



## COURSE OUTLINE: FPD116 - PRE PRODUCTION

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Approved: Bob Chapman - Dean

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| <b>Course Code: Title</b>  | FPD116: INTRODUCTION TO PRE PRODUCTION   |
| <b>Program Number: Name</b>  | 1097: DIGITAL FILM   |
| <b>Department:</b>   | DIGITAL FILM PRODUCTION  |
| <b>Academic Year:</b>  | 2025-2026  |
| <b>Course Description:</b>   | This course explores the creative development process and how a project moves into preproduction and then into production and post. Students will learn how to schedule, budget and prepare for a shoot by understanding crewing, casting, location scouting and other elements of pre-production planning. Additional topics include set etiquette, resume preparation, call sheets, understanding crew roles and script breakdowns. Students will be able to utilize this knowledge in their own work. |
| <b>Total Credits:</b>  | 2  |
| <b>Hours/Week:</b>   | 2  |
| <b>Total Hours:</b>  | 28   |
| <b>Prerequisites:</b>  | There are no pre-requisites for this course.   |
| <b>Corequisites:</b>   | There are no co-requisites for this course.  |
| <b>This course is a pre-requisite for:</b>   | FPD126   |
| <b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>                                | <b>1097 - DIGITAL FILM</b>   |
| <b>Please refer to program web page for a complete listing of program outcomes where applicable.</b> | VLO 1 Create independent digital film projects using development, scripting, pre-production, production and post-production techniques.  |
|  | VLO 3 Schedule and budget for various types of digital film productions with different scopes.   |
|  | VLO 8 Research, pitch, produce, package, market and distribute digital film projects using industry and new media outlets.   |
| <b>Essential Employability Skills (EES) addressed in this course:</b>                                | EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.<br>EES 5 Use a variety of thinking skills to anticipate and solve problems.<br>EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.<br>EES 10 Manage the use of time and other resources to complete projects.   |
| <b>Course Evaluation:</b>  | Passing Grade: 50%, D<br><br>A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.   |
| <b>Other Course Evaluation &amp;</b>   | Attendance   |



## Assessment Requirements:

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.

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.

### Assignments / Projects

An assignment/project (hereafter referred to as assignment ) will be considered submitted only if it meets all the requirements specified in the assignment's outline, which is to be made available to students when the assignment is introduced.

All class assignments will be submitted either in person or through a pre-determined LMS dropbox, according to the specific requirements. All LMS dropbox submissions are thereby time stamped by the school's system clock upon upload.

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

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.

All other assignments: If an assignment is submitted late, the highest mark possible is 65%. If it is submitted more than one (1) week after the due date, the highest mark possible is 50%.

### Review Meetings

Students will often be required to attend one-on-one review meetings with the instructor as part of the course. These will normally occur during regular class times. Students will arrange a specific meeting time with the instructor ahead of time. If a student misses their scheduled meeting time, it will be counted as missing a class (see attendance policies, above), also, the student would be responsible for arranging a new meeting time with the instructor.



### Extensions & Justifiable Excuses for Missed/Late Submissions and Class Attendance

By enrolling in and attending this program of study, it is assumed that students are willing to prioritize their education over many other activities in their life. It is therefore unacceptable for a student to assume that other commitments (such as work) will excuse them from not attending classes or handing in submissions on time. It is the student's responsibility to manage their school/life balance.

As such, all attendance and submission infractions (see above) will be realized, with the following possible exceptions:

- 1) The student has received specific permission from an instructor, in advance, to miss a class or omit an assignment from the grade tally. (ex. a student is participating in industry-related out-of-class activities).
- 2) The student has attended an official counselling session, from which they have received a recommendation to override the standard attendance/submission policies.
- 3) The student has experienced a personal or family emergency. In such a case, the student will have to notify the instructor as soon as possible, and may be required to attend an official counselling session in order to override the standard attendance/submission policies. Therefore, extensions for assignments will only be available in very specific situations.

### 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   |
|---|--|
| Create independent digital film projects using development, scripting, pre-production, production and post-production techniques. | Students will learn about all aspects of pre-production by breaking down their own scripts in preparation for filming. They will also learn about how a film set functions during production.  |
| Course Outcome 2  | Learning Objectives for Course Outcome 2   |
| Schedule and budget for various types of digital film productions with different scopes.  | Students will learn how to breakdown scripts for scheduling and budgeting purposes with a focus on production planning, time estimation and planning as well as funding and financing options. |
| Course Outcome 3  | Learning Objectives for Course Outcome 3   |
| Research, pitch, produce, package, market and distribute digital film projects using industry and new media outlets.              | Students will learn the basics of Producing and Production Management from Development through to Distribution.  |

### Evaluation Process and

| Evaluation Type | Evaluation Weight |
|-----------------|-------------------|
|-----------------|-------------------|



**Grading System:**

|                          |     |
|--------------------------|-----|
| In class Assignments     | 40% |
| Out of class assignments | 40% |
| Tests                    | 20% |

**Date:**

August 14, 2025

**Addendum:**

Please refer to the course outline addendum on the Learning Management System for further information.

