Course Title: Digital Film Production II

Department: Visual and Performing Arts

Course #:   7911

Grade/s: 10 - 12

Course Length: Year

Prerequisite/s: Successful completion of Digital Film Production I

UC/CSU A-G Reqs: (G)

Brief Course Description: Digital Film Production II is aligned to the CTE Arts, Media and Entertainment Model Curriculum Standards. This course is designed to provide students with the opportunity to further explore the television and film/video industries and industry related careers. Students gain further training in all facets of the film/video industry to include the areas of on-screen talent and production crew. Students will experience mostly hands-on production training. Students will be responsible for all facets of production culminating with the demonstration of their skills through the production of daily/weekly news and entertainment shows. This is a concentrator CTE pathway course that leads to Digital Film Production III.

I.   **GOALS**

The students will:
A. Apply Integrated Mathematical Components

B. Apply Integrated Language Arts Components

C. Apply Integrated Work Readiness Skills

D. Understand the historical impact of the video and film industry in our society today

E. Understand the entire production process from beginning through completion

F. Understand studio operations and production schedules

G. Understand camera uses and lens integration

H. Describe exposure and the impact on camera images

I. Understand the differences between the additive and subtractive color models

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    J.   Understand the variety of uses microphones and related equipment

    K.   Understand how to use computer graphics to distribute information to various types of audiences

    L.   Understand the methodology of utilizing instrumental compositions to develop video production stories

    M.   Understand advanced non-linear editing

    N.   Understand video codecs, audio codecs and industry standard compression techniques

    O.   Develop a career plan and personal portfolio

II. OUTLINE OF CONTENT FOR MAJOR AREAS OF STUDY

    A.   Introduction
        Anchor Standards: 1.0, 6.1, 6.2, 6.7
        Pathway Standards: A5.2, A8.1, C1.2, C1.3, C1.4, C2.2, C2.3, C2.4, C3.1
        California Standards: WHSST 11-12.2, WHSST 11-12.6 WHSST 11-12.3 WHSST 11-12.7

        1. Examine and collaboratively discuss common traits exhibited by successful individuals
        2. Review personal qualifications, interest, aptitudes, knowledge and skills necessary to success in the industry
        3. Review historical, cultural and economic significance of video and film in society
        4. Research and collaboratively share information about professionals in the field
        5. Explore and practice health and safety components associated with this career pathway

    B.   The Production Process
        Anchor Standards: 2.5, 4.1, 5.1, 5.2, 7.4, 8.6, 10.1, 10.2, 10.3, 10.4
        Pathway Standards: C2.1, C2.2, C2.3, C3.1, C4.0, C4.1, C4.1, C4.3, C4.4, C4.5, C5.1, C5.2, C6.1, C6.2, C6.3, C6.4
        California Standards: LS9-10, LS11-12.6, WS11-12.6, WS11-12.7, SLS9-10, SLS11-12.1, SLS11-12.1d, WS11-12.6

        1. Produce various projects from conception to delivery
        2. Produce an entire production by: generating a shot list, budgeting funds, creating a production schedule, securing necessary equipment, hiring principle subjects, scouting locations, shooting, re-shooting, editing, creating post-production audio, authoring various forms of media and delivering all previously stated media in various forms for targeted audiences
        3. Participate in studio operations to include: tasks of a producer, camera operator, writer, talent and editor as well as learn how to implement production schedules to include a production log with progress and changes to original plans
        4. Describe exposure and how it can change the image recorded in the camera

    C.   Studio Operation
        Anchor Standards: 2.0, 2.2, 2.4, 3.1, 3.2, 3.6, 5.1
        Pathway Standards: A1.0, A2.0, A3.0, C1.0, C2.0, C3.0, C4.0

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California Standards: LS9-10, LS11-12.6, SLS11-12.2, WS11-12.7
1. Understand studio operation to include use of cameras and other audio/visual peripherals
2. Identify and learn how to properly operate different peripheral equipment

D. The Camera
Anchor Standards: 10.1, 10.2, 10.3, 10.4
Pathway Standards: A1.1, A1.2, A2.1, A2.3, A2.5, C1.0, C2.0, C3.0
California Standards: RSIT 11-12.7
1. Describe the functions of a video camera including integration of the lens
2. Describe exposure and how it can change the recorded image
3. Explore the different types of camera supports including their specific purposes
4. Compose shots, define field of view and give details for a variety of camera movements

E. Lighting Fundamentals
Anchor Standards: 5.1, 5.2, 5.3, 5.4, 10.1
Pathway Standards: A8.2, A8.4, A8.6, B9.4, C1.2, C1.4
California Standards: WS11-12.2, RSIT 11-12.4
1. Utilize basic lighting and color manipulation
2. Understand the differences and utilize additive and subtractive color models
3. Utilize different lighting units
4. Learn and use three-point lighting, four-point lighting and diffusion

F. Audio Principles
Anchor Standards: 2.2, 4.1, 5.2, 7.4, 8.6
Pathway Standards: A1.8, A8.1, A8.2, A8.6, A8.7
California Standards: SLS9-10, SLS11-12.1, SLS11-12.1d
1. Learn the audio recording process
2. Identify differing microphone types and their use for recording
3. Learn the importance of time management
4. Adhere to copyright and intellectual property laws and regulations and appropriately use proprietary information

G. Graphics Processing
Anchor Standards: 2.5, 4.1, 10.3, 10.4
Pathway Standards: A1.0, A2.0, A3.0, A4.0, A5.0, A6.0, C1.0, C2.0, C3.0, C4.0
California Standards: LS9-10, LS11-12.6, WS11-12.6
1. Utilize and manipulate computer graphics to distribute information to various audiences
2. Learn graphic overlays for video productions to include cover text, typography and basic shape manipulation
3. Integrate multi-layered video tracks with audio using Chroma key filtering and travel matte authoring

H. Music Composition/Curation
Anchor Standards: 2.5, 4.1, 5.1, 5.2, 7.4, 8.6, 10.1, 10.2, 10.3, 10.4
Pathway Standards: C1.1, C1.2, C1.3, C1.4,C2.1, C2.2, C2.3, C2.4, C2.5, C2.6, C2.7, C2.8, C3.1, C3.2, C3.3

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California Standards: LS9-10, LS11-12.6, WS11-12.6, WS11-12.7, SLS9-10, SLS11-12.1, SLS11-12.1d, WS11-12.6

1. Develop video productions incorporating instrumental compositions and/or royalty free musical tracks
2. Investigate various types of musical tracks as well as the curation and proper use of copy written materials

I. Audio / Visual Editing
Anchor Standards: 2.5, 4.1, 5.1,5.2, 7.4, 11.1, 11.5
Pathway Standards: A2.9, A8.2, A4.6, C2.1, C2.3, C6.4
California Standards: WS11-12.6, LS9-10, SLS9-10, SLS11-12.1

1. Understand and implement advanced Non-Linear Editing (NLE)
2. Utilize an approved NLE program
3. Use a digital device reader to organize, categorize and label footage by shot type, length and camera angle

J. Media Distribution
Anchor Standards: 4.1, 5.1, 5.2, 8.6, 10.1, 10.2, 10.4, 11.1
Pathway Standards: A1.0, A2.0, A3.0, A4.0, A5.0, A6.0, C7.1, C7.2, C7.3, C7.5, C7.6
California Standards: WS11-12.6, WS11-12.7, SLS11-12.1d

1. Utilize video/audio codecs and industry standard compression techniques to distribute and deliver media projects
2. Transfer various sources of media from one form to another

K. Career Planning
Anchor Standards: 3.1 3.2, 3.3, 3.5, 3.4, 3.6, 3.7, 3.8, 9.4, 9.6, 11.3 11.4 11.5
Pathway Standards: A1.0, A2.0, A3.0, A4.0, C1.0, C2.0, C5.0, C6.0, C7.2
California Standards: SLS11-12.2, SLS11-12.1b

3. Explore career opportunities and professional/education requirements
4. Identify personal qualifications, interest, aptitudes, information and skills needed for post-secondary options in industry field
5. Develop a career plan and personal portfolio

III. ACCOUNTABILITY DETERMINANTS

A. Key Assignments
1. Safety training and testing. Students will take and achieve a 100% score on an administrator-approved safety test. Students will create a safety checklist for the class production activities that meets expected criteria and rubric.
2. Video Segments. Students will create a minimum of thirty (30) total minutes per year of video segments comprising daily/weekly news and/or an entertainment show.
3. News Broadcasts. Students will collaborate to create daily 10-minute news broadcasts.
4. Special News Segment. Students will create 1-minute news segments on assigned topics for the daily broadcasts.
5. Public Service Announcement. Students will create 30-second public service announcements on assigned topics for the daily broadcasts.
6. Video Projects. Students will create a minimum of (7) video projects including a

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Public Service Announcement (PSA) video, a promotional video/documentary, a commercial and a short film.

7. Studio Project. Students will set-up a standard studio 3 and 4 point lighting pattern and make necessary changes for correct and balanced lighting. In addition, students will film a subject in the studio with a single light set-up.

8. Students will create a minimum of two (2) editing projects.

9. Musical Track. Students will create a musical track using musical editing software that will be used in a video project to be entered in an industry contest.

10. Students will develop a portfolio to include: projects, a one page cover letter, one page resume and follow-up letter as part of a job application packet. Students will participate in mock interviews and receive feedback to prepare for future job searches.

B. Assessment Methods
   1. Skill mastery and quality of work
   2. Portfolio
   3. Projects
   4. Presentations
   5. Quizzes and tests
   6. Performance tasks
   7. Classwork/homework
   8. Final Exam

IV. INSTRUCTIONAL MATERIALS AND METHODOLOGIES

A. Required Text
Casinghino, Carl*. Moving Images: Making Movies, Understanding Media*. Course Technology, 1st ed., 2010. ISBN 9781435485853

B. Supplementary Materials
   1. Equipment:
      a. iMac / Mac Pro computers
      b. Broadcast level video cameras
      c. Camera stabilizers
      d. Monitors
      e. Lights (studio and stand alone)
      f. Digital audio recorders
      g. Digital storage media
      h. Microphones
      i. TriCaster studio switcher and streaming device

   2. Software:
      a. Final Cut Pro X
      b. Motion I After Effects
      c. Logic Pro X
      d. GarageBand
      e. Celtx
      f. Adobe Photoshop
      g. Adobe Illustrator
      h. Compressor

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        i.   WireCast
        j.   Final Draft

C. Instructional Methodologies
1. Teacher lectures/direct instruction
2. Class discussions
3. Cooperative learning
4. Guided Inquiry
5. Simulation activities
6. Demonstrations
7. Collaborative peer review
8. Teacher and student lead inquiry
9. Group project/presentations