COURSE OUTLINE: FPD114 - PRODUCTION I

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Approved: Sherri Smith, Chair, Natural Environment, Business, Design and Culinary

Course Code: Title	FPD114: PRODUCTION I
Program Number: Name	1097: DIGITAL FILM
Department:	DIGITAL FILM PRODUCTION
Semesters/Terms:	19F
Course Description:	This course will introduce students to the basics of film production and how a film set functions. Students will get hands on experience with equipment including lights, lenses, camera and grip equipment. They will learn about safety, set etiquette, crew roles, basic lighting and sound recording as well as everything related to cameras and capturing effective shots.
Total Credits:	4
Hours/Week:	3
Total Hours:	45
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
Substitutes:	FPD111
This course is a pre-requisite for:	FPD121, FPD125, FPD126, FPD127, FPD233, FPD242, FPD243, FPD244
Vocational Learning Outcomes (VLO's) addressed in this course: Please refer to program web page for a complete listing of program outcomes where applicable.	**1097 - DIGITAL FILM** VLO 1 Create independent digital film projects using development, scripting, pre-production, production and post-production techniques. VLO 2 Work within a digital film production team in various industry capacities and roles on short projects. VLO 4 Capture professional quality moving images using the appropriate camera/lighting equipment and techniques. VLO 5 Develop a portfolio of at least 3 short films and 1 television pilot to show creative and professional skills and abilities in digital filmmaking. VLO 7 Record and mix multi-track sound in a digital format using industry standard equipment and software. VLO 8 Research, pitch, produce, package, market and distribute digital film projects using industry and new media outlets.
Course Evaluation:	Passing Grade: 50%, D
Other Course Evaluation & Assessment Requirements:	Attendance & Lates Sault College is committed to student success. There is a direct correlation between academic performance and class attendance therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session.

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Attendance will be taken 5 minutes after every class begins and students who are not present at this time will be considered late/absent for that class.

Any student who leaves while there is still 30 minutes or more left in the class will be considered late/absent for that class.

Any student who returns late from class breaks will be considered late/absent for that class. The typical duration for a class break will be 10 minutes, unless otherwise specified by the instructor.

Attendance is mandatory for this course to ensure the course requirements and objectives are met. A total absence of 3 classes for the semester will be tolerated. After 3 absences, penalties will take effect and an additional 10 percent will be deducted from the final grade for this course per class missed and 5 percent deduction for lates.
i.e. 4 classes missed = 10 percent deduction from final grade
4 classes missed and 1 late = 15 percent deduction from final grade

Tests & Quizzes

All tests/quizzes will be taken in class at a predetermined time. There will be no retake opportunities for in class tests and quizzes. The quiz with the lowest grade may be omitted from the final grade calculation.

Assignments

A project or assignment will be considered submitted only if it meets all the requirements specified in the project outline, which is to be made available to students when the project is assigned.

All class assignments/projects will be submitted either in person, via email or through a pre-determined LMS dropbox, specific to the project and class in question. All submissions are thereby time stamped by the school`s system clock upon upload.

Unless otherwise specified, all assignments projects will be due at the end of the day (11:59pm) on the date they are due.

Zero tolerance late policy for all written assignments: Any assignment handed in after the predetermined date and time will automatically receive a grade of 0 percent. The LMS dropbox time stamp will be referred to when determining the submission time.

Late policy for film productions: 25 percent deduction per day after due date

Production Policy Regarding Use of Prop Weapons in Student Productions

The depiction of violent weapons is not permitted in any student film production regardless of how it is being used even if it is simply a part of a costume. In the event that a student, or group of students, films a scene that includes a weapon which was not in the final approved script, it could result in an automatic failure for the project. A violent weapon is considered to be any type of gun, knife, sword, cross bow, bow and arrows, hatchet, rocket launcher, tank, etc.

Course Outcomes and Learning Objectives:	**Course Outcome 1**	**Learning Objectives for Course Outcome 1**
	1. Create independent digital film projects using development, scripting, pre-production, production and post-production	Students will learn everything they need to make their own films from a physical production standpoint - camera, sound, lighting, etc.

	techniques.	
	Course Outcome 2	**Learning Objectives for Course Outcome 2**
	Work within a digital film production team in various industry capacities and roles on short projects.	Students will learn about the various crew roles on a film set and work in teams to produce some of their projects.
	Course Outcome 3	**Learning Objectives for Course Outcome 3**
	Capture professional quality moving images using the appropriate camera/lighting equipment and techniques.	Students will learn how to safely and properly use a camera and various types of lights. They will cover photography basics and motion picture fundamentals to capture effective shots.
	Course Outcome 4	**Learning Objectives for Course Outcome 4**
	Develop a portfolio of at least 3 short films and 1 television pilot to show creative and professional skills and abilities in digital filmmaking.	Students will produce a commercial or public service announcement for a client as well as their first short film in this course.
	Course Outcome 5	**Learning Objectives for Course Outcome 5**
	Record and mix multi-track sound in a digital format using industry standard equipment and software.	Students will learn about the basics of on set sound recording with respect to microphones, proper levels and recording techniques.
	Course Outcome 6	**Learning Objectives for Course Outcome 6**
	Research, pitch, produce, package, market and distribute digital film projects using industry and new media outlets.	Students will learn how to produce their own films in this course which will be edited in Intro to Post Production. They will have an opportunity to `pitch` ideas to an outside client for their commercial assignment.

Evaluation Process and Grading System:	**Evaluation Type**	**Evaluation Weight**
	Assignments	70%
	Tests	30%

Date:	June 17, 2019
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.