



COURSE OUTLINE: FPD125 - PRODUCTION II

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Approved: Bob Chapman - Dean

Course Code: Title	FPD125: PRODUCTION II
Program Number: Name	1097: DIGITAL FILM
Department:	DIGITAL FILM PRODUCTION
Academic Year:	2025-2026
Course Description:	This course will build on knowledge gained in Production I as students rotate through various crew roles such as director, camera operator, grip, lighting, camera assisting, assistant directing, boom operating and art direction while recreating scenes from popular films.
Total Credits:	4
Hours/Week:	3
Total Hours:	42
Prerequisites:	FPD114
Corequisites:	There are no co-requisites for this course.
Substitutes:	FPD120
This course is a pre-requisite for:	FPD233, FPD242, FPD243, FPD244, FPD253
Vocational Learning Outcomes (VLO's) addressed in this course:	1097 - DIGITAL FILM
Please refer to program web page for a complete listing of program outcomes where applicable.	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 7 Record and mix multi-track sound in a digital format using industry standard equipment and software.
	VLO 9 Edit digital video on non-linear, industry standard software and equipment.
Essential Employability Skills (EES) addressed in this course:	EES 5 Use a variety of thinking skills to anticipate and solve problems.
	EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.
	EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals.
Course Evaluation:	Passing Grade: 50%, D A minimum program GPA of 2.0 or higher where program specific standards exist is required



for graduation.

Other Course Evaluation & Assessment Requirements:

Attendance & ProfessionalismSault College is committed to student success. There is a direct correlation between academic performance and class attendance. This implies arriving on time and remaining for the duration of the scheduled session, as well as returning from scheduled breaks on time.

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 lives. 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, and to catch-up on any topics or instructions they might have missed. It is not the instructor's responsibility to re-teach lessons to absent students, or to those who are not participating in the learning process (ex. doing work for other classes or playing video games).

It is expected that students will not distract others from learning and will maintain an appropriate level of respect and professionalism toward their classmates, their instructor, and the learning process.

Assignment/Project Submissions & Late PolicyAn assignment or 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.

An assignment is considered late if it is not submitted by the date & time posted in the assignment's requirements, The time of submission is determined by the assignment's LMS dropbox time stamp. Late submissions will incur the following grade penalties: 10% deduction (from total score) per day, up to a total possible deduction of 50% from total score.

ex.1: 80/100, one day late = 70/100

ex.2: 80/100, five (or more) days late = 30/100

There are a few possible exceptions to the submission policies listed above:

1) The student has received specific permission from an instructor, in advance, to omit an assignment from the grade tally. (ex. a student is participating in program-related out-of-class activities).2) The student has attended an official counselling session, from which they have received a verifiable recommendation to override the standard 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.

Review MeetingsStudents 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, they will incur a grade penalty. Also, the student would be responsible for arranging a new meeting time with the instructor.

Personal Computers

Many of the tasks performed in the program are completed using computers. The college has computer stations available that include all of the software required to fulfill the needs of the student's school work. However, students may choose to use their own computers (either laptops or home computers) to complete the work. If they choose to do so, it is their responsibility to ensure that their computer is functioning properly and is capable of running the required software. While a malfunctioning college lab computer or network may be a valid excuse for a late submission, a malfunctioning personal computer or network will not.



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 techniques.	Students will learn about all of the crew positions on a film set in order to complete their short film productions.
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 work in groups to film in-class 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 explore advanced concepts in camera work as they shoot their in class projects.
Course Outcome 4	Learning Objectives for Course Outcome 4
Record and mix multi-track sound in a digital format using industry standard equipment and software.	Students will record sound for their in class projects and learn how to properly operate a boom microphone. They will also learn about basic post production sound mixing techniques.
Course Outcome 5	Learning Objectives for Course Outcome 5
Edit digital video on nonlinear, industry standard software and equipment.	This course will build on the editing skills learned in Intro to Post Production as students will edit their in class projects.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments	70%
Tests	30%

Date:

December 18, 2025

Addendum:

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

