

Course Outline

Teacher: Mr. Miller

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Course Overview

Film Production introduces the fundamentals of script writing, cameras, lighting, sound, visual effects, and the art of the short film production. Upon completing this course students will have learned: Premiere Pro to edit, After Effects for basic visual effects, the digital video cameras, sound recording and editing, lighting techniques and project management. Film Production will help prepare students for a future in the Film Industry, Post Production Sound, Visual Effects, and TV Journalism. Students will create various projects such as: short films, documentaries, music videos and commercials.

Students will learn techniques to better develop and share their stories. Have fun learning and sharing.

Students are not limited to the projects presented. Alternate projects with similar learning outcomes can be proposed.

Big Ideas

1. Moving images offer dynamic ways of exploring one's identity and sense of belonging.
2. Growth as an artist is dependent on risk taking, perseverance, resilience, and reflection.
3. Aesthetic experiences provided by moving images can effect change in artists, audiences, and environments.
4. Production of moving images develops creativity, innovation, and collaboration in a variety of contexts.
5. History, culture, and community can influence film and television productions.

Curricular Competencies

Exploring and creating Communicating and documenting Reasoning and reflecting Connecting and expanding Drama: Film Television 11 curriculum link

Content

Crew Positions-Jobs Planning-Production-Post processes
Script, Storyboard Film Theory- deconstructing films creation & story
Adobe Premiere (video editing) Filming/On Set – protocol & etiquette
Camera use, shot types, techniques Sound design/editing introduction
Lighting Techniques Visual Effects introduction

Resources

Adobe.com and Lynda.com (*free video tutorial access with NV library card*)

Supply Recommendations:

- OneDrive (setup online through the school district)
- Headphones/ear buds (for watching/listening to video tutorials)

Assessment

The work of students will be evaluated in a variety of ways:

- *Formative assessment* will be used to monitor student learning in order to modify teaching and learning strategies with the goal of improving student mastery.
- *Summative assessment* will be used to evaluate skill acquisition, student learning and mastery of specific skill areas in order to summarize student development at a particular time.
- Students may be given the opportunity to redo and resubmit assignments that do not meet the required criteria.

Late Assignments

Deadlines in this course are firm! Students that have extenuating circumstances need to discuss and arrange an alternate deadline with the teacher prior to the project deadline. All late work will result in an "I" report, which is signed by the teacher & student then sent home for review.

Classroom Expectations: Students are expected to respect their classmates, teacher, equipment, supplies, computers and classroom – failure to do so will lead to disciplinary action that may result in expulsion from this course! It is also expected that students will follow the **STUDENT CODE OF CONDUCT** which is outlined in the Student Agenda Book.

Students can expect to work in a clean, positive, and safe environment – one that is free from racism, sexism, and all other forms of harassment. Each student can also expect to be treated in a fair and respectful manner by both the teacher and fellow students. If at any time a student feels that these expectations are not being met, please speak to the teacher.

1. Arrive to class on time, prepared and ready to work.
2. Clean up, push in your chair, and properly put away all equipment and supplies in correct location.
3. Be respectful towards others and the equipment/materials.
4. No Visitors or extended washroom breaks

Computer Lab Rules

- **Only water** in the computer lab, please keep on the floor
- **No** games, social media, or other non-class/school related online or computer activities
- **Do not** download/install computer programs
- **Youtube** as needed for projects, research, etc.