FROM FOOTAGE TO FILM, DESIGN & MOTION

FILM EDITING LONG-TERM COURSE

FILM EDITING → PHOTOSHOP → AFTER EFFECTS

Complete training with real-time movie projects.

Learn from industry-experienced faculty. Build editing judgement, design skills and motion graphics through guided practical work.

3 MONTHS

Course duration

₹60,000

Total course fee

2 HOURS CLASS + 2 HOURS PRACTICE

Premiere Pro • DaVinci Resolve • Media Encoder
Photoshop • After Effects • AI demonstrations

Learn in the right order.

Start with Film Editing, then move to Photoshop and After Effects. Finish with a 2-minute lyrical video and an organised project portfolio.

01 / FILM EDITING

Foundations, Premiere Pro, scenes, songs, fights, multicam, trailers, Blackmagic on-location capture editing, sound, DI/VFX handovers and final delivery.

02 / PHOTOSHOP

Image editing, cutouts, retouching, typography, compositing, movie-poster design, AI demonstrations, templates and preparation for animation.

03 / AFTER EFFECTS

Motion graphics, titles, green screen, roto, tracking, 3D basics, expressions, plugins, templates and motion posters.

04 / LYRICAL & FINAL PROJECTS

Four curriculum units develop a 2-minute lyrical video. Four final units cover project completion, corrections, exports and submission.

FOUR ASSESSMENTS - 25 MARKS EACH

Film Editing: mid-module and end-module exams alongside the scheduled class. Photoshop: exam after its module. After Effects: exam before lyrical composition. Guided practice continues throughout.

SCHEDULING NOTE

Duration: 3 months. The combined syllabus below is numbered as 90 learning units, not 90 separate working days. Class allocation, exams and project sessions follow the batch timetable.

Learning units 01-09

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
1	**Computer, OS & Storage**	Computer essentials, Windows/macOS, drives, folders, backups and troubleshooting. Practice: organise a project and verify a backup.
2	**Media & Technical Foundations**	Formats, codecs vs containers, resolution, aspect ratio, frame rate, progressive/interlaced and variable-frame-rate awareness. Practice: inspect media and choose project settings.
3	**Cameras, Lenses & Shots**	Camera types, lenses, exposure basics, shot sizes, angles and camera movement. Practice: identify shot purpose and coverage.
4	**Film Grammar & Production Stages**	Composition, screen direction, 180/30-degree rules, continuity, production stages, linear/non-linear editing. Practice: analyse a scene and its coverage.
5	**Premiere: Setup & Workspace**	Adobe Premiere Pro 2027 workflow orientation; workspaces, panels, preferences, scratch disks, cache, Auto Save and shortcuts. Practice: create a reliable project setup.
6	**Premiere: Import & Organisation**	Media Browser, bins, metadata, labels, search, interpret footage and audio-channel settings. Camera/sound reports, verified copies and missing/corrupt-media logs. Practice: organise rushes and dailies.
7	**Premiere: Monitors & Assembly**	Source/Program controls, timecode, In/Out, markers, subclips, Insert/Overwrite and three-point editing. Practice: assemble a short sequence.
8	**Premiere: Timeline & Basic Tools**	Tracks, patching, targeting, sync lock, snapping, linked selection, Selection, Track Select, Razor, Pen, Hand and Zoom. Practice: edit using shortcuts.
9	**Premiere: Trimming & Speed**	Ripple, Roll, Slip, Slide, Lift/Extract, trim controls, Rate Stretch, Speed/Duration, reverse, freeze frame and time remapping. Practice: refine timing and speed.

Learning units 10-18

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
10	**Premiere: Effects & Animation**	Effects, transitions, handles, presets, adjustment layers, Properties/Effect Controls, transforms, keyframes and easing. Practice: build controlled transitions and motion.
11	**Premiere: Masks & Compositing**	Mask paths, feather, expansion, tracking, Object Mask, opacity, blend modes and basic keying. Practice: isolate and combine picture elements.
12	**Premiere: Audio Tools & Sync**	Gain/volume, mixers, routing, pan, keyframes, Essential Sound, ducking and effects. Clap, waveform and timecode sync. Practice: sync dual-system sound and check drift.
13	**Premiere: Colour Tools**	Lumetri controls, scopes, colour management, LUTs and Color Mode orientation. Practice: correct exposure/white balance and compare shots.
14	**Premiere: Text & Captions**	Text/shape controls, titles, template use, captions, transcripts and text-based editing. Practice: create a title and captioned sequence.
15	**Premiere: Advanced Projects**	Nesting, multicam setup, synchronisation, Productions, shared-project habits and Project Manager. Practice: organise sequences; recover Auto Save and relink media.
16	**Premiere: AI & Workflow Revision**	Media search, Scene Edit Detection, Auto Reframe, Generative Extend, AI Assistant and available generative tools. Practice: compare results and complete an integrated edit.
17	**Shooting Edit List & OK-Take Assembly**	Read scene/shot/take numbers and OK-take notes; match clips to slate and reports. Script beats, performance and continuity. Practice: arrange preferred/alternate takes in screenplay order; flag missing shots.
18	**Editing Sense & Types of Cuts**	Match, jump, cross, action, J/L, smash, invisible and cutaway edits; pauses, silence and dialogue overlaps. Practice: solve incomplete coverage and compare pacing.

Learning units 19-27

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
19	**Scene Editing in Premiere**	Dialogue assembly, performance, reactions, continuity and dramatic pacing using Premiere tools. Practice: edit a scene, review notes and refine the cut.
20	**Song Editing in Premiere**	Song sync, beat, rhythm, performance, montage and visual progression. Practice: cut a song excerpt and improve musical/emotional timing.
21	**Fight Editing in Premiere**	Action geography, matching movement, continuity, tension, clarity and sound accents. Practice: build and refine a fight sequence.
22	**Voiceover & Montage Editing**	Story-led voiceover, B-roll, inserts, cutaways, sound bridges and montage in Premiere. Practice: construct a coherent voiceover sequence.
23	**Exam 1 + Multicam Editing**	25-mark mid-course exam on completed topics. Class: multicam sync, source sequence, angle switching, trimming and audio continuity. Practice: cut and refine a multicamera sequence.
24	**Department Outputs & References**	Dubbing, SFX, RR, DI, VFX and MIXING handovers; beginning slate, sync beep/2-pop, timecode, watermarks and clean copies. Practice: prepare and check a sample handover. See page 8.
25	**Screenplay Order & Film Assembly**	Arrange scenes in screenplay order; place songs and fights, organise reels, name sequences and track runtime. Practice: assemble the complete training film.
26	**Story Edit & Rough-Cut Review**	Screen the assembled film; assess clarity, continuity, repeated information and pacing. Practice: test scene rearrangements and record prioritised edit notes.
27	**Fine Cut & Director Feedback**	Apply director notes; refine performance, scene transitions, emotion and runtime. Practice: compare versions and retain clearly labelled review cuts.

Learning units 28-36

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
28	**Final Edit & Picture Lock**	Full-film review, sync/continuity checks, picture lock and backups. Changes after lock: change lists and updated sound/DI/VFX references. Practice: prepare a lock checklist.
29	**Trailer: Concept & Structure**	Analyse trailers; define audience, opening hook, story promise and spoiler boundaries. Practice: choose dialogue/shots and outline a trailer.
30	**Trailer: Build-Up & Rhythm**	Construct trailer progression using dialogue, music, sound impacts, pauses and pace. Practice: assemble a trailer rough cut.
31	**Trailer: Refinement & Export**	Refine hook, reveals, title cards, ending and sound; check approved assets and export a review copy. Practice: screen, revise and deliver a trailer.
32	**On-Location Online Editing: Blackmagic Capture**	Monitor feed to Blackmagic capture device and system; input, frame rate and audio settings. Capture/name takes, mark OK takes and edit for director playback. Practice: capture-to-cut workflow; signal, sync and dropped-frame checks.
33	**Offline Conversion & Relinking**	DaVinci Resolve: offline conversions, raw/RED media and mixed-format handling. Adobe Media Encoder: create proxies for Premiere. Practice: proxy edit and reconnect originals without shifting timing.
34	**Conform, Turnovers & VFX Tracking**	DaVinci Resolve conforming: XML/EDL, source relinking and reference checks. Turnovers: XML/AAF/EDL, handles and folders. VFX shot IDs, frame ranges, versions and returned-shot replacement. Practice: verify a sample conform.
35	**Dialogue, Ambience & SFX**	Dialogue edits, overlaps, fades, cleanup, room tone, ambience and effects. Practice: build a coherent scene sound pass.
36	**Music & Reference Mix**	RR/background-score placement, cue notes, music transitions, levels, ducking and reference balancing. Practice: create a review mix with clear dialogue.

Learning units 37-45

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
37	**Sound & Mixing Handover Practice**	Prepare dubbing/SFX/RR/MIXING references, agreed AAF/stems, track maps and sync marks. Check returned stereo/5.1 mixes. Practice: verify a sound turnover package.
38	**Colour Correction & Shot Matching**	Adobe Premiere Pro: exposure, white balance, scopes, skin-tone consistency and shot matching. Practice: correct and match a sample scene using Premiere colour tools.
39	**DI Handover & Returned-Film Checks**	Colour spaces, LUT handling, clean conform references and agreed DI deliverables; check returned timing, framing and versions. Practice: inspect a DI round-trip.
40	**Film Titles & Telugu Text**	Premiere-based beginning titles/end credits, Telugu input, font compatibility, spelling, safe areas and legibility. Practice: create and check a title/credit sequence.
41	**Subtitles & Caption Delivery**	Subtitle timing, reading speed, line breaks and spelling; SRT, burn-in and receiving-workflow formats. Practice: export and verify subtitles against the film.
42	**Final Masters & Delivery Formats**	DaVinci Resolve: CENSOR DCP, theatre outputs for Qube, UFO and PXD, and different OTT platform outputs. Adobe Media Encoder: export queues, presets, codecs and bitrate for master/viewing copies. Practice: export and QC to delivery specifications.
43	**Final Playback & Quality Control**	Check stereo/5.1 mapping, sync, black/flash frames, titles, subtitles, levels and full playback; diagnose export failures. Practice: complete a delivery QC report.
44	**Film Certification & Client Revisions**	Film-certification submission preparation, censor-cut processing, client feedback, deadlines and revised versions. Practice: build a mock submission/revision checklist.
45	**Exam 2 + Archive & Portfolio Review**	25-mark Film Editing end-module exam: second-half topics and overall workflow. Class: project collection, recovery, system moves, media/font/plugin checks and permissions. Practice: final handover and portfolio review.

Prepare the right output for every department.

DUBBING • SFX • RR • DI • VFX • MIXING

Dubbing	Picture reference, dialogue guide, reel/scene identification, agreed timecode and sync marks.
SFX	Locked picture reference, dialogue/ambience guides, effects cues and agreed tracks or AAF.
RR / Background Score	Locked picture, dialogue guide, cue notes and clearly identified temporary music.
DI	Clean conform references, XML/EDL as agreed, source-media links and colour/LUT notes.
VFX	Shot IDs, frame ranges, source plates/handles, reference video and version records.
Mixing	Locked picture, agreed AAF/stems, track layout, sample rate/start timecode, sync marks and mix specification.

SLATES, BEEPS, TIMECODE & WATERMARKS

Beginning slate identifies film, reel, version, date, frame rate and start reference.

Sync beep / 2-pop and visual mark provide a common picture/sound reference; agree timing and placement.

Burn-in timecode supports frame-accurate notes. Watermarks identify review copies and recipients.

Prepare clean and reference versions as required. Confirm frame rate, resolution, duration, audio sync and version before handover.

Learning units 46-53

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
46	**PS: Design Basics & Interface**	Dimensions, resolution, RGB/CMYK, formats, workspace, panels, Move/Crop/Transform. Practice: create and resize a simple layout.
47	**PS: Layers & Smart Objects**	Layers, groups, alignment, opacity, Smart Objects, linked/embedded assets and non-destructive editing. Practice: organise an editable design.
48	**PS: Selection Tools**	Marquee, Lasso variants, Quick Selection, Magic Wand, Object Selection and Select Subject. Practice: select people and objects accurately.
49	**PS: Masks, Paths & Cutouts**	Layer/clipping masks, Pen tool, paths, Select and Mask, hair refinement and background removal. Practice: prepare clean cutouts.
50	**PS: Cleanup & Retouching**	Brush, Eraser, Clone Stamp, Healing tools, Remove tool and Content-Aware Fill. Practice: retouch a photo while retaining natural detail.
51	**PS: Colour & Image Correction**	Levels, Curves, Hue/Saturation, colour balance, adjustment layers and Camera Raw basics. Practice: correct exposure, colour and skin tones.
52	**PS: Typography & Styling**	English/Telugu fonts, hierarchy, shapes, gradients, strokes, shadows and layer styles. Practice: build a title and promotional layout.
53	**PS: Shapes, Styles & Filters**	Shapes, gradients, strokes, shadows, layer styles, blend modes and Smart Filters. Practice: build reusable design treatments.

Learning units 54-61

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
54	**PS: Compositing & Poster Layout**	Combine images; match perspective, lighting, shadows and colour. Blend modes, filters and Smart Filters. Practice: create a photo composite.
55	**PS: Poster & Thumbnail Design**	Composition, focal point, text hierarchy and readable layouts. Practice: design a poster and thumbnail.
56	**PS: AI Image Editing**	Generative Fill/Expand, reference-guided edits, object/background changes, prompts and result selection. Instructor demo; practice using supplied results and manual cleanup.
57	**PS: AI Refinement**	Relight, Generative Restyle and available prompt-based editing; check consistency and fix AI errors. Optional beta demos. Practice: refine supplied examples.
58	**PS: Templates & Mockups**	PSD structure, text/photo replacement, Smart Object mockups, colours, missing fonts/assets and layout resizing. Practice: customise a supplied template.
59	**PS: Actions, Batch Work & Export**	Actions, batch processing, JPG/PNG/PDF, transparency and print/web settings. Practice: export multiple output sizes.
60	**PS: Design Project & AE Preparation**	Complete an original poster, apply feedback, name layers and separate elements/backgrounds. Practice: prepare an organised layered PSD for animation.
61	**Photoshop Exam - 25 Marks**	25-mark assessment on Photoshop tools, concepts and workflows. Remaining session time: feedback and supervised revision.

Learning units 62-69

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
62	**AE: Interface & Compositions**	Project, Composition and Timeline panels; import, resolution, frame rate, duration, previews, cache and shortcuts. Practice: set up a composition.
63	**AE: Layers & PSD Workflow**	Import layered PSDs, anchor points, trim/split, solids, adjustment layers, precomps, parenting and Null objects. Practice: prepare a poster for animation.
64	**AE: Keyframes & Transforms**	Position, scale, rotation, opacity, motion paths and keyframe types. Practice: animate graphic elements with controlled movement.
65	**AE: Timing & Graph Editor**	Easy Ease, speed/value graphs, acceleration, deceleration, motion blur and overshoot. Practice: refine motion and timing.
66	**AE: Text & Title Animation**	Text animators, Range Selectors, tracking, reveals, lower thirds, Telugu titles and end credits. Practice: create a title and lower third.
67	**AE: Shapes & Logo Animation**	Shape/Pen tools, paths, fills, strokes, Trim Paths and Repeaters. Practice: animate a simple logo reveal and graphic sequence.
68	**AE: Masks & Track Mattes**	Animated masks, feather, alpha/luma mattes and matte-based reveals. Practice: build a transition and reveal.
69	**AE: Effects & Compositing**	Effect order, glow, blur, shadows, colour effects and blend modes. Practice: match and combine visual elements.

Learning units 70-77

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
70	**AE: Green Screen Basics**	Keylight, garbage masks, matte inspection, edge refinement and green-spill cleanup. Practice: remove a green background.
71	**AE: Green Screen Practical**	Uneven screen samples, hair/motion edges, background replacement and colour/light matching. Practice: complete and inspect a composite.
72	**AE: Rotoscoping & AI Isolation**	Roto Brush and available AI matte tools; propagation, edge correction and freeze workflow. Practice: isolate a moving subject.
73	**AE: Tracking & Stabilisation**	Point tracking, basic planar tracking, screen/logo replacement, stabilisation and tracking errors. Practice: track a replacement element.
74	**AE: Basic 3D & Cameras**	3D layers, cameras, lights, depth and parallax; introduction to 3D text, shapes and materials. Practice: build a simple depth-based animation.
75	**AE: Expressions & AI Assistance**	Pick Whip, wiggle, loopOut and expression controls; available AI Assistant demos for organisation and expression help. Practice: test and verify a simple expression.
76	**AE: Plugins, Scripts & Presets**	Differences, installation, version compatibility, effect controls and missing-plugin errors. Practice: use selected available tools and presets.
77	**AE: Template Editing Basics**	AEP structure, master/precomps, replacing text, images, video and logos; font/colour controls and missing footage. Practice: customise a supplied template.

Learning units 78-85

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
78	**AE: Template Customisation**	Duration, timing, layout and aspect-ratio changes; Essential Properties, MOGRT basics, plugin dependencies and asset collection. Practice: adapt and package a template.
79	**AE: Motion Poster & Promo Graphics**	Animate Photoshop artwork with parallax, title reveals and transitions. Practice: create a short motion poster.
80	**AE: Rendering & Troubleshooting**	Render Queue, Media Encoder, codecs, alpha, image sequences, frame rate, quality/file size, missing assets and render errors. Practice: export and QC the work.
81	**AE: Project Management & Troubleshooting**	Naming, versions, Auto Save, relinking, cache, proxies/pre-renders, missing fonts/plugins, render failures and project handover checks.
82	**After Effects Exam - 25 Marks**	25-mark assessment on AE tools, animation, compositing and workflows. Remaining session time: feedback and supervised revision.
83	**Lyrical: Planning, Lyrics & Timing**	Select a 2-minute song section; verify Telugu/English lyrics, fonts and visual theme. Practice: prepare beat markers and line timing.
84	**Lyrical: Text Animation**	Line/word reveals, highlights, kinetic typography and easing. Practice: animate the first portion with accurate lyric timing.
85	**Lyrical: Full Composition**	Image/video backgrounds, parallax, transitions and beat sync. Practice: assemble the complete 2-minute lyrical sequence.

Learning units 86-90

Topics, demonstrations and guided practical work

NO.	TOPIC	LEARNING & PRACTICE
86	**Lyrical: Review & Polish**	Check spelling, lyric sync, readability and animation consistency. Practice: apply feedback and export a review version.
87	**Project: Photoshop Completion**	Complete the Photoshop poster/design project. Guided review and practice: apply faculty corrections and organise editable files.
88	**Project: AE Completion**	Complete the motion poster/template project. Guided review and practice: refine animation, assets and timing.
89	**Project: Corrections & Final Exports**	Polish the 2-minute lyrical video and all other projects. Guided practice: render final outputs and perform full playback checks.
90	**Final Submission & Portfolio Review**	Submit final outputs and organised PSD/AEP source files with required assets. Present work, check handover completeness and receive feedback.

Final submission: Photoshop designs, AE motion graphics/template work, a 2-minute lyrical video and organised editable source projects.

Build a complete creative portfolio.

Film editing projects

Scene, song, fight, voiceover and multicam edits; film assembly, movie trailer and professional handover package.

Design & motion projects

Movie-poster design, thumbnails, photo composites, titles, logo/lower-third animation, PSD/AE template work and motion poster.

Lyrical & final submission

A 2-minute lyrical video with checked lyrics, accurate sync and readable animation; final renders and organised PSD/AEP source files.

SOFTWARE & WORKFLOWS

Adobe Premiere Pro 2027: complete software training and film workflows. DaVinci Resolve: conversions, conforming, CENSOR DCP, theatre outputs for Qube/UFO/PXD and OTT outputs. Adobe Media Encoder: exports and proxies. Photoshop and After Effects: design, compositing, animation and finishing.

AI CREDIT POLICY

AI credits cover instructor-led classroom demonstrations only. Individual student practice/project credits are not included. Supplied assets and demonstrated outputs support exercises.

AI/beta features depend on installed software and account availability. Delivery specifications are confirmed with the receiving department or platform. Practical training uses real-time movie projects with industry-experienced faculty.

3 MONTHS | TOTAL COURSE FEE ₹60,000

Call / WhatsApp: 7207770376 | 7396046461