

MBCI ENGLISH LANGUAGE ARTS DEPARTMENT PRESENTS

FILM ANALYSIS AND PRODUCTION

2016-2017

Instructor: Mr. W. Koslowsky

Room: 7004

Course Code: FAN41G-A

COURSE DESCRIPTION

For decades, filmmaking has impacted the fibers of culture in ways unmatched by any other art form. This English course is designed to provide a focused forum for students to study, analyze and produce art in the form of film. Throughout this analytical and practical application, students will explore concepts and develop skills and techniques pertaining to the different stages of film production. This includes experiencing and working with various types of equipment, software, and media, both visual and aural. Moreover, as an English elective, students will develop and hone their creative literacy skills by studying the art of storytelling, by creating original genre-focused scripts and screenplays, and by working through the processes of conceptualization, acting, and editing. Evening and/or weekend shoots will be expected.

COURSE PREREQUISITES

Successful completion of Grade 9 ICT (15F), Grade 10 DPI/DFI (25S), or Grade 11 Movie 2 (35S)
AND/OR acceptance based on interview with instructor.

SKILL OBJECTIVES

Students will learn the foundational aspects of filmmaking, as well as hone some critical techniques used to create and manipulate desired footage. This course will take students through the pre-production, production, and post-production phases of digital filmmaking, and students will produce a variety of art using various techniques, equipment and software.

OVERVIEW

The school year consists of 2 terms, equally weighted. This course has no final exam.

ASSESSMENT CATEGORIES

- **Professional Development (10% per Term)**
 - Self driven connection to industry (equipment, software, technique, work experience)
- **Film Analysis & Theory (10% per Term)**
 - Students will explore concepts regarding film and the filmmaking process through the analysis of various film styles and genres
- **Pre-production Processes (20% per Term)**
 - Students will explore concepts and develop techniques regarding the pre-production phase of the filmmaking process, including conceptualization, pre-planning, researching, proposing, writing, and organizing
- **Production Processes (20% per Term)**
 - Students will explore concepts and develop skills and techniques regarding the production phase of the filmmaking process, including managing, organizing, directing, and trouble-shooting, as well as enhancing artistry and method
- **Post-production Processes (20% per Term)**
 - Students will explore concepts and techniques regarding the post-production phase of the filmmaking process, including editing software, as well as essential and creative editing techniques
- **Filmmaking Citizenship (20% per Term)**
 - Students will explore and understand professional knowledge, conducts, and beliefs that are woven throughout filmmaking processes

SOFTWARE AND EQUIPMENT

- Editing Software: Final Cut Pro X, iMovie 10, Garageband
- Motion Graphics Software: Motion 5
- Cameras: Nikon D3100 + D5100, Canon 70D + 80D
- Lenses: 50mm f1.8, 18-55mm f3.5, 18-135 f3.5, 55-250mm f4.0, 75-300mm f4.0, 24-70mm f2.8, 11-16mm f2.8

COURSE TOPICS

(IN NO PARTICULAR ORDER, AND LIKELY BLENDED)

Filmmaking Fundamentals

- Students will explore key concepts regarding filmmaking processes
- Topics include:
 - Digital Editing & Motion Graphics
 - Cinematography (using camera angles and movements to affect narrative)
 - Managing Lighting, White Balance, Audio, and Focus
 - Choosing and/or Writing Musical Scores
 - Line of Action & Continuity
 - Choreography
 - Various filmmaking roles: Director, Assistant Director, Producer, Assistant Producer, Cinematographer, Set manager, Script manager, Gaffer & Grip, Wardrobe/Make-up, Continuity manager, Editor, Craft Services, Lackey, Stuntman, etc.

Film Analysis

- Students will study the nuances of narrative across specific genres and styles, and through various filmmaking techniques
- Possible films (or parts of films) for analysis (TBD)

Major Assignments and Projects by Term

Students will practice and enhance filmmaking techniques by participating in the following assignments and projects (subject to change)

- Editing basics in FCPX, iMovie10, Motion, Garageband
 - Knowing the Camera(s): Exposure, Racking Focus, Framerate, White Balance
 - Essential Filmmaking Concepts: Line of Action, Montage, Shot types, Lighting, Continuity, Sound/Foley, Action Sequence
 - The Story Beyond the Stills: A Game of Filmmaking Telephone
 - Genre – Imagination Series: 1 Script, Multiple Genres
 - The Art of Mimicking and Parody
 - Music Videos
 - Mini Doc on World Issue
 - Final Project: Full Class Short Film
-

COURSE POLICIES

1. **Respect** – This course is set up to be challenging, fun, and creative. Yet, in order to achieve these things, a high level of responsibility and respect must exist. So, respect the equipment, respect the classroom, respect the time you are given to get work done, respect each other's attempts at creating art, and respect me as I try to teach you what I know about this stuff. I will do my best to give you all due respect as well. Disrespect any of these things, however, and we will have problems. There will be little tolerance regarding disrespectful behaviour in this course, and necessary actions will be taken to help fix any problems in this area.

2. **General Behaviour**
 - a) I am committed to help you learn and succeed in this course and to take you seriously. If you have any questions or concerns regarding course material, assignments or marks, please feel free to come and discuss them with me.
 - b) The onus is on you to engage with the material presented in this course. This includes engaging in class discussions, classroom activities, etc.
 - c) This is not meant to be a rule-based course, but there are some rules that I must insist you abide by. They are as follows:
 - You are expected to arrive to class on time, seated before the final bell rings.
 - When you enter class, you may not turn on your computers. Rather, grab a chair, and roll up to the front for instructions. I promise to keep my instructions as brief as possible so you can get to work promptly. This rule applies to EVERY class.
 - Whenever I have a quick announcement, tip, or tutorial during class, it is expected that you turn off your monitor and pay attention. (Alt/Command/Eject) or power button.
 - Students MUST arrive back in class at least 7 minutes before the end of class, or marks will be deducted from the current assignment/project. Time is required to upload data and return all equipment; I REALLY need to boogie immediately after class to get to my next class or supervision. This rule applies to EVERY class as well.
 - Due to the sensitive nature of the equipment being used, no food or drink will be allowed in the classroom – no exceptions.
 - All equipment must be signed out prior to leaving the classroom.
 - All equipment must be handed out by the course instructor, and placed back by the course instructor, unless otherwise stated.
 - The use of cell phone and listening devices is permitted in the classroom only under the direction of the supervising teacher or staff member. Of course, some opportunities will arise for you to use your phone's camera. On these occasions, exceptions will be made.
 - Mp3 players may be used on teacher-approved occasions, such as certain work periods, during postproduction, etc. There are, however, some caveats:
 - During these teacher-approved situations, the device must be listened to at a reasonable volume so as not to distract others.
 - At the request of the instructor, the use of the device must desist.
 - If the device proves to be a distraction for the user, or if the student is unable to use it appropriately, this privilege will be revoked.
 - You should not leave the room during class time, unless on an assignment (so go to the bathroom before or after class).
 - You are expected to complete all course work, and to do so on time.
 - Ignore the urge to surf the web, use Photobooth, or cave in to any other such distractions. If you are unable to focus in the lab, other arrangements will be made.

3. **Student Absences** – It is the student’s responsibility to catch up on any materials or information missed during an absence. Marks that are given for classroom participation, assignment deadlines, and presentations will not suffer due to unavoidable absences (see school policy). These marks, however, will be adversely impacted by unexcused absences, as attendance in this course is expected. Foreseen absences are to be discussed with the instructor beforehand. Students who miss a test will be required to write an alternative one in the QLC.
4. **Homework** – There will be regular homework assignments for the class. Students at this level are expected to work towards being self-motivated and independent, taking responsibility for their own learning, organization, and levels of engagement. Sporadic homework checks will occur to assess the students in this regard. Moreover, because the creative elements of this course will require us to go forth from this campus, and to do so at various times of the day/week, it is your responsibility to be at agreed upon locations at agreed upon times, and to do so safely. Time spent working after hours will often be recompensed during school hours.
5. **Assignment Deadlines** – Due to the intense nature of this course, deadlines are essential in order to cover and complete all of the necessary material planned for this program.
 - a. If a student is unable to meet a deadline, it is advisable that he or she speak with the instructor **before** the due date to make alternate arrangements. Flexibility in this regard will vary, as some deadlines must be met, while others will allow for some leniency.
 - b. Extensions are reserved for exceptional circumstances – sports, music, assignments from other courses, or simply being too busy does not qualify as an exceptional circumstance.
 - c. Late assignments are subject to a 5% deduction per day. All projects and assignments must be completed during the reporting period in which they are assigned in order to qualify for a mark.
 - * Please note that weekends constitute the equivalent of one day late.
6. **Plagiarism** – Plagiarism is the use of the words, thoughts, and ideas of another person without acknowledgement, and includes handing in work that has been previously submitted in another course. Plagiarism will result in the student being given a zero for the assignment, as well as any administrative consequences that are deemed necessary and appropriate.