Course Code: Title	FPD130: INTRODUCTION TO POST PRODUCTION
Program Number: Name	1097: DIGITAL FILM
Department:	DIGITAL FILM PRODUCTION
Academic Year:	2025-2026
Course Description:	This course will cover an introduction to nonlinear, digital picture editing. It will give students the skills to complete their own projects as well as prepare them for their advanced second year post-production class. They will learn about both the creative and artistic side of post-production as well as the technical aspects. The course will cover importing, exporting, logging and organizing footage, picture editing, basic sound mixing, introduction to titles and colour correction.
Total Credits:	3
Hours/Week:	3
Total Hours:	42
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
Substitutes:	FPD117
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 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 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 4 Apply a systematic approach to solve problems. EES 6 Locate, select, organize, and document information using appropriate technology and information systems. EES 10 Manage the use of time and other resources to complete projects.
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

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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 ProductionsThe 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 gain an overview of the entire post-production process in order to complete their short film projects for Production I and Short Film I.

Course Outcome 2	Learning Objectives for Course Outcome 2
2. Record and mix multi-track sound in a digital format using industry standard equipment and software.	Students will be introduced to the basics of sound editing and mixing. They will also explore the effective use of music in their projects.

Course Outcome 3	Learning Objectives for Course Outcome 3
3. Edit digital video on nonlinear, industry standard software and equipment.	Students will use AVID or Premiere to edit their projects. They will explore the fundamentals of `visual storytelling` as it relates to picture editing - workflow, types of cuts, transitions, pacing and problem solving.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
In class Assignments	30%
Out of class assignments	40%
Tests	30%

Date: August 14, 2025

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