COURSE OUTLINE

FPD125

Prepared: Candice Day   Approved: Sherri Smith

Course Code: Title	FPD125: PRODUCTION II
Program Number: Name	1097: DIGITAL FILM
Department:	DIGITAL FILM PRODUCTION
Semester/Term:	18W
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:	45
Prerequisites:	FPD114
Substitutes:	FPD120
This course is a pre-requisite for:	FPD233, FPD242, FPD243, FPD244
Vocational Learning Outcomes (VLO's): **Please refer to program web page for a complete listing of program outcomes where applicable.**	#1. Create independent digital film projects using development, scripting, pre-production, production and post-production techniques. #2. Work within a digital film production team in various industry capacities and roles on short projects. #4. Capture professional quality moving images using the appropriate camera/lighting equipment and techniques. #7. Record and mix multi-track sound in a digital format using industry standard equipment and software. #9. Edit digital video on non-linear, industry standard software and equipment.
Essential Employability Skills (EES):	#5. Use a variety of thinking skills to anticipate and solve problems. #8. Show respect for the diverse opinions, values, belief systems, and contributions of others. #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

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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.

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.

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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.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments	100%

Course Outcomes and Learning Objectives:

Course Outcome 1.

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

Learning Objectives 1.

Students will learn about all of the crew positions on a film set in order to complete their short film productions.

Course Outcome 2.

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

Learning Objectives 2.

Students will work in groups to film in-class projects.

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Course Outcome 3.

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

Learning Objectives 3.

Students will explore advanced concepts in camera work including, moving shots, effective use of lenses, camera tricks and lighting as a tool for storytelling.

Course Outcome 4.

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

Learning Objectives 4.

Students will record sound for their in class projects and learn how to properly operate a boom microphone.

Course Outcome 5.

Edit digital video on nonlinear, industry standard software and equipment.

Learning Objectives 5.

This course offers a post-production refresher as students will edit their in class projects.

Date: Thursday, August 31, 2017

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