

CAPILANO UNIVERSITY COURSE OUTLINE

MOPA 325– ADVANCED WORK FLOW I

Fall 2017

Division	School of Motion Picture Arts		
Course Name	MOPA 325 – Advanced Work Flow I		Credits: 2.5
Instructors		@capilanou.ca	604-986-1911 local xxx

VISION STATEMENT

The School of Motion Picture Arts is dedicated to inspiring a new generation of independent Canadian filmmakers through the fostering and mentoring of emerging talent utilizing progressive learning environments and authentic production experiences, such that graduates make valued contributions to the global media culture.

COURSE FORMAT

This course will run across two terms, five weeks in the fall semester and eight weeks in the spring semester. This will allow the instruction of the advanced editing and visual effects to align with the work flow demanded on the spring projects, as well as the editing components found in assignments in all courses. It will be four lecture hours per week, for a total of 13 weeks.

COURSE PREREQUISITES

28.5 MOPA or 27 IDF credits of 200-level or higher coursework.

STUDENT LEARNING OUTCOMES

General

This course will teach advanced editing work flows in conjunction with Sound Design, Colour Correction and Visual Effects. Students will learn to use advanced industry-standard software for Editing, Sound Design, Colour Correction and Motion Graphics. Classroom lectures and discussion will encourage analysis of more complex Post Production Work flows and how they incorporate other Departments. With the help of tutorials, students will demonstrate their understanding of advanced and creative picture and sound editing, as well as motion graphics.

Upon successful completion of this course, students will be able to:

- Analyze advanced Post Work Flows, including a correct Camera Test;
- Execute Round Trip Work Flows between Picture, Sound, Colour Correction;
- Expand on Sound Design Theory and Practice;
- Expand on Colour Correcting / Colour Grading for film, using industry standard Colour Grading Software;
- Create Motion Graphics and Visual Effects sequences for film and television products;
- Analyze, manage and consolidate data using Archive Project Media.

PROGRAM LEARNING OUTCOMES
Program Mission
To provide the encouragement, equipment, training and setting for a vital experience of creation and collaboration. Student filmmakers will expand and refine their practical, professional, artistic and social skills in order to acquire craft excellence and successfully integrate into the increasingly complex and divers industries of filmed entertainment, digital communications and new media.
Program Goals
<p>Knowledge:</p> <p>To enable students to articulate and apply their knowledge of story and story development to documentary and narrative projects on all platforms; to combine and apply both practical and theoretical knowledge; to investigate and interpret a broad range of theoretical perspectives.</p> <p>Skills:</p> <p>To orchestrate a detailed industrial process; to manage time and budget on large projects over extended periods of time; to use technology as a tool to create innovative and authentic stories; to develop a convergent approach to creative content; to collaborate creatively.</p> <p>Value:</p> <p>To conceptualize, research, develop and produce projects from initial idea through to final product; to market and distribute projects; to develop innovative business models and strategies to build sustainable companies; to understand the role of film and the film industry in Canada’s culture and economy; to identify potential areas/sectors of employment; to identify opportunities for further study; to articulate and pursue a unique and personal voice and vision through the artistic and technical means of filmmaking and visual communication, and, in particular, to use the tools and resources at their disposal with clarity, intelligence, resourcefulness and professionalism.</p>

PROGRAM STUDENT LEARNING OUTCOMES
<p>Students successfully completing this program will:</p> <ol style="list-style-type: none"> 1. Analyze historical, technological, philosophical and theoretical trends in the national and global cinemas; 2. Acquire a range of skills and applications of visual communication in order to expand their potential to realize and create meaningful career opportunities; 3. Contribute their technical skills, creative skills, and personal vision to the art of filmmaking; 4. Consult, liaise and negotiate in a professional manner in all aspects of the filmmaking process; 5. Develop industry relationships and create authentic learning environments in order to provide opportunities to expand their potential as independent filmmakers.

REQUIRED TEXTS

Resource material will be provided by the instructor.

WEEKS 1-13**WEEK 1:**

- *Editorial: Introduction
- * Identify technical requirements (Format, Frame Rate, Delivery) and how that works through Camera, Post, and Delivery, including Dual System Recording, Codecs, Media Management
- *Integrated Dual System Camera Assignment with Cine/Visual Storytelling to simulate a proper camera test
- *Review Import, Transcoding, Export Settings – associated with Codecs
- *Test Codec: Incorrect and correct settings to illustrate to students how to identify a problem in advance
- *Discuss guidelines for the Main Project

WEEK 2:

- *Editorial: Delivery of Dual System Camera Media
- *Prep for Round Trip work flows
- *Delivery Codec(s) - utilizing Media Encoder
- **Assignment #1 due*

WEEK 3

- *Editorial: Hand-off to other Post departments
- *Media management
- *Media Tool
- *Consolidate and Archive

WEEK 4:

- *Editorial: Round Trip work flow between Editorial and Sound Design
- *Editorial – Locked Sequence, File Prep Hand-off
- *Sound: Import locked files, Sound Design, mix, deliver to picture
- *Editorial – Layback and Master delivery
- **Assignment #2 due*

WEEK 5:

- *Compositing tutorial #1: After Effects

WEEK 6:

- *Compositing tutorial #2 – After Effects
- **Assignment #3 due*

WEEK 7:

- *Sound Design tutorial #1: Pro-Tools

WEEK 8:

- *Sound Design tutorial #2: Pro-Tools

WEEK 9:

- *Sound Design tutorial #3: Pro-Tools
- **Assignment #4 due*

WEEK 10:

*Colour Correction tutorial #1: Da Vinci

WEEK 11:

*Colour Correction tutorial #2: Da Vinci

WEEK 12:

*Colour Correction tutorial #3: Da Vinci

*Assignment #5 due

WEEK 13:

*Final exam assigned (take home)

*Main project due

EVALUATION PROFILE	
Assignments (5 X 10%)	50%
Main Project*	20%
Final examination (take home)*	20%
Participation / Attendance	10%
Total	100%

***Main project (20%):**

- Using the software learned during the semester:
- Create a one-minute project based on material compiled from existing media and/or created with visual effects software;
- Write a 2 page paper/journal describing your process, tools, interest, and intention with animating the project; and,
- Hand in the final Quicktime and all project files.
- Evaluation is based on the use of software used during course, clarity of idea, and professional effort.

***Final Exam (20%):**

- Technical Work Flow Analysis;
- Evaluate the Hard Drive requirements based on Content: Shoot Days, Camera and Sound Format, Codec; and,
- Design the Post work flow from Production to Delivery.

GRADING PROFILE			
A+ = 90-100%	B+ = 77-79%	C+ = 67-69%	D = 50-59%
A = 85-89%	B = 73-76%	C = 63-66%	F = 00-49%
A- = 80-84%	B- = 70-72%	C- = 60-62%	

OPERATIONAL DETAILS:

Capilano University has policies on Academic Appeals (including appeal of final grade), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.

ATTENDANCE:
Attendance will be taken daily and will form part of the final grade (See Evaluation Profile). This is a professional program. Accordingly, students are expected to be on time and to attend every class. Arriving more than 20 minutes after the commencement of class, or leaving early, will be considered an absence. Students with three unexcused absences will fail the course. When students are absent from class, they are still responsible for the material covered during their absence, including announcements, assigned readings and hand-outs.
PUNCTUALITY:
Punctuality is essential and forms part of the participation grade. Two lates will count as an absence (see above). Late attendance will be reflected in the student's final grade.
LATE ASSIGNMENTS:
All assignments must be delivered at the place and time specified by the instructor. Late assignments will only be accepted if prior approval for a late submission date has been given by the instructor.
MISSED EXAMS AND QUIZZES:
Missed exams and quizzes will be assigned a grade of zero. Students will be allowed to make up exams and quizzes only under the following conditions: if a doctor's certificate of illness is provided; if, in the case of the death of a close family member, a death certificate is provided; if prior approval of the instructor has been obtained.
CHEATING/PLAGIARISM:
Plagiarism is the presentation of another person's work or ideas as if they were one's own. Plagiarism is both dishonest and a rejection of the principles of scholarship. All students should familiarize themselves with the University Policy on Cheating and Plagiarism (See the University Website) as such behaviour can result in suspension from the University.
INCOMPLETE GRADES:
Grades of Incomplete "I" will be granted only if there is a valid reason for extending the evaluation deadline and if students have a reasonable chance of improving their grade to pass the course.
ENGLISH USAGE:
All written work submitted must use good academic English and follow the guidelines provided in the Capilano University Guide to Writing Assignments (available from the University Bookstore). It is the responsibility of students to proof-read all their writing for any grammatical, spelling and stylistic errors.
STUDIO/FILMING DISCIPLINE:
Students must be dressed appropriately. Wet and cold weather requires waterproof and warm clothing. Students are required to wear work clothes for technical and production sessions. Clothing may be subjected to dirt, paint and dust. Sturdy shoes are a must. No food or beverages are allowed on set during production activities and during technical classes. Disruptive students will be asked to leave.
COMPUTER COURSE REQUIREMENTS/RESPONSIBILITIES:
You are expected to abide by the Statement of Appropriate Use of Information Technology Facilities and Services in any use of computers at the University. This statement can be obtained from your department, the Library, Computer Services or on the University website.
ELECTRONIC DEVICES/LAPTOPS:
Use of electronic devices is not allowed during class time, except at the discretion of the instructor.
COMPUTER LAB USAGE:
No food or beverages are allowed in the University's computer labs at any time. Students must not abuse internet privileges by visiting inappropriate or illegal websites. Intentionally opening and/or altering other students' projects will not be tolerated. Respect for other students' work is of utmost importance. Offences regarding the above will result in the "0" mark in the participation grade, and restricted access to facilities.

PARTICIPATION/PROFESSIONAL BEHAVIOUR:

The grade for class participation is based on both the frequency and the quality of students' comments, questions and observations, with the emphasis on quality. The quality is determined by, among other things, the relevance, insight and clarity of remarks.

Students are expected to demonstrate a professional attitude and behaviour towards their work, fellow-students, and their instructor. Students should demonstrate reliability, respect for and co-operation with colleagues. A willingness to work calmly and courteously under difficult conditions as well as a determination to achieve first-class work while meeting deadlines is necessary in this course. Students should have respect for equipment and systems, and a constructive response to criticism.

EMERGENCY PROCEDURES:

Students should familiarize themselves with emergency procedures posted in the classroom.