Course Description

A. COVER PAGE

Date of Submission (Please include Month, Day and Year)

1. Course Title Introduction to Filmmaking/Video Production	**9. Subject Area** ☐ History/Social Science ☐ English ☐ Mathematics ☐ Laboratory Science ☐ Language other than English [X] Visual & Performing Arts 　☐ Intro　☐ Advanced ☐ College Prep Elective
2. Transcript Title(s) / Abbreviation(s)	
3. Transcript Course Code(s) / Number(s) VP 6790　VP 6791	
4. School Ernest Righetti High School	
5. District Santa Maria Joint Union High School	
6. City Santa Maria	**10. Grade Level(s) for which this course is designed** [x] 9　[x] 10　[x] 11　☐ 12
7. School / District Web Site	**11. Seeking "Honors" Distinction?** ☐ Yes　[x] No
8. School Course List Contact Name: Steve Molina Title/Position: Vice Principal Phone: 805-937-2051　　Ext.: 2705 E-mail:	**12. Unit Value** ☐ 0.5 (half year or semester equivalent) [x] 1.0 (one year equivalent) ☐ 2.0 (two year equivalent) ☐ Other: _____

13.　Is this an Internet-based course?　☐ Yes　[x] No

　　If "Yes", who is the provider?　☐ UCCP　☐ PASS/Cyber High　☐ Other _____

14.　Complete outlines are not needed for courses that were previously approved by UC. If course was previously approved, indicate in which category it falls.

☐ A course reinstated after removal within 3 years. Year removed from list? _____

　Same course title?　☐ Yes　[x] No

　If no, previous course title? _Introduction to Filmmaking/video production_____

☐ An identical course approved at another school in same district. Which school? _____

　Same course title?　☐ Yes　[x] No

　If no, course title at other school? _____

☐ Approved Advanced Placement (AP) or International Baccalaureate (IB) course

☐ Approved UC College Prep (UCCP) Online course

☐ Year-long VPA course replacing two approved successive semester courses in the same discipline

☐ Approved P.A.S.S./Cyber High course

☐ Approved ROP/C course. Name of ROP/C? _____

☐ Approved CDE Agricultural Education course

☐ Other. Explain: _____

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15. **Is this course modeled after an UC-approved course from another school <u>outside</u> your district?** ☒ Yes ☐ No

If so, which school(s)? _____

Course title at other school _____

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16. **Pre-Requisites**

None, Teacher Approval

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17. **Co-Requisites**

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18. **Is this course a resubmission?** ☐ Yes ☒ No

If yes, date(s) of previous submission? _____

Title of previous submission? _____

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19. **Brief Course Description:** **The Course is intended for the student that is interested in learning the process of Filmmaking/Video Production and wishes to continue his education in Filmmaking/Video production in the Advanced Film Class here and in College. The student will learn to use the computer as a tool in producing Films. The student will learn the vocabulary of Cinema and Television which meets the _Standards1.o, Artistic Expression and 4.0 Aesthetic Valuing_. The student will read, write, and discuss Film history, meeting _Standard 3.0, Historical and Cultural Context_. Students will create and present individual projects, meeting _Standard 2.0, Creative Expression_. Students will gain better understanding of the importance of graphics in advertising, animation and computer art, _Standard 5.0, Connections, Relationships, and Applications_. The student will learn to work with structure and lens design, _Standard 2.0, Creative Expression_. The student will develop potentials and realize true abilities through academic counseling with the teacher and other students, _Standard 5.0, Connections, Relationships, Applications_ The student will be evaluated on his progress and enthusiasm through artistic perception, overall work and evaluation. The student's grade will be evaluated heavily by the essays, film scripts, and film/video projects and presentations that are throughout the semester.**

Course Description

Course Title: Introduction to Filmmaking/Video Production 1A/1B

Transcript Title: Filmmaking/Video production

Transcript Course Code: VP7097

School: Ernest Righetti High School

District: Santa Maria Joint Union High School

City: Santa Maria, California

School Contact: Steve Molina, Vice Principal

                          Ph. 805-937-2051 ext. 2705

Subject Area: Visual & Performing Arts

Grade Level: 9-12

Unit Value: 10 units – One year

Date of School Approval: June 2001

Pre-requisites: None/Teacher approval

COURSE DESCRIPTION:

The Introduction to Video Production/Filmmaking 1A/1B course is intended for the student who wishes to learn about the process of video production/filmmaking and learn about the history of Cinema. This hands-on course will introduce the students to the computer and its use and relationship to cinema. It will emphasize the changes that have taken place in film and special effects throughout the years. Students will be taught the elements and principles of art and how to apply them to their film and video projects. Students will be able to critique their work with appropriate art vocabulary and sensory images. Students will be able discus their films with the appropriate cinematic terms and aesthetics. Students will work with Adobe Premiere, Adobe PhotoShop, Adobe Audition, a music/sound program, and Scriptwriting software as well as ACID Music programs. Students will produce Films and a Television news program from concept to viewing. Students will also learn to exchange files between the programs; create special effects, graphics; add audio tracks to video projects and create QuickTime movies. Students will learn the history of cinema and its relation to world

events. Students that intend to go to college; this course will allow the students to succeed in several courses that require graphics, artistic skill and basic computer skills.

STUDENT OUTCOMES:

- Students will be introduced to the vocabulary of cinema and television including genre, period, style mood and pacing. The student's appreciation of the cinema, television, art and aesthetic movements in drama and everyday life will broaden. Students will learn to make the connections between film and computer technology throughout the last 50 years and its importance to our history. This will be done through lecture, example such films and television programming and through textbooks**. (Standard 1.0, Artistic Expression and 4.0, Aesthetic Valuing)**

- Students will read, write, and discuss the history of the Cinema, its reflection of society and its impact on society and world culture. This will be done by viewing films directed/produced by the masters of Filmmaking such as DW Griffith, Charlie Chaplain, Orson Welles, Scorcese, Coppola, etc. **(Standard 3.0, Historical and cultural Context)**

- Students will learn elements of dramatic structure by analyzing plots and plot devices used in films, looking at linear and non-linear time lines, genres, etc. **(Standard 4.0, Aesthetic Valuing)**

- Students will create and present individual projects from what was learned by class critiques with an emphasis on artistic expression. This will be done through the use of various editing programs such as Adobe Premiere, PhotoShop, Aftereffects, etc. Through research and instruction, students will compare and contrast various designs, compositional, cinematic and art techniques and apply these in their own work. These will be comprised of Documentaries, Film autobiographies, and narrative films. **(Standard 2.0, Creative Expression)**

- Students will gain a better understanding of the importance of graphics in advertising, animation, and computer art. Students will learn to recognize and use the creative color palettes and toolbox in PhotoShop, Premiere, and AfterEffects**. (Standard 5.0, Connections, Relationships, Applications.)**

- Students will learn to work with structure and lens design. Gain knowledge on how to use a video camera with appropriate lighting, audio and camera viewpoints. Exchange information between various applications. Edit, view and save a created video project. Compile a video project into a movie. Add transitions between video

clips in movie projects. Work with various filters that can be applied to video clips. Adding audio and being able to modify it in the movie projects. Creating artistic titles and credits in a movie project. Superimpose video clips in a video project. Add text and graphics into a video project and applying motion to them. Work with advanced editing techniques like virtual clips, trimming and multitracking. Create sound files using single and multiple tracks and learn to distinguish between various sound file formats. **(Standard 2.0, Creative Expression)**

- Students will develop potentials and realize true abilities through academic counseling both with the teacher and other students. Students will learn to utilize their time by working on organizational skills, through communication, teacher observation, and time management. Students will learn respect for themselves and for others around them by making them accountable for their own work. **(Standard 5.0, Connections, Relationships, Applications)**

STUDENT ASSESSMENT:

The student will be evaluated on his progress and enthusiasm through artistic perception, overall work and evaluation. The student's grade will be influenced heavily by the essays, film scripts, and video/film projects and presentations that are due throughout the course. Students will present assigned video taped projects, which require several techniques and tools that have been learned. Students, using appropriate artistic vocabulary must present their projects to the class. Students have quizzes and tests as well as oral exams that assess their knowledge of film history, film vocabulary, art vocabulary and computer technology. The teacher will assess students on "in" and "out of class" participation with daily observations.

COURSE CONTENT:

The course is designed to introduce the student to the use of the computer as a creative tool in the creation and presentation of graphic images. Through aesthetic values, such as composition, analysis and interpretation, students will learn to identify the elements and principles of art and sensory images in previous artwork, and films as their own creations. Students will learn the history of film and computer technology. Students will learn the importance of cast and crew, camera function and operation, the function of video recorder, camera structure, and the process of video editing. Students will learn design, composition and will produce film projects such commercials, documentaries,

and narrative films. Several programs such as Adobe Photoshop, Illustrator, Premiere and After Effects will be introduced and used to create the computer projects. Projects will be critiqued and presented to assess student's knowledge and creativity in video production and filmmaking.

TEACHING STRATEGIES:

The teacher will act as a mentor and supervisor. Teacher will lecture, hand out quizzes and check daily to make sure students are on task and progressing satisfactorily. The teacher will show clips from the history of filmmaking and students will be assessed on the changes due to computers in film today. The student will work independently in the chosen area of study. Students must write evaluations to explain their process in the films/video projects they have produced; additionally they must explain what it represents and why it translates the appropriate feeling. The evaluation will explain their motives for producing the film or video project.

CLASS ASSIGNMENTS:

The assignments are intended to familiarize the student with the use of the camera as tool in storytelling. The student will also use software such as Adobe Premiere Pro, Adobe PhotoShop, Final Draft, and various other software as tools to tell a visual story. The assignments are also intended to give the student the experience of working within a group environment and to teach the student the importance of co-operation.

First assignment: Students will form groups of four and produce a written story using prompts supplied by the instructor, with each student contributing. Upon completion the group will then choose a spokesperson to read the story to the class. **(Standard 5.0, Connections, Relationships, Applications)**

- **Second assignment: The Twelve Shot Assignment.** The purpose of the assignment is to familiarize the student will the basic angles, i.e. wide shot, full shot, and close up. The students will also learn the camera moves such as zooms, pans, and tilts. The students will each write a short story that uses the aforementioned.
  (Standard 2.0, Creative Expression)

Students will draw slips of different colored papers, the film crews will be formed of students that have drawn similar colors. The crews will then choose a director, cinematographer, talent, and production assistant. The crew will the then choose who will be the first to produce their film. Each crew will produce four short, 60 seconds, films

with crewmembers rotating positions so that each student will produce a film. **(Standard 5.0, Connections, Relationships, Applications)**

Third Assignment: Numbers video: The assignment is intended to give the students experience in editing to music. The assignment is also intended to expose the student to the idea of a beginning, middle and end. The assignment will also give the student the opportunity to work with the camera and the editing program.

This is an individual assignment. The student will record numbers or any facsimile of a number. They are to record the numbers as a static, do a zoom, pan and a tilt on each number. The student will then choose music and use 90 seconds of the song and edit the numbers to the beat of the music.

Fourth Assignment: The music video: This is an assignment intended to give the student further experience in the art of editing and editing to music. The experience will also expose the student to use of music in films.

The student will rip scenes from sources such as movies, television or any other source to use for the video clip. Music will be provided for the student, this gives the students the experience of working with material that is not of their choosing which is what happens often in the business of cinema.

Fifth Assignment: 2nd Semester, The Basic Sequence: the purpose of the assignment is to familiarize the student with the technique of recording and editing the concept of the basic sequence. The student will work with a crew composed of students chosen at random. Each student will write a story and then turn that story into a script. They will then storyboard the script, plan out a shot plot, scout the location, shoot the story and edit the source material into a visual representation of their script. . The film will then be turned in for critique and discussion. **(Standard 5.0, Connections, Relationships, Applications)**

Sixth assignment: The cutting on the action film: The assignment is intended to give the student experience in the production of a film that demonstrates the technique of cutting on the action and clean exit and clean entrance.

The student will stay with the same crew of the previous assignment.

Each student will write a story, turn it into a script, storyboard the script, do a shot plot, then shoot and edit the source material into a visual representation of their script. The student will then submit the finished film for critique and discussion. **(Standard 5.0, Connections, Relationships, Applications)**

Seventh assignment: The final project: the student will continue with same crew from previous assignments.

Each student will write a story, then a script, storyboard of the script, shot plot, then shoot and edit the source material. The film with utilize all the techniques studied throughout the year. **(Standard 5.0, Connections, Relationships, Applications) (Standard 2.0, Creative Expression) (Standard 4.0, Aesthetic Valuing)**

This will be the final project of the year and will count for their final evaluation.

- **Film Essays:** there will be at least five films viewed throughout the year. The students will then write an essay discussing the film's place in film history as well as the significance of the film. The student will also discuss the various techniques used in the film as they relate to the material discussed in class. . **(Standard 3.0, Historical and cultural Context) (Standard 4.0, Aesthetic Valuing)**

MATERIALS OF INSTRUCTION:

Adobe Premiere Pro Classroom in a book by Adobe

Adobe Aftereffects 5.0 Classroom in a book by Adobe

Adobe Photoshop 7.0 Classroom in a book by Adobe

Textbooks:

The Bare Bones Camera Course for Film and Video

Flashback, a brief history of film

Supplemental textbooks:

Film Directing, Cinematic Motion, a workshop for staging scenes by Steven d. Katz 1992

Film Directing, Shot by Shot, visualizing from concept to screen by Steven d. Katz 1991

You stand there, Making Music Video, by David Kleiler & Robert Moses 1997