Intermediate Film Course Overview

Content Area: **English**
Course(s):
Time Period:
Length:
Status: **Published**

School Mission Statement

The mission of Chartertech is to provide artists the opportunity to blend principles of artistic expression with cutting-edge technology, so artists will excel in academic, career, and civic pursuits and contribute to the harmony and productivity of the 21" century.

Artistic integration: Performing arts will be accessible to all artists as a skill and content area and will serve as a vehicle for imparting, enlivening, and motivating excellence in all academic topics, as well as providing a platform for learning multicultural appreciation and empathy, not just tolerance.

Technological integration: Technology will serve as the foundation for instructional delivery systems leading to knowledge acquisition, concept understanding, and skill mastery in all academic subjects. Technology will not be studied as a separate entity but infused into the very fabric of educational pursuits, exactly as it occurs in the business world. Artists will be prepared to compete in the modern workplace or post-secondary institution.

"Education has always been torn between vocational and utilitarian purposes on one hand and creative and holistic purposes on the other... We are rapidly entering a world that is hard to imagine. By developing the problem-solving skills, creativity, and discipline required in the arts, artists can prepare for life in the 21st century."

From Understanding How the Arts Contribute to Excellent Education

National Endowment for the Arts, 1991

School Goals

<u>Goals for Arts Education:</u>
Artists will learn the knowledge, skills, and abilities necessary to turn their passions and gifts in the arts into vocations or serious avocations.

Objective 1:   Each year, each artist will take two semesters (10 credits) of career-oriented training (80 minutes per day) in their artistic major.
Objective 2:   Each marking period, each artist will perform or produce frequently, in diverse settings and for diverse audiences.

Objective 3: Artistic instruction will be integrated into the study of all academic subjects.

Objective 4: Each year, each artist will complete at least twenty after-school "lab" hours in their artistic major. These will constitute career-oriented service to the school and/or community, and demonstrate accomplishment of the NJCCCS crosscutting workplace readiness standards.

Goal for Technology:
Chartertech will model the technology-intense workplace and artists will be able to compete successfully and perform well in a technology-intense workplace.

Objective 5: Each artist will routinely use technology in a workplace-like manner to acquire, analyze, communicate, and present information in every subject.

Objective 6: Each artist will have access to a computer every day, every class so that automated sources will be the main conduit for educational content.

Objective 7: All administrative and instructional functions of the school will be supported by the most modern technology available.

Goals for Academic Achievement:
Artists will apply themselves in the serious pursuit of knowledge and skills, especially skills in critical thinking, problem solving, decision making, and communication.

Objective 8: Each year, and to be promoted to the next grade each artist will pass five credits in English, Health, Social Studies, Science, Mathematics, and PE/Health. Between grades 9-12 artists will also complete 1year of Spanish.

Objective 9: In each academic subject, each year, each artist will complete a significant project that involves critical thinking, problem solving, decision making, and communication skills, and which demonstrates cross-content workplace readiness skills.

Objective 10: Each year artists will develop a artist resume to guide his/her academic and artistic studies and to document his/her academic and artistic accomplishments. This work will be done under the mentorship of the faculty in the artist's artistic major.

Objective 11: Academic instruction in all subjects will be highly cross-curricular, in accordance with curricula design and continuously improved by teachers, in compliance with the New Jersey Artist Learning Standards.

Course Description

Course Title:	Intermediate Film
Department:	Film
Prerequisite:	Foundations of Film
Number of Credits:	5 per semester
Grade Level(s):	10-12

Standards:	Aligned to New Jersey Student Learning Arts Standards
Description of Course	The Artists in the Film department are exposed to a wide arena of digital media including film, film editing, and directing. Artists within the film department record the performances of other artists at Chartertech along with local events, PSA's and community projects. Throughout the year artists work on individual projects that interest them in a variety of genres and many film projects are entered in contests and film festivals. Our film artists have many opportunities to participate in professional shoots with directors, producers, actors, sound and camera men. All Film artists participate in the two annual showcases; the Winter Showcase and the Chartertech Film Festival held in spring.
	After artists have completed the Foundations of Film class they move to the Intermediate level. This is where artists learn to perfect their skills and take a more hands-on approach to filmmaking with their own projects. They also learn to look at a film's process and Artists are expected to use what they've learned to make their own films that showcase their skills. While they are encouraged to work with others, everyone is responsible for their own projects and they are required to make films in a variety of genres. They also begin reading the eBook "Looking at Movies" as another outlet in learning the history of film and the processes of creating one.
	Designed as a production workshop, the second course requires students to refine the skills learned in the first course and to pursue a variety of production experiences by acting as producers. Students set specific professional goals, which highlight community and school events. Artists find they must be able to move from the concrete operation of equipment requirements to a more abstract exercise involving interpersonal relationships. The Intermediate artists will also begin training for project planning, staffing, making contact with customers, scheduling studio time and editing the finished product. All of the basic skills learned in the foundations are refined and enhanced in the second course of the series.

Overview & Pacing

Unit #	Major Content	Expected Time
Unit 1: Media Literacy/Film History and Theory	A. Classroom rules and film content guidelines B. Explanation of Genres and genre film plan C. Introduction to film theory - science and technology D. Introduction to Portfolio process	1 week

Unit 2: Development	A. Group brainstorming - Developing your ideas B. Deeper into 3 Act Structure introduced C. Scene writing exercises - script jam etc. D. More advanced storylines in various genres	1 week
Unit 3: Pre-Production	A. Planning complex camera moves B. Workshop on complicated blocking C. Developing style of costumes, make-up, props.	1 week
Unit 4: Production	A. Set etiquette / professionalism review B. Choosing lenses for focus and impact C. Golden Section compositions explained and exemplified D. Practical lighting vs dramatic lighting E. Microphone choices for scene needs	2 weeks
Unit 5: Adobe Premiere Pro and Avid Media Composer Standards	A. Introduction to what is expected B. Workshop on skills in standards C. Review and pre-test	1 week
Unit 6: Post Production	A. Introduce Adobe Premiere ACA certification program B. Developing non-linear editing skills C. File management - working with larger files D. Creating a more complex timeline E. Editing the first assembly F. Better use of basic transitions/dissolves	1 week
Unit 7: Export, Exhibition and Critique	A. Prepare and export film properly B. Upload to drive for viewing / presentation C. Critical analysis rubric introduced [our festival rubric]	1 week

Unit 8: Testing	A. Unit reviews B. Mid-term C. Final Films due after critique and fixes D. Portfolio outlined and update	1 week
Unit 9: Media Literacy/Film History and Theory	A. New developing genres in contemporary cinema B. More advanced narratives - point of view C. Modern tools of communication D. How cinema works E. Advanced critique - SOF more detail, examples	1 week
Unit 10: Development	A. Developing ideas as groups B. Character development C. Story pacing (developing a rhythm)	1 week
Unit 11: Pre-Production	A. Equipment checklist and gear tech B. Location as character in the film as per genre C. Integration of lighting and set design	1 week
Unit 12: Production	A. Planning action around camera moves B. Workshop in Coverage - choice of shots based on story C. Sound - diegetic vs. non-diegetic - explained D. Capturing clean audio	2 weeks
Unit 13: Post Production	A. Integrate Avid and Adobe Premiere ACA certification program skills B. Advanced file management C. Import/Export protocol - setting up file types D. Creating and arranging clips- organizing bins E. Bringing sound into timeline - using clean audio, Finding outside foley and music F. More complex editing techniques - using multiple tracks	2 weeks

Unit 14: Export, Exhibition and Critique	A. Prepare and export film properly B. Upload to drive for viewing / presentation C. Critical analysis rubric introduced [our festival rubric]	1 week
Unit 15: Testing	A. Unit reviews B. Final Films due after critique and fixes C. Final Exam for Semester 1 D. Portfolio updated	1 week
Unit 16: Media Literacy/Film History and Theory	A. Copyright issues B. Script Outline Form - critique C. Introduction to Foreign filmmakers and their styles	1 week
Unit 17: Development	A. Structure, plot, time B. Advanced POV - shifting, concerned observer, etc. C. Writing to learn - work with English Dept. on scriptwriting D. Final showcase scripts - elevator pitch and critique	1 week
Unit 18: Pre-Production	A. Individual designs for set building B. Working with Instrumental and Musical Theatre talents C. Developing a schedule from shooting script D. Planning outside [out of studio] shoots	1 week
Unit 19: Production	A. Dolly and Jib shots to tell your story B. Clean audio procedures revised C. Working with actors on set - directing styles D. Foley and ADR explained for post	2 weeks
Unit 20: Adobe Premiere Pro and Avid Media Composer review	D. Review what is expected E. Workshop on skills in standards F. Pre-Test	1 week
Unit 21 - Post Production	A. Prep for Adobe Premiere ACA certification program test B. Expanding knowledge of title tool - opening and ending credits C. Advanced Transitions	1 week

	D. Timing - cutting on action, etc E. Bringing in copyright free music F. Slowing / Speeding up clips	
Unit 22: Export, Exhibition and Critique	A. Prepare and export film properly B. Upload to drive for viewing / presentation C. Critical analysis rubric introduced [our festival rubric]	1 week
Unit 23: Testing	A. Unit reviews B. Final Films due after critique and fixes C. Midterm Exam for Semester 2 D. Adobe Premiere Pro and Avid Media Composer testing E. Portfolio updated	1 week
Unit 24: Media Literacy/Film History and Theory	A. Key directors B. Screen grammar C. History AND Film - How events shape filmmaking D. Resumes	1 week
Unit 25: Development	A. Script Supervisor job and continuity B. Creative and original Mise en sine design C. Acting for the camera workshop - rehearsal, blocking, etc	1 week
Unit 26: Pre-Production	A. Written script vs. shooting script - order of shots B. Rehearsal of scenes - shooting test footage - presentation C. Designing shots based on psychology of character and script	1 week
Unit 27: Production	A. Subtlety of acting for the Close-up B. Chroma-Key basics C. Working with Instrumental to score the film D. Working with sound catalogues and Foley to add sound E. Voice-overs - ADR	2 weeks

Unit 28: Post Production	A. Take the Adobe Premiere ACA certification program test B. Foley and voice-over work - put in timeline C. Color correction and grading - creating a style D. Compositing, keying for greenscreen using props, set elements E. Intro to VFX F. Working with a composer from instrumental G. Sound levels - peaking, compression, riding levels	2 weeks
Unit 29: Export, Exhibition and Critique	A. Prepare and export film properly B. Upload to drive for viewing / presentation C. Critical analysis rubric introduced [our festival rubric]	1 week
Unit 30: Testing	A. Unit reviews B. Final Films due after critique and fixes C. Final Exam for Semester 2 D. Portfolio updated and presented for a grade	1 week
Total		36 weeks