counting of the votes and technical Decoupage
 - The role of the Director's Assistant in the execution of the recount
 - The role of the Director's Assistant in the development of the technical Decoupage
 - The role of the Assistant to the Director as link between the Director of production and the Director
 - **Relationship between assistant director and the whole team of shooting:**
 - **Assistance in the framework of casting and the markings**
 - The role of the Director's Assistant in the assistance of the casting director and the Director during the selection of actors
 - The role of the Director's Assistant in the team of markings
 - The role of the Director's Assistant in the refinement of the financial planning

- **Sheets of services and relationship of complementarity between Wizard and Director**
 - The role of the Assistant to the Director in the development of the sheets of service; - the artistic collaboration with the Director

5. GDP211: GRAPHIC AND MULTIMEDIA DESIGN

Credits: 6, Course State: Compulsory (C)

➤ **Computer graphic design**

- Digital images
- Bitmap images
- Vector images
- Characteristics of bitmap images
- Image compression
- Final improvements of images
- Practicals on the creation buttons and images for the Web
- Bitmap and vector file format
- Document and print – out format
- The Design Process
- Elements & Principles of Design
- Typography
- Color Theory & Use
- Creating images for print & web

➤ **Visual language:**

- Graphic representations
 - Pictorial symbols;
 - Graphic symbols; - verbal symbols.
- The basic principles of the Gestalt
 - Figure/background;
 - Opening/closing;
 - Proximity;
 - Likeness; - continuity; - color.
- Basic elements of visual language
 - Conceptual elements;
 - Visual elements;
 - Relational elements; - items practices.
- Basic principles of visual composition
 - Balance ;
 - Pace;
 - Harmony; - emphasis; - Unit.
- Composition as a whole
 - Patterns of composition;
 - Lines of force;

- Strengths;
- Angular constructions;
- Golden Rule;
- The laws of the third and fourth.
- **Communication plan in graphic design:**
 - Client-target;
 - The objectives of the communication;
 - Axis of communication; - communication strategy;
 - Strategy of creation.
- **Typography and layout I :**
- **Anatomy and typographical Classification:**
 - **Anatomy of a letter**
 - Wheelbase;
 - Axis;
 - Loop;
 - Body;
 - Loosed ;
 - Connecting point; - height; - the keg.
 - **Basic vocabulary**
 - Basic Terminology; - specific terminology.
 - **Typographical Classification**
 - Vox classification;
 - Fonts Humanes;
 - Garaldes fonts;
 - Reais fonts;
 - Didones fonts;
 - Mécanes fonts;
 - Sans serif fonts;
 - Fonts Incises;
 - - Fonts scripts;
 - Manuaires fonts;
 - Fracture fonts; - Onciales fonts; - fancy fonts.
- **Implementation typographical Page:**
 - **Introduction to the typography**
 - The fonts of characters;
 - Origin of the writing and fonts (first scriptures, appearance of the alphabet, write the Roman capital, write, roman, gothic Writing, Writing Renaissance, etc.).
 - **Evolution of the typography**
 - The families of character (fonts to serif, sans serif font, fonts, script, fonts fantasies;
 - Importance of typography in the design.

- **Typology and typographical properties**
 - The Capitals;
 - The bold and italics;
 - The condensed and the extended;
 - Size and spacing;
 - Line spacing and length of line;
 - Character plan and background.
- **The measurement systems**
 - The Anglo-American system;
 - The European system;
 - Page layout typographical.
- **Implementation typographical page**
 - Top and bottom;
 - Relationship Figure/background;
 - Static space and space assets.
- **Steps for the Creation:**
 - **Steps for the creation: the pre production**
 - Iconographic Script: realization of the pages of trends (types of objects, materials and colors, TARGET, direct competitor and indirect).
 - **Steps for the creation: the production**
 - Analysis of the sources of inspiration;
 - Graphical research (sketch);
 - Chromatic research (sketch);
 - The final models (model);
 - Production of the model and prototyping.
 - **Steps for the creation: the postproduction**
 - Manufacture in workshop;
 - Commercial strategies;
 - Industrialization.
- **Image processing**
 - **Working With Adobe Photoshop**
 - Images, colours, copies
 - Improve and transform the images
 - Filters and effects, text
 - Vector drawing in photoshop
 - Saving, exportation and printing
 - RAW camera
 - Photoshop innovations
- **Colours**
 - Level of gray
 - Colour
 - True colour

- Indexed colour
- **Image reproduction modes**
 - Matrix coding
 - Vector coding
 - Curve fractal
- **Compression and compaction**
- **Formats and standards**
 - Matrix image format
 - Vector image format
 - Web adapt format
- **Logo and Icons Realisation**
 - **Logotype**
 - How to create a logo;
 - Qualities of a logo.
 - Types of Logo.
- **Streaming:**
 - Introduction to streaming
 - Realizing streaming
 - Efficient and adapted methods used in importing web elements
 - Adopted tools
- **Introduction to Sound**
 - Definition of sound
 - Characteristics of sound
 - Digitalization of sound
 - Mono and stereo sound
 - Size of a sound file
 - Sound compression
- **Introduction to Video**
 - Definition of video
 - Analogue video
 - Digital video
 - Compression of digital video (notion on Codec)
- **Streaming:**
 - Introduction to streaming
 - Realizing streaming
 - Efficient and adapted methods used in importing web elements
 - Adopted tools

6. FRE101: BASIC FRENCH LANGUAGE I

Credits: 2, Course State: Required (R)

- **Etude des situations de communication**

- Identification des facteurs de la situation de communication (émetteur, récepteur, code, canal, message, contexte) ;
 - Situation de communication et interactions verbales ;
 - Etude des éléments para verbaux (kinésique, proxémiques, mimogestuels, etc.) ;
 - Identification et manipulation des figures d'expression et de pensée (métaphores, ironie, satire, parodie, etc.).
- **Typologie des textes et recherche documentaire**
 - Lecture des textes de natures diverses (littéraires/non littéraires, image fixe/image mobile, dessin de presse, caricature, etc.);
 - Analyse des textes publicitaires et des discours (scientifiques, politiques, littéraires, etc.) ;
 - Constitution et exploitation d'une documentation et montage des dossiers;
 - Lecture des textes cultivant les valeurs morales et civiques.
 - **Communication orale**
 - Réalisation d'un exposé ;
 - Réalisation d'une interview ;
 - Réponse à une interview ;
 - Présentation d'un compte-rendu oral ;
 - Résumé de texte ;
 - Réalisation d'un jeu de rôles ou d'une simulation ;
 - Initiation au leadership et à la dynamique des groupes ;
 - Ecoute et lecture attentive de documents sonores et/ou graphiques ;
 - Lecture méthodique à l'oral.

7. ENG101: BASIC ENGLISH LANGUAGE I

Credits: 2, Course State: Required (R)

- **Vocabulary**
 - Technical and usual vocabulary of the specialty
- **Grammar**
- **Bilingual expression**
 - Understanding in interaction in Technical Discussions
 - Continuous oral communication: Show, explain, develop, summarize, account, comment;
 - Interactions oral communication
 - How to introduce oneself
- **Autonomous reading of "writings" of all levels**
 - Lead by a quick reading to understand the general sense;
 - Browse a text long enough to locate desired information;
 - Gather information from different parts of the document or of the different documents in order to accomplish a specific task.
- **Write clear, detailed texts**

- Essay writing;
- Application for employment;
- C.V.;
- Letter of motivation;
- Lettre / memo writing and minutes of a meeting

8. DIL101: DIGITAL LITERACY

Credits: 4, Course State: Required (R)

➤ **Computer fundamentals**

- Hardware
- Networks and mobile devices
- Software
- Operating system
- File management
- Security and maintenance
- Cloud computing

➤ **Memory Management**

- Partitioning, paging and segmentation
- Virtual memory
- Page Faults
- Address translation and page fault handling
- Memory management hardware: page table and Translation
- Memory management algorithms: fetch policy, replacement policy

➤ **Input / Output Management and Disk Scheduling**

- I/O devices
- Organization of I/O function
- I/O buffering
- Disk scheduling, RAID

➤ **File Management**

- File systems
 - File systems interface
 - File system structures
- Organization: files and directories
- Secondary storage management, file systems: FAT and NTFS
- File protection & Security

➤ **4. Deadlocks**

- Conditions for deadlocks
- Deadlock avoidance
- Deadlock prevention
- Research on deadlocks

➤ **Multi processor systems**

- Multicomputers

- Virtualization
- Distributed systems
- **Operating system security**
 - Cryptography
 - Authentication
 - Malware etc.
- **Key applications**
 - Apps and applications
 - Using Microsoft word
 - Using Microsoft Excel
 - Database concepts
 - Using Microsoft power point
- **Living online**
 - Looking at the Internet
 - Managing media literacy
 - Digital communication
 - Understanding e – mail
 - Contacts and calendaring
 - Your life online
- **Internet Services**
 - Internet and its services
 - Operation of the Web
 - Addressing of Web documents

FIRST YEAR: SECOND SEMESTER

1. MPA208: SEMIOTICS AND CRITICISM OF FILM

Credits: 6, Course State: Compulsory (C)

- **Introduction to Semiotics and Film Analysis**
 - Overview of semiotics and its application to film studies
 - Understanding signs, signifiers, and signified in cinematic language
- **Visual Semiotics: Image and Composition**
 - Analyzing visual elements and framing in film
 - Exploring cinematography, mise-en-scène, and visual storytelling
- **Auditory Semiotics: Sound and Music**
 - The role of sound design and music in film semiotics
 - Analyzing the use of dialogue, sound effects, and musical motifs
- **Narrative Structures and Semiotics**
 - Examining narrative patterns, archetypes, and motifs in film
 - Analyzing the semiotics of plot development and character arcs
- **Genre and Semiotic Codes**
 - Understanding genre conventions and semiotic codes in film
 - Analyzing how genres convey meaning and expectations

- **Cultural and Social Semiotics**
 - Exploring the influence of cultural and social contexts on film interpretation
 - Analyzing how films reflect and challenge societal norms and ideologies
- **Semiotic Analysis of Specific Films**
 - Case studies and in-depth analysis of selected films from different genres and periods
 - Applying semiotic theories to interpret cinematic texts
- **Semiotics and Film Criticism**
 - Understanding the role of semiotics in film criticism and interpretation
 - Exploring different critical approaches and perspectives
- **Debates and Controversies in Film Semiotics**
 - Discussion of key debates and controversies in the field of film semiotics
 - Examining the limitations and challenges of semiotic analysis in film
- **Practical Exercises: Semiotic Film Analysis**
 - Hands-on exercises in analyzing and interpreting film texts using semiotic tools
 - Group discussions and presentations of findings
- **Semiotic Perspectives on Film Reception**
 - Exploring the role of the audience in the interpretation of film
 - Analyzing the reception and meaning-making processes of cinematic texts
- **Semiotics and Film Culture**
 - Understanding the impact of semiotics on film culture and appreciation
 - Reflecting on the significance of semiotic analysis in film studies

2. MPA210: HISTORY AND THEORIES OF FILM

Credits: 6, Course State: Compulsory (C)

- **The Cinematograph Brothers light:**
 - Birth of the cinematograph by the first projection pay and service made possible thanks to the invention of the Brothers light in 1895
 - The pre-cinema and the equipment they carried
- **The fiction and its evolution:**
 - The birth of cinema as a fiction with Melies
 - The Burlesque
 - Passage of the silent film to cinema with sound
- **The first modern Cinema The cinema current:**
 - The first film modernity
The new language of films
 - How communicates a cinema film and how communicates a film or a television broadcast: framing, light, sound, etc.
 - The cinema films broadcast on the television: of the cinema in the telecine, celluloid to digital
 - The kinescope of films shot in digital format

- **Ontology and cinema:**
 - Relationship between human society and the films which they represent
 - The essence of the films
 - Birth and evolution of aesthetics in philosophy
- **The philosophy of art and its application to the cinema:**
 - The great aesthetic streams
 - The specific aesthetic of the cinema
 - The Aesthetic relations and discursive between cinema of fiction and documentary films
- **The other social sciences and humanities and the cinema:**
 - The rudiments of the psychology of the cinema or of applied psychoanalysis at the cinema
 - The rudiments of the anthropology of cinema and of ethnographic filmmaking;
 - the basics of the sociology of the public of cinema
- ❖ **Cinema and other arts**
- **Painting and the other aspects of the Egyptian art:**
 - Rock paintings of the Sahara to paintings on the walls of tombs in Egypt
 - Rock paintings of the Sahara: Hoggar, Tassili
 - Sacred paintings of tombs and painting of the daily life
 - The other aspects of the Egyptian art
 - The decoration of tombs
 - The mode and the music
 - The poetry
 - Calligraphy of Ancient Egypt
 - The verb and conjugation in the MdwNtr
 - The negation and querying in MdwNtr
 - The genitive, coordination and the numeration in MdwNtr
- **Cinema and music**
- **Cinema and dance;**
- **Cinema and fine arts**
- **Film Theories**

3. MPA212: FILM PRODUCTION I

Credits: 6, Course State: Compulsory (C)

- **History of art :**
 - This lesson shall concentrate on the history of art as a whole (music, painting, sculpture, drawing, etc)
- **Physical science:**
 - The camera
 - Presentation of the instrument
 - Constitution and role of the different parts(diaphragm, sensor, etc)
 - Formation of images

- Lenses
- Photographic objectives
- Exposure
- Number of openings, exposure time, brightness index IL or EV, histogram.
- CCD/CMOS sensor: height, definition, sensitivity.
- Depth of field
- Colour
 - Colour perception
 - Light
 - Additive synthesis
 - Structure of the eye, role of the retina and the brain
 - Concepts on resolving power of the eye and retina persistence
 - Lighting and metamerism: Influence of light on the perceived colour, differences on the returned colours
 - Colour measurement
 - Sources of natural and artificial light (incandescent lamp, fluorescent lamp, discharged lamps, LEDs, etc)
 - Transmission spectrum, and colour temperature, apparent brightness,
 - Colorimeter
 - Colorimetric spaces
 - Management of colour in a graphic chain
 - Subtractive synthesis: reproduction of images by ink jet printers, press offset
 - Concept on colorimetric profile
 - Calibration of the monitor
- **Image processing I:**
 - Image matrix, vector matrix
 - Colour
 - Level of gray
 - Colour
 - True colour
 - Indexed colour
- **Image reproduction modes**
 - Matrix coding
 - Vector coding
 - Curve fractal
 - Compression and compaction
 - Formats and standards
 - Matrix image format
 - Vector image format
 - Web adapt format
- **Photo studio I:**

- Presentation and usage of digital photo equipment
- Different types of digital photo equipment
- **Photo studio II:**
 - Presentation and usage of camera equipment
 - Different types of camera
- **Camera Shots**
- **Camera Angles**
- **Camera Movements**
- **Shot Composition**
- **Documentary research**
- **Video Recording Shooting I:**
 - 1. Choose its equipment
 - Determination of choices of camera according the shooting:
 - Size of the sensor;
 - Shades;
 - Color;
 - Scanning;
 - Luminance and chrominance;
 - Flow rate;
 - Recording media;
 - ❖ **Practical exercises of pre-settings.**
 - Basics of the video
 - Sensors
 - Signal
 - Swaging
 - Digital recording
 - Compression and media
 - **Light**
 - Type of lighting (halogen, HMI, neon, LED)
 - Color Temperature (Estimate, measurement and correction)
 - Highlighted (lighting three points, ambiances, day, night)
- **The camera**
 - Reminder of basic concepts of optical (fixed focal, zooms)
 - Exposure and Sensitivity (extent, latitude)
 - Gamma correction
 - The cuts for blacks and whites
 - Balancing of the White
 - Engineer menu
- **Framing**
 - Rule of composition of images
 - The plan values
 - Axis of decision-view

- Depth of field
- Camera on foot
- Shoulder camera
- The camera movements: Pan, zoom, and traveling
- Fittings
- **Practice of advanced cameras**
 - Define the combined movements
 - Traveling with upset panoramic: Transtrav
 - Practical exercises of movements of the camera
- **First Pro:**
 - **Acquisition**
 - Preparation of the project;
 - Fitting off-line;
 - Configuring A/V;
 - Timecode
 - Potential problems;
 - The organization of the rack;
 - Immediate capture;
 - Logging of plans.
- **Fitting**
 - Logging;
 - The viewer;
 - The Timeline and Canvas;
 - Video tracks & audio;
 - Three point editing;
 - The tools;
 - Keyboard shortcuts.
- **Transitions**
 - Artistic considerations;
 - Simple fittings;
 - Crossfades;
 - SFX;
 - Smoothing of sound tracks;
 - Pre-visualizations;
 - The real time.
- **Color correction with First Pro**
 - Use of internal oscilloscopes elms of wave;
 - Vectorscope;
 - YCbCr parade;
 - Rgb parade.
- **TASK: Produce a story with a journalist or a reporter:**

4. MPA214: FILM FOR DEVELOPMENT

Credits: 6, Course State: Compulsory (C)

- **Introduction to Film for Development**
 - Understanding the concept of "Film for Development"
 - Historical overview and evolution of using film for social change
 - The role of film in addressing social, cultural, and environmental issues
- **Film Production for Development**
 - Pre-production: Planning, scripting, and concept development
 - Production: Cinematography, lighting, sound recording, and set design
 - Post-production: Editing, visual effects, and sound design
 - Budgeting and resource management for development film projects
- **Documentary Filmmaking for Development**
 - Introduction to documentary filmmaking
 - Research and storytelling techniques for documentaries
 - Ethics and responsibilities in documentary filmmaking
 - Impact measurement and evaluation of documentary films for development
- **Narrative Filmmaking for Development**
 - Elements of narrative storytelling
 - Screenwriting for social impact narratives
 - Directing and working with actors in development narratives
 - Visual storytelling techniques in narrative films for development
- **Film Distribution and Impact**
 - Film festival strategies for development films
 - Online distribution platforms and social media marketing
 - Partnerships and collaborations for impact distribution
 - Monitoring and evaluation of film impact in development initiatives
- **Case Studies and Guest Lectures**
 - Analyzing successful film projects for development
 - Guest lectures by professionals working in film and development
 - Discussion of real-world challenges and opportunities in film for development
- **Project Development and Presentation**
 - Guided project development for participants
 - Pitching and presenting film projects for development
 - Feedback and peer review sessions for project ideas
- **Film Screening and Reflection**
 - Screening of selected films for development
 - Critical analysis and reflection on the impact of films
 - Identifying best practices and lessons learned in film for development

5. MPA216: CINEMA AND NEW MEDIA

Credits: 6, Course State: Compulsory (C)

- **Introduction to Cinema and New Media**

- Overview of the course objectives and structure
- Understanding the relationship between cinema and new media
- **Impact of New Media Technologies on Film Production**
 - Exploring the influence of digital technologies on film production processes
 - Analyzing advancements in cameras, editing software, visual effects, and post-production techniques
- **Evolution of Film Distribution in the Digital Age**
 - Examining the shift from traditional distribution models to online platforms and streaming services
 - Analyzing the impact of digital piracy, video-on-demand (VOD), and subscription-based services
- **Convergence of Cinema and New Media Platforms**
 - Analyzing the integration of cinema with new media platforms, such as YouTube, Vimeo, and social media
 - Exploring the rise of web series, short films, and online content creation
- **Creative Possibilities of New Media in Film Production**
 - Exploring new media technologies in film, including virtual reality (VR), augmented reality (AR), and interactive storytelling
 - Analyzing transmedia storytelling and cross-platform narratives
- **Audience Participation and User-Generated Content**
 - Examining the role of audiences in the digital era of cinema
 - Analyzing user-generated content, fan communities, and participatory culture
- **Ethical Considerations in Cinema and New Media**
 - Discussing ethical challenges and considerations in film production and distribution in the digital age
 - Addressing issues such as copyright, privacy, and representation
- **Cultural and Social Impacts of Cinema and New Media**
 - Analyzing the influence of cinema and new media on culture, society, and identity
 - Exploring the representation of diverse voices and perspectives in digital storytelling
- **Future of Cinema in the Digital Era**
 - Discussing emerging trends and technologies shaping the future of cinema
 - Exploring the potential impact of artificial intelligence (AI), immersive experiences, and other cutting-edge advancements
- **Hands-on Projects: Integration of Cinema and New Media**
 - Practical exercises and projects exploring the creative integration of cinema and new media technologies
 - Group discussions and presentations of projects
- **Debates and Discussions on Cinema and New Media**
 - Engaging in critical debates and discussions on the challenges and opportunities of cinema in the digital era

- Exploring different perspectives and viewpoints
- **Reflection and Future Directions**
 - Reflecting on the course learnings and insights gained
 - Discussing potential career paths and opportunities in the field of cinema and new media

6. CVE102: CIVICS, ETHICS AND LAW

Credits: 4, Course State: Required (R)

➤ **Civics and Moral education**

- The citizen
- The nation
- The state
- Public goods – collective goods
- Freedoms
- Public services
- Ethical problems
- Ethics, rights and privileges
- Management and ethics of the responsibility
- Ethics and management
- Civics
- Deontology
- Moral consciousness
- The universal declaration of Human Rights
- Good governance in public services
- The importance of civics to the life of the nation
- Functions of the state and its citizens
- Deontology, Professional ethics and professionalism
- Relationship between morality, law and ethics
- Codes of ethics

➤ **Business Law**

➤ **Civil Law:**

- Definition, characteristics, branches and sources of law
- Scope of application of the law
- Dimensions of law (objective law, Subjective law)
- Legal organisation
- The right of a legal personality
- Marital status, name and address
- Disabilities
- Legal acts
- Legal facts

➤ **Labour law:**

- Definition of labour law, birth and evolution of labour law and sources

- The employment contract (conclusion, implementation and breach)
- Labour disputes (individual and collective)
- The staff delegate, Trade Unions
- Labour accidents and occupational diseases
- Health and safety at work

7. IPL102: INTERGRATION AND PROFESSIONAL LIFE

Credits: 4, Course State: Required (R)

➤ **Enterprise creation**

- Characteristics of the entrepreneur
- Opportunity recognition
- Starting a business
- Business operation

➤ **Economics and Enterprise Organization(EEO)**

- Enterprise and typology of enterprises
 - Definition of an enterprise
 - Analysis mode
 - Enterprise as a production unit
 - Enterprise as a distribution unit
 - Enterprise as a social center
 - Classification of enterprise based on the following economics criteria
 - According to economic activities
 - According to dimension
 - According to judicial criteria
- Organizational structure of an enterprise
 - Distribution of tasks and power hierarchy
 - Distribution of tasks
 - Organizational structure
 - Departmental structure
 - Site location
 - Practical structure
 - Power hierarchy
 - Functional hierarchy
 - Staff and line hierarchy
 - Coordination and relationships in the enterprise
 - Coordination of tasks in the enterprise
 - Relationships in the enterprise
- Insertion of the enterprise into the economic web
- Basic notions on the enterprise environment
- Inter – enterprise relationship
 - Competing relationship
 - Complementary relationship

- Relationship between the enterprise and other aspects of the environment.
- **Income earning activities**
 - Commercial policies (the 4p)
 - Policy of the products
 - Price policy
 - Distribution policy
 - Communication policy
- **Production and processing policies**
 - Production policy:
 - Production on command
 - Production in series
 - Continuous production
 - Processing policy
 - Studies and research office
 - Methods office
 - Office of scheduling and launching
 - Various production methods (influence of technology on production)
 - Mechanization, automation and computer assisted production (CAP)
 - Quality policies (Production control)
 - At the level of production factors
 - At the level of work advancement
 - At the level of quality
 - Work organization and evolution
 - Taylorization
 - Fordism
 - The actual form of a work organization
 - Robotization, enrichment,
 - Know how to undertake
 - Steps of the creator
 - Steps of the decision maker
 - Steps of the manager
 - Information system and decision system
 - Importance of information and communication to an enterprise
 - Organization of an information system:
 - Data bank
 - Database
 - Communication networks
 - contribution of information as regards information system
 - Decision processing
 - Types of decision
 - Tools that helps in decision-making
 - Decision in unquestionable future

- Decision in questionable future
- Capacities and participation in the company
 - Delegation of authority

➤ **General Economics**

- Introduction
 - Classification of economic actors
 - Economic operators
 - Relationship between economic agents: economic circuits ;
 - Basic notions on national accounting: aggregates and their circuit; products, revenue, expenses.
- Consumption
 - Demographic elements
 - The needs, the level of life, way of life.
 - Individual consumption and collective consumption
 - The demands
- Production
 - Production units, the sectors and branch activities
 - Production factors and their combinations, offers concentration
- Growth and development
 - Growth
 - Definition and measures
 - Growth factors
 - Growth and notions on neighbors
 - Development
 - Definition
 - Development criteria

➤ **The payment of the international exchanges**

- The exchange
- Formation of exchange rate
- Tests of international monetary organization and its difficulties.

➤ **Decentralization of decision making**

➤ **General Accounting**

- Heritage
- Influx at an enterprise and its registration
- Balance sheet and results
- law and accounting plan
- Buying and selling
- Expenses and products
- Incidental expenses on buying and selling
- Packing supplies
- Transport
- Classical accounting system

- Balancing of accounts
- Cash regulations
- Terms regulation
- Depreciations
- Provisions
- **Projects Management**
 - Project Management Overview
 - Projects in the business environment
 - Projects Definition
 - Estimates
 - Project Planning
 - Project Execution
 - Project Monitoring & Control
 - Project Quality
 - Leadership in Projects
 - Projects' success & failure
 - Project Closure & Audit
 - Conclusions & Presentations

SECOND YEAR: FIRST SEMESTER

1. MPA305: SOUND RECORDING AND EDITING

Credits: 6, Course State: Compulsory (C)

- **Sound**
 - **Introduction to Sound**
 - Nature of sound
 - Sound characteristic parameters(height, intensity, sound level)
 - Complex sound characteristic parameters(notion on fundamental frequency, set of harmonics)
 - Audible frequency domain
 - Conversion of analogue signal into digital: sampling, quantification, compression (summary explanation of MP3 format)
 - Sound files formats
- **Sound Recording with Adobe Audition**
 - Introduction to Adobe Audition: Overview of the Software and Interface
 - Recording Techniques: Best Practices for High-Quality Sound Capture
 - Editing and Mixing Audio: Mastering the Tools and Workflow in Adobe Audition
 - Noise Reduction and Restoration: Enhancing Audio Quality
 - Working with Music and Sound Effects: Adding and Manipulating Audio Elements
 - Multitrack Recording and Editing: Managing Multiple Audio Sources
 - Voiceover Recording and Editing: Techniques for Narration and Dialogue

- Podcast Production: Creating Professional Podcasts with Adobe Audition
- Audio Effects and Processing: Enhancing Sound and Creativity
- Audio Export and Delivery: Optimizing Audio for Different Platforms and Formats
- Advanced Editing Techniques: Time Stretching, Pitch Correction, and Audio Manipulation
- Mixing and Mastering: Balancing Levels, EQ, and Dynamics for a Polished Sound
- Using Effects and Plugins: Creative Sound Design and Audio Manipulation
- Field Recording and Location Sound: Tips for Capturing High-Quality Audio on the Go
- Dialogue Editing and ADR: Techniques for Cleaning and Replacing Dialogue
- Working with Foley: Creating and Recording Sound Effects for Film and TV
- Surround Sound Mixing: Creating Immersive Audio Experiences
- Audio Restoration: Repairing and Enhancing Damaged or Low-Quality Recordings
- Batch Processing and Automation: Streamlining Workflows in Adobe Audition
- Collaborative Workflows: Sharing Projects and Assets with Other Team Members

2. MPA307: VIDEO EDITING

Credits: 6, Course State: Compulsory (C)

➤ **Introduction to Video Editing**

- Introduction
- Definition of key concepts
- Types of video
- Sources of video editing inspiration
- Introduction to video editing software
- Presentation of some video formats common in digital photographic equipment

➤ **Video Editing with Adobe Premiere Pro**

• **Introduction to Adobe Premiere Pro**

- Introduction
- Start Screen
- Premiere Pro workspace (panels)
- Menu Bar
- Projects Panel
- Source Monitor
- Timeline
- Program Window
- Effects Panel
- Effects Control Panel

- Audio Clip Mixer
- **Timeline and Tools**
 - Timeline and sequence setting
 - Video Setting
 - Audio Setting
 - Video Preview Setting
 - Tools and Functions
 - Move Tool
 - Razor Tool
 - The Story
- **Clip Setting and Frames**
 - Clips setting and Attributes
 - Clip Edit
 - Grouping, Linking and Nesting
 - Label
 - Speed and Duration
 - Audio Gain and Channels
 - Frame Setting and Scale
 - Clip Reveal
- **Typography and Iconography**
 - Adding Text
 - Text Customization
 - Using Icons and Logos
 - Resizing and Positioning Icons
- **The Effects Panel**
 - Audio Effects
 - Audio Transitions
 - Video Effects
 - Video Transitions
 - The Effects Control Panel
 - Video Effects
 - Motion
 - Opacity
 - Time Remapping
 - Audio Effects
 - Volume
 - Channel Volume
 - Panner
- **Key Framing**
 - Position
 - Scale
 - Rotation

- Opacity
- **Introduction and End**
 - Media House Identity
 - Presentation of Content
 - Content Title
 - Important Cast
 - Appreciation
 - End Credits
 - Copyright
- **Finishing**
 - Coloring
 - Rendering
 - Exporting
- **Video Editing with Power Director**
 - Introduction to Power Director
 - How to us
 - Additional Functionalities
 - Render & Export

3. MPA309: FILM PRODUCTION II

Credits: 6, Course State: Compulsory (C)

- **Counting and Shooting Plan**
- **The counting of the votes:**
 - **1. Counting of a scenario on the plan of all relevant categories:**
 - Filming locations;
 - Actors;
 - Extras;
 - Accessories;
 - Animals/plants;
 - Weapons;
 - Sound effects;
 - Waterfalls;
 - Constructions;
 - Costumes;
 - Decor;
 - Vehicles and security, etc.
 - Use of the software to perform the said counting the votes (Celtx)
 - Of the casting in technical meetings;
 - The identification to leaves of services; etc.
 - Passage of the recount to the cutting
- **Cutting and elaboration of a shooting plan:**
 - Cutting and groupemenTes scenes by affinity

- Articulation du programme de travail par le réalisateur et par site
- Assurer la direction de production et la direction artistique dans l'exécution du plan financier dans les limites du budget
- **The technical cutting and its implications**
- **The technical cutting and its implications:**
 - Réalisation du découpage technique (encadrement, angles de prise de vue et mouvements de caméra)
 - Fournir une base pour la transformation du document technique en un document visuel
 - Association du découpage technique au plan de travail
 - Comprendre le découpage implicite et en déduire un découpage explicite
 - Collaborer avec les différents départements Image, lumière, son et décor pour la réalisation du plan de travail
 - Représenter les débuts et les fins des mouvements de caméra
- **Producing a documentary (13mn)**
- **Pre-production :**
 - **Write, produce and disseminate his documentary**
 - Affiner un scénario de film documentaire après des investigations sur le terrain;
 - Préparation et tournage du documentaire;
 - Utilisation d'une caméra numérique en tant que réalisateur de documentaire;
 - Manœuvrer l'équipement d'enregistrement sonore en tant que réalisateur de documentaire.
- **Post production:**
 - Montage ou adaptation d'un documentaire
 - Relation entre le réalisateur de documentaire / assembleur
 - Opportunités de diffusion: Du pré-achat à l'achat, la coproduction à la production sponsorisée par un diffuseur
- **Video Recording Shooting II:**
 - **Movements of advanced camera**
 - Les mouvements combinés
 - Voyage avec un panoramique inversé: Travelling
 - Exercices pratiques des mouvements de la caméra
 - **Techniques to adjust the different areas of the image**
 - Ajustement de la courbe du Gamma et définir les contrastes
 - Récupérer l'information dans les noirs
 - Récupérer l'information dans les hautes lumières
 - Ajuster les tons moyens
 - Différencier un réglage selon une diffusion objective différente
 - Exercices pratiques: gain, gamma, Elbow, équilibre des noirs
 - **Technique to work on colorimetric**
 - Organiser le Timecode d'un plan en mono et multi-caméras
 - Coordonner les couleurs en fonction des obligations de diffusion
 - Identifier les sommaires additifs et soustractifs

- **Practical exercises: composition and colors, mix of Timecode, color of the skin, verification of measures**
- Adjust the sharpness in function of a party taken
- Reduce the nuisance of compression
- Analyze the operation of the coring
- Practical exercises: recovery of the fine details, improvement of a face of a ITW
- **Aesthetic light:**
 - **Create a light aesthetics**
 - Resolution of complex problems of light
 - Evaluation of the contrast of a plan
 - The reflection transmitted, absorbed or reflected
 - Practical exercises for the construction of lighting
 - **Interview or a comment off**
 - To save a plan audio, with quality, treat its content
 - Choose a format, a frequency and a flow rate in function of a planned release
 - Calculation of the volume or the throughput of a comment
 - Experiment a right intonation
 - Attack the beginning of its sentences
 - **The weight of a shooting**
 - Analysis of the report compression/weight of an audiovisual file
 - Practical exercises: tests of variable formats, readings, various
 - **Interpolation of images**
 - Turn a plan slow motion
 - Practical exercise of shooting at idle speed

4. MPA311: ACTING AND DIRECTING II

Credits: 6, Course State: Compulsory (C)

- **Acting Techniques II:**
 - Different schools of acting:
 - Actor training:
 - Voice quality
 - Etc...
- **Directing II**
 - **The role of the Assistant Director:**
 - The model of the passage of the wizard on two feature films to autonomous Implementer
 - The passage of the Statute of First Assistant to that of Director autonomous
 - The professional classification of directors according to seniority, the number of production and the winners

- The other assistants to the Director
- The Assistant Director of profession or vocation
 - Why some professionals prefer exercises in quality of Assistant Director of Career?
 - Career profile of the Assistant to the Director
 - Models of training and professionalization of the career of Assistant Director of career
- Approaches to Auditioning: Techniques for Actors and Directors
- The Actor-Director Relationship: Collaboration and Trust on Set
- Directing Blocking and Movement: Creating Dynamic Stage and Screen Spaces
- Character Analysis: Understanding Motivations and Objectives
- Directing Emotional Scenes: Navigating Intensity and Vulnerability
- Acting for Different Genres: Comedy, Drama, Action, and Beyond
- Directing Child Actors: Techniques for Working with Young Performers
- Acting for the Camera: Techniques for Film and Television
- Directing Ensemble Casts: Balancing Performances and Storylines
- Approaches to Directing Rehearsals: Strategies for Effective Preparation
- **Practical cases:**
- **Sheets of services, Schedules, Order and Security**
 - Act in the leader in need (in the event of a problem, this is not to the Director that we should go, but toward the Wizard Assistant)
 - Shake the team in the event of non-compliance schedules, with the endorsement of the production and the direction of production
 - The observance of safety standards on the tray set with the competent departments
- **Manage crises**
 - Suggest to the Director and to the Director of Production The references of personnel
 - Reconcile the parties in case of misunderstanding professional
 - Restart the team and make the mediation with a view to protect the production as the status of its workers

5. MPA313: WEB ANIMATION – ADOBE ANIMATE

Credits: 6, Course State: Compulsory (C)

➤ **Graphics Animation I:**

- Introduction to Adobe Animate
- Study of the Animate interface
- Creation of Animate project and parameter setting
- Importation of multimedia files
- Basic concepts, creation of objects, object modeling, lighting, animation, and exportation
- Lines creation

- Selection and manipulation of lines
- Pallet
- **Animation**
 - Usage of tools used in creation
 - Introduction to animation in Flash
 - Advanced techniques
 - Exportation
- **Web and multimedia II :**
- **Animation: Adobe Flash:**
 - Online Advertising: the banners
 - Types of banners;
 - Formats;
 - The animation.
 - **Presentation of Flash**
 - Description of the interface;
 - Properties of a Flash document;
 - Tools and designs in Flash.
 - **The palettes: Colors, gradients,; transformations, alignments**
 - Colormixer palette;
 - Colorswatches palette;
 - Apply a gradient;
 - The tool Free Transform;
 - Info palette;
 - Transform palette;
 - Align palette.
 - **Adobe Flash: line of the time**
 - The Frame;
 - The Keyframe;
 - Types and Techniques of animation.
 - **Adobe Flash: Symbols and Instances**
 - Typology;
 - Create a Symbol;
 - Duplicate; edit a symbol;
 - Change the properties of an instance;
 - Break a instance.
 - **Adobe Flash: bitmap images**
 - Import the images;
 - Break the images;
 - Vectorize the images.
 - **Macromedia Flash: animation by interpolation**
 - Motion Tween;
 - Motion Tween and motion guide;

- Shape tween.
- **Macromedia Flash: mask layers**
 - Creation;
 - Restriction;
 - Animation.
- **Web design: Adobe Dreamweaver:**
 - Presentation of Adobe Dreamweaver
 - Preparation of a root folder and creation of a working file
 - Use of tools: menu and options to Dreamweaver
 - Achievement of the pages of a site
 - Creation of links in a site
 - The style sheets
 - Script actions;
 - Programming of actions script;
 - Animation and scenario;
 - Interactivity.
 - Import and integration of sounds to a document.
 - Flash tabs;
 - HTML tab.

6. MPA315: FILM BUSINESS AND MANAGEMENT

Credits: 6, Course State: Compulsory (C)

- **Film Management**
- **Production and Distribution:**
 - **Economy of the cinema**
 - The film industry and its pre-required
 - The principles of mass production
 - Planning the economic life of a film
 - **The Circuits**
 - The production
 - The distribution
 - The exploitation
- **Exploitation and diffusion:**
 - **The contracts linking the production, distribution and exploitation**
 - Notions of audiovisual contracts and cinematographic film
 - Relationship between producer and distributor
 - Relationship between distributor and operator
- **Intellectual Property Law :**
 - General Introduction to copyright
 - The Law
 - Counterfeiting of works
 - Designs, models, the dual protection regime

- Copyright policy for an SME
- Film Business Strategies: Navigating the Changing Landscape of the Industry
- Film Financing and Funding Models: Exploring Creative Ways to Secure Investment
- Film Distribution and Marketing: Reaching Audiences in the Digital Age
- Film Production Management: Efficient Budgeting and Resource Allocation
- Legal and Contractual Considerations in the Film Industry
- Film Festivals and Their Role in Promoting Films and Filmmakers
- Film Sales and International Distribution: Maximizing Revenue Streams
- Film Marketing and Promotion: Building Successful Campaigns
- Trends and Innovations in Film Exhibition and Cinema Technology
- Film Industry Ethics and Sustainability: Balancing Artistic Vision and Business Practices

SECOND YEAR: SECOND SEMESTER

1. MPA310: MASTERPIECE OF FILM

Credits: 6, Course State: Compulsory (C)

- Exploring Cinematic Storytelling Techniques
- Iconic Performances and Memorable Characters
- The Art of Cinematography and Visual Composition
- Impactful Sound Design and Musical Scores
- Breakthrough Special Effects and Visual Effects
- Trailblazing Directors and Their Signature Styles
- Timeless Screenplays and Dialogue
- Cinematic Influences and Homages
- Analyzing Symbolism and Metaphors
- Cult Classics and Their Enduring Legacy
- Unforgettable Acting Performances
- Revolutionary Cinematic Techniques
- Captivating Storytelling and Narrative Structures
- Iconic Film Scores and Soundtracks
- Timeless Cinematography and Visual Aesthetics
- Impactful Editing and Pacing
- Powerful Themes and Social Commentary
- Memorable Dialogues and Quotes
- Genre-defining Films and Subversive Works
- Enduring Cultural Influence and Legacy
- Unconventional Narrative Structures and Storytelling Techniques
- The Art of Production Design and Set Decoration
- Intense and Memorable Cinematic Moments
- Evolution of Film Genres and Subgenres
- Examining Symbolism and Metaphors in Cinema

- Impactful and Thought-Provoking Documentaries
- Cinematic Innovations and Technological Advancements
- Exploring Cultural Diversity and Representation
- Psychological Depth and Character Development
- Immersive and Engaging World-Building

2. MPA312: SPECIAL EFFECTS – ADOBE AFTER EFFECTS

Credits: 6, Course State: Compulsory (C)

- **Special effects techniques:**
 - Some definitions
 - Types of special effects
 - Presentation and usage of software tools adapted to realize special effects
 - Case study
 - After effect workspace
 - Creation of a composition
 - Import a video file
 - Predefined after effects
 - Bridge and after effect
 - Tutorials: realizing a key chroma, creat its clone, isolate the colour, run at the speed of light.
 - Write a report

3. MPA314: GRAPHIC ANIMATION (2D, 3D, 4D)

Credits: 6, Course State: Compulsory (C)

- **Editing of test models:**
 - Study of the creation of the character types
 - Different types of character types
 - Relizing the editing of test models
 - History of penmanship art
- **TGA**
 - **Drawing of an artistic expression**
 - Interpretation of an artistic expression (object, portrait, landscape)
 - Preparation of materials to be used
 - Study of artistic art
 - Execution techniques of anartistic expression
 - **Drop shadow and light tools in artistic drawing**
 - Utility of drop shadow and light of an artistic drawing
 - Valorization techniques
 - Presentation of the drop shadow and light
 - Sinking of artistic drawing
 - **Construction of figurine**
 - Figurine proportions

- Different parts of a figurine
- Construction techniques of figurines movement
- Construction techniques of the hands and arms of a figurine
- Construction techniques of the legs and feet of a figurine
- Construction techniques of the sketch and attitudinal of a figurine
- **Usage techniques of gouache**
 - Presentation of the gouache
 - Constitution of gouache
 - Selection of materials for gouache
 - Composition techniques for gouache
 - Execution techniques of text
- **Give artistic expressions using a graphic software(Artweater, Art rage, Illustrator or Inkscape)**
 - Presentation of the software interface
 - Software explorer tools
 - Exploration of the files of the menu
 - Exploration of format control
 - Exploration of posting orders
 - Exploration of the tracing
 - Exploration of objects(properties and transformation
 - Exploration of the routes of the graphic software
 - Exploration of the menu effects
 - Exploration of the work orders with the nodes and the objects
 - Representation of the objects, animals, landscape, or the persons with artistic software
- **Animation Workshop:**
 - Workshop on enterprise creation and products
- Basic concepts
- Installation of 4D cinema software
- Discovery of the interface
- Creation of an object
- The texture and lighting
- 3D object animation
- 2D Object Animation
- **Workshop 3D I:**
 - Introduction 3D Max
 - General presentation of 3D Max;
 - First of scene (create a scene, add 3D objects, adjustment of views and recording...);
 - Rendering (rendering window, panel 'Environment);
 - The views ;
 - Change the 3D objects (move, rotate and scaler your objects);

- Application of a modifier;
- Modeling of an object: the case of a table (Create the base object, modeling and rendering of a scene...);
- Initiation to the texturing and concrete application (Basic concepts and materials editor, import your textures, parameter of a standard slot,
- application of textures, modification of UV coordinates, UVW map);
- 3D animation with 3dmax
- Achievement of a advertising project in 3D.

4. WSD380: INTERNSHIP

Credits: 6, Course State: Compulsory (C)

- 8 Weeks Internship
- **Methodology for drafting the report of internship:**
 - The collection of information
 - How to make a report
 - The plan of the probationary report and the Executive Summary
 - The Table of Contents
 - The introduction of the report of internship
 - The conclusion of the Internship report
 - The Acknowledgments
 - How to build the annexs
 - When to start his internship report
 - How to find a subject of Internship report
 - The cover page
 - How to write effectively
 - Form and presentation (coverage, MSDS, summary, bibliography, glossary, index of figures, tables and illustrations)
 - Instructions and typographical rules of presentation (police, spacing, titles, highlighted, punctuation, graphic charter)
 - How to prepare the defense

5. WSD390: ACADEMIC PROJECT

Credits: 12, Course State: Compulsory (C)

- Personal Practical Project (70%)
- Written Project (Project Report) (30%)
 - **Project I:**
 - 1. Realize a project that falls within the HND curriculum

HND CINEMATOGRAPHY COURSES

FIRST YEAR: FIRST SEMESTER

SN	COURSE CODE	STATE	CREDIT VALUE	COURSE TITLE
01	GDP201	C	6	Introduction to Arts
02	MPA203	C	6	African History and Cinema
03	MPA205	C	6	Script Writing
04	MPA211	C	6	Acting and Directing I
05	GDP211	C	6	Graphic and Multimedia Design
06	FRE101	R	2	Basic French Language I
07	ENG101	R	2	Basic English Language I
08	DIL101	R	4	Digital Literacy
Total Credits:38				

FIRST YEAR: SECOND SEMESTER

SN	COURSE CODE	STATE	CREDIT VALUE	COURSE TITLE
01	MPA208	C	6	Semiotics and Criticism of Film
02	MPA210	C	6	History and Theories of Film
03	MPA212	C	6	Film Production I
04	MPA214	C	6	Film for Development
05	MPA216	C	6	Cinema and New Media
06	CVE102	R	4	Civics, Ethics and Law
07	IPL102	R	4	Integration and Professional Life
Total Credits: 38				

SECOND YEAR: FIRST SEMESTER

SN	COURSE CODE	STATE	CREDIT VALUE	COURSE TITLE
01	MPA305	C	6	Sound Recording and Editing
02	MPA307	C	6	Video Editing
03	MPA309	C	6	Film Production II
04	MPA311	C	6	Acting and Directing II
05	MPA313	C	6	Web Animation – Adobe Animate
06	MPA315	C	6	Film Business and Management
Total Credits: 36				

SECOND YEAR: SECOND SEMESTER

SN	COURSE CODE	STATE	CREDIT VALUE	COURSE TITLE
01	MPA310	C	6	Masterpiece of Film
02	MPA312	C	6	Special Effects – Adobe After Effects
03	MPA314	C	6	Graphic Animation (2D, 3D, 4D)
04	WSD380	C	6	Internship
05	MEC390	C	12	Academic Project II
Total Credits: 36				

General Credits to be Obtained: 148

TEGHEN Clovis MONYONGA
Dean of Studies



Date: Monday, July 17th 2023