

SAULT COLLEGE OF APPLIED ARTS AND TECHNOLOGY

SAULT STE. MARIE, ONTARIO



SAULT
COLLEGE

COURSE OUTLINE

COURSE TITLE:	Production II		
CODE NO. :	FPD125	SEMESTER:	2
PROGRAM:	Digital Film Production (Parts: A, B and C)		
AUTHOR:	David Patterson and Neal Buconjic		
DATE:	July 2014	PREVIOUS OUTLINE DATED:	August 2013
APPROVED:	"Colin Kirkwood"		July/14
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		DEAN	DATE
TOTAL CREDITS:	4		
PREREQUISITE(S):	College and program admission requirements		
HOURS/WEEK:	3hr/week		

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School of Environment, Technology and Business

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I. COURSE DESCRIPTION:

Production II - This course will build on knowledge gained in Production I as students will look in more depth at all aspects of the camera functions, lens use, grip equipment, and lighting. Location shooting, Production Design, professional set etiquette, safety and equipment terminology will all be covered.

The course includes 1 Independent Study hour which is a reflection of the time the students will spend on experiential learning opportunities outside of class time.

II. LEARNING OUTCOMES AND ELEMENTS OF THE PERFORMANCE:

Upon successful completion of this course, the student will demonstrate the ability to:

1. Create independent film projects using development, scripting, pre-production, production and post production techniques

Potential Elements of the Performance:

Assignments will include short productions that will be developed, executed and assessed during labs and through homework sessions.

Students will learn about the components involved in filmmaking from start to finish with a focus on physical production.

2. Work within a production team in various industry capacities and roles on short projects.

Potential Elements of the Performance:

Demonstrate production team skills by performing as a crew member in a major craft area and in more than one craft on a minimum of three film productions and the major class group production.

3. Schedule and budget for various types of productions with different scopes

Potential Elements of the Performance:

Students will demonstrate this knowledge through the completion of their short projects which will require them to stay on budget and schedule.

4. Capture professional quality moving images using the appropriate camera/lighting equipment and techniques.

Potential Elements of the Performance:

Demonstrate knowledge and proficiency in the theory and application of photographic skills as they apply to cinematography including basic lab procedures.

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.

Potential Elements of the Performance:

Demonstrate complete understanding of the various crafts and roles of those involved in the film production industry through simulation and inclusion as evaluated in production values of projects.

6. Write story-driven, visual and cinematic scripts that fit within proper/professional screenwriting format and style with a focus on effective dialogue, strong structure and character development.

Potential Elements of the Performance:

Demonstrate understanding of character development, effective dialogue, structure and organization of plot, dramatic principles and construction in their own scripts.

7. Record and Mix multi-track sound in a digital format using industry standard equipment and software

Potential Elements of the Performance:

Students will learn the basics of sound recording.

Students will demonstrate this knowledge when creating and completing their productions

8. Record and mix multi-track sound in a digital format using industry standard equipment and software.

Potential Elements of the Performance:

The student will have a listener's knowledge of the various musical forms.

9. Research, pitch, produce, package, market and distribute projects using industry and new media outlets.

Potential Elements of the Performance:

Demonstrate a thorough knowledge of the organization and operation of mass media enterprises by investigation of media management in relation of styles of management, advertising, profit making, entertainment, information, public service and social control.

10. Edit digital video on non-linear, industry standard software and equipment.

Potential Elements of the Performance:

Demonstrate an ability to perform fundamental non-linear editing procedures.

11. Communication

Potential Elements of the Performance:

Communicate clearly, concisely, and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. Respond to written, spoken, or visual messages in a manner that ensures effective communication

Students will have to pitch their ideas to instructors, communicate effectively with their teams, tell a 'story' through their films and complete written production assessments

12. Numeracy

Potential Elements of the Performance:

Execute mathematical operations accurately
Students will create schedules and budgets for their productions

13. Information Management

Potential Elements of the Performance:

Locate, select, organize and document information using appropriate technology and information systems and analyse, evaluate and apply relevant information from a variety of sources

Students will have to organize and plan for their productions and manage their digital files through post

14. Critical Thinking and Problem Solving

Potential Elements of the Performance:

Apply a systematic approach to solve problems use a variety of thinking skills to anticipate and solve problems

Students will complete post assessments of their productions to describe issues that presented themselves and how they solved them

15. Inter-Personal

Potential Elements of the Performance:

Show respect for the diverse opinions, values, belief systems, and contributions of others

Students will have to successfully complete short productions by working with a team

16. Personal

Potential Elements of the Performance:

Manage the use of time and other resources to complete projects take responsibility for one's own actions, decisions and consequences

Students will be expected to complete all projects and defend their work

III. TOPICS:

1. Production roles & responsibilities
2. Set etiquette
3. Production processes
4. Studio production
5. Location productions (indoor & outdoor)
6. Location sound
7. Location scouting
8. Production troubleshooting

IV. REQUIRED RESOURCES/TEXTS/MATERIALS:

Handouts will be provided if needed.

V. EVALUATION PROCESS/GRADING SYSTEM:

All assignments = 100% of the grade.

Students must complete all assignments to achieve credit for the course.

There will be 5 assignments worth 20% each.

The following semester grades will be assigned to students:

Grade	<u>Definition</u>	<i>Grade Point Equivalent</i>
A+	90 – 100%	4.00
A	80 – 89%	3.00
B	70 - 79%	2.00
C	60 - 69%	1.00
D	50 – 59%	0.00
F (Fail)	49% and below	
CR (Credit)	Credit for diploma requirements has been awarded.	
S	Satisfactory achievement in field /clinical placement or non-graded subject area.	
U	Unsatisfactory achievement in field/clinical placement or non-graded subject area.	
X	A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course.	
NR	Grade not reported to Registrar's office.	
W	Student has withdrawn from the course without academic penalty.	

VI. SPECIAL NOTES:

Assignment submissions

- A project/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 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

Assignment late policy:

An assignment is considered late if it is not submitted at the time and date specified by the instructor.

Late assignments will receive a 10% per day mark deduction from the total mark.

Ex.	Project submitted late on due date:	10% penalty
	Project submitted 1 day after due date:	20% penalty
	Project submitted 2 days after due date:	30% penalty

Fail:

A fail grade (F) is assessed to an assignment, which has not been executed to a

minimum satisfactory "D" grade level or in which the directions have not been followed correctly.

Upon achieving a Fail (F) grade (below 50%) the student must meet with the instructor **immediately** to negotiate a revised deadline. The assignment must be redone to passing standard by the new deadline to achieve credit for the assignment.

Maximum grade for a failed assignment is "C" (65%)

If failed assignments are not submitted by the negotiated deadline the late penalty policy will apply.

Resubmission Policy:

Any assignment completed during this course may be submitted for re-evaluation if the student meets the following criteria:

- An assignment that was initially submitted past the initial assigned deadline will not be eligible for re-evaluation
- An assignment that initially achieved a fail grade must be resubmitted to achieve minimum project standards and will receive a maximum C grade as indicated under the Lates and Fails section in this outline.
- The resubmitted project must be accompanied by the original project and the original evaluation sheet (with written indication of grade breakdown) provided by the instructor.
- Assignments may be resubmitted at any time during the semester. The final date for last resubmissions will be announced by the professor during class and usually are no later than two weeks prior to the end of the semester.
- Resubmitted assignments must identify the project and class, and be clearly marked "RESUBMISSION" when submitted.

It must be understood that resubmitted assignments are usually marked with greater scrutiny than first submissions to take into consideration the learning experiences, practice and longer timeframe available.

- When comparing the original submission grade the student will receive benefit of the higher 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

Professionalism Grade

Attendance, punctuality and attitude are key determinants of success in any work environment. As such, this course's marking scheme includes a "Professionalism" mark, which takes all these factors into consideration in a combined grade item.

This grade is determined by the following factors:

1. **Attendance:** Class attendance is taken at the beginning of each class. Students are given ONE "free" class absence, after which each class missed will result in a 10% deduction from the Professionalism mark. If the student has a legitimate reason for being absent, they will not be penalized. These include:
 - Out-of-class related work, which has been agreed upon ahead of time with the instructor (such as work placements). Note: this does not include work that is being completed for this or any other class.
 - Illness, which can be legitimately accounted for (such as a medical professional's note).
 - Family/personal crisis, which can be legitimately accounted for.
2. **Lates:** Tardiness will be noted and will affect the final grade. This includes not only late arrivals to class, but also failure to return from designated breaks on time, and leaving class before teaching is complete. Any two of these will be counted as equivalent to one absence (see above). Ex. 2 lates = 10% deduction from Professionalism mark.
3. **Distractions:** If a student's actions distract the class or impede other student's ability to concentrate on the lesson in any way, it will be noted and will negatively affect the offending student's Professionalism mark.
4. **Inattentiveness:** Class time is intended for the student to listen to and/or participate in the lesson and other related class activities. If a student fails to make the effort to participate as such, it will be noted and will negatively affect their Professionalism mark. Examples of inattentiveness include (but are not limited to): Using the class or personal computers, or mobile electronic devices for other-than-class activities (such as social media, games, etc.), and doing work for other classes.

VII. COURSE OUTLINE ADDENDUM :

The provisions contained in the addendum located on the portal form part of this course outline.