



COURSE OUTLINE: FPD236 - ADV. POST PRODUCTION

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Approved: Bob Chapman, Chair, Health

Course Code: Title	FPD236: ADVANCED POST PRODUCTION
Program Number: Name	1097: DIGITAL FILM
Department:	DIGITAL FILM PRODUCTION
Semesters/Terms:	20F
Course Description:	This course builds on the skills required for effective storytelling in post-production through picture editing and sound mixing using industry standard software. Students will learn about editing theory, organizational skills as well as cutting and multi track mixing techniques. Topics will include: trouble shooting for problem projects, effective use of music, colour correction, titling and basic visual effects.
Total Credits:	4
Hours/Week:	4
Total Hours:	60
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
Substitutes:	FPD231
Vocational Learning Outcomes (VLO's) addressed in this course:	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.
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 & Lates Sault College is committed to student success. There is a direct correlation between academic

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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.

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.

If an assignment is late, the highest mark possible is 65%. If later than one week, the highest mark possible is 50%.

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.

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Books and Required Resources:	The Filmmaker's Handbook by Ascher & Pincus Publisher: Plume Edition: 5th ISBN: 9781101613801	
Course Outcomes and Learning Objectives:	Course Outcome 1	Learning Objectives for Course Outcome 1
	1. Edit digital video on nonlinear, industry standard software and equipment.	The students will use industry standard software to edit and polish their projects. They will learn about advanced post-production techniques including refined pacing and cutting, colour correction, motion graphics and basic visual effects.
	Course Outcome 2	Learning Objectives for Course Outcome 2
	2. Create independent digital film projects using development, scripting, pre-production, production and post-production techniques.	The students cover the entire post-production process from ingesting their video files to exporting their final projects and how sound integrates with picture.
	Course Outcome 3	Learning Objectives for Course Outcome 3
	3. Record and mix multi-track sound in a digital format using industry standard equipment and software.	The students learn how edit and mix their soundtracks. They will also cover location recording, ADR, recording voice over and music for film, how to effectively use sound effects and record their own, how to solve sound problems and how to filter and effect sound for specific purposes. The will also learn about the importance of sound and the emotional impact it has on the audience.
Evaluation Process and Grading System:	Evaluation Type	Evaluation Weight
	Assignments	70%
	Tests	30%
Date:	August 17, 2020	
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.	

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