



5055 Santa Teresa Blvd
Gilroy, CA 95023

Course Outline

COURSE: FTVE 25 **DIVISION:** 10 **ALSO LISTED AS:** HUM 25

TERM EFFECTIVE: Spring 2025 **CURRICULUM APPROVAL DATE:** 10/8/2024

SHORT TITLE: MOTION PICTURE PROD

LONG TITLE: Motion Picture Production

<u>Units</u>	<u>Number of Weeks</u>	<u>Type</u>	<u>Contact Hours/Week</u>	<u>Total Contact Hours</u>
3	18	Lecture:	2	36
		Lab:	3	54
		Other:	0	0
		Total:	5	90

Out of Class Hrs: 72.00

Total Learning Hrs: 162.00

COURSE DESCRIPTION:

This course provides an introduction to the theory, terminology, and process of motion picture production for film and television. Topics include basic cinematography including the operation, function and creative uses of production and post-production equipment, screenwriting, camera operation, shot composition, lighting, sound recording and mixing, and editing. Previously known as HUM 25. C-ID (FTVE 150).

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

L - Standard Letter Grade

P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

- 02 - Lecture and/or discussion
- 03 - Lecture/Laboratory
- 04 - Laboratory/Studio/Activity
- 05 - Hybrid
- 71 - Dist. Ed Internet Simultaneous
- 72 - Dist. Ed Internet Delayed
- 73 - Dist. Ed Internet Delayed LAB

STUDENT LEARNING OUTCOMES:

By the end of this course, a student should:

1. Demonstrate the technical and aesthetic aspects of film and digital cinema production and demonstrate knowledge of basic production techniques.
2. Operate film/digital cinema equipment correctly to produce quality products.
3. Identify all the departments and jobs on a film set and identify the terminology used for making movies.

COURSE OBJECTIVES:

By the end of this course, a student should:

1. Know the processes of pre-production (screenwriting, storyboarding, casting, rehearsing, blocking, scheduling, etc.).
2. Be capable of working with others to complete a vision.
3. Identify all departments and the individual jobs on set.
4. Identify the terms used in the filmmaking process.
5. Understand the equipment in the audio department, including mixer & recorder, cables, boom, microphones, windsocks, lavalieres, etc.
6. Understand the equipment in the lighting department, including all the different kinds of lights, c-stands, diffusion, softboxes, etc.
7. Understand the equipment in the camera department, including cameras, lenses, follow-focuses, video relays, media storage, and more.
8. Know the post-production processes, like media wrangling, video editing, sound mixing, streaming, etc.

COURSE CONTENT:

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LECTURE CONTENT :

9 HOURS

CONTENT: Camera Basics--film vs. video, film stock, developing, resolution, digital cameras, etc. Identify the difference between film and video cameras and their basic operations.

Camera Basics--framing, white balance, focus, zoom, shutter speed, lenses, aperture, focus, iris, exposure, gain, matt boxes and filters, etc.

Camera Movement--panning, tilting, tracking, dollying, craning, steadicam, handheld, etc.

9 HOURS

CONTENT: Lighting Equipment--light meters, HMIs, bounce cards, C- stands, scrims, barn doors, gels, ballasts, fluorescent lights, soft lights, umbrellas, cookies, etc.

Lighting Techniques and Jobs--Cinematographer, Gaffer, Grip, 3-Point lighting, key light, back light, fill light, daylight balance, flares, night scenes, contrasts, shadows, color temperature, rain, smoke, fire, etc.

7 lighting Schemes

COURSE CONTENT (Continued):

LECTURE CONTENT (Continued) :

8 HOURS

CONTENT: Audio Equipment--shotgun mics, wind socks, lavalieres, mixers, XLR cables, boom poles, pistol grips, sound blankets, slates, timecode, headphones, sound rooms, etc.

Audio Techniques and Jobs--Mixer, Boom Operator, Foley, booming, mixing, ambient noise, creating silence on the set, ADR / Looping, etc.

8 HOURS

CONTENT: Producing--funding, budgeting, scheduling, securing equipment and locations, hiring crew, contracts, etc.

The Screenplay--Spec Script vs. Shooting Script, format, translating words to images, etc.

Directing--analyzing the script, creating a shot list, storyboarding, casting, conducting rehearsals, communicating

with actors, etc.

Editing Basics--Non-linear editing, Final Cut Pro, capturing, timeline, slip and slide trims, ripple edit, rolling edit, cross dissolves, wipes, match cuts, jump cuts, etc.

Editing Audio--fades, EQ, levels, synching, ambient noise, music, looping, foley, etc.

Distribution and Marketing--DVD authoring, streaming, film festivals, distribution companies, etc.

2 HOURS

Final Exam

COURSE CONTENT (Continued):

LAB CONTENT:

48 HOURS

Class Film Productions - Every week includes a new film production done by the entire class.

6 HOURS

Training for specific equipment (cameras, recorders, drones, etc.)

METHODS OF INSTRUCTION:

Lecture (extensive use of overhead projection and video). Student participation in actual film productions. Film/video presentation to supplement lectures. Guest speakers when appropriate and available.

OUT OF CLASS ASSIGNMENTS:

Required Outside Hours 72

Assignment Description

Every student must make an individual film, which will include writing a script, storyboarding the shot list, casting, lighting, filming, editing, and streaming their project.

METHODS OF EVALUATION:

Skill demonstrations

Evaluation Percent 50

Evaluation Description

Students will work with the group to make several class films.

Students will also make an individual film of their own.

Writing assignments

Evaluation Percent 30

Evaluation Description

Students will write in the weekly discussion boards, to demonstrate their understanding of key concepts and skills.

Objective examinations

Evaluation Percent 20

Evaluation Description

Students must demonstrate their skills and knowledge in the exams.

REPRESENTATIVE TEXTBOOKS:

The Digital Filmmaking Handbook, Sonja Schenk & Ben Long , Foreign Films Publishing, 2021 or a comparable textbook/material.

ISBN: ? 978-1733150217

Rationale: This textbook covers all the phases and departments of filmmaking. No other textbook covers as much.

13 Grade Verified by: Grant Richards

OTHER MATERIALS:

Instructor created materials.

Equipment manuals.

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 202530

UC TRANSFER:

Transferable UC, effective 202530

SUPPLEMENTAL DATA:

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education: N

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department: FTVE

CSU Crosswalk Course Number: 150

Prior to College Level:

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: D

Maximum Hours:

Minimum Hours:

Course Control Number: CCC000646896

Sports/Physical Education Course: N

Taxonomy of Program: 061220