

CAPILANO UNIVERSITY COURSE OUTLINE

MOPA 426 – ADVANCED WORK FLOW III

Spring 2017

Division	School of Motion Picture Arts	
Course Name	MOPA 426– Advanced Work Flow III	Credits: 1.5
Instructor	x@capilanou.ca	604.986.1911 local x

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

Four lecture hours per week, for 8 weeks.

COURSE PREREQUISITES

45 credits of 100 level or higher coursework.

STUDENT LEARNING OUTCOMES

General

Students will have the opportunity to expand and explore their filmmaking skills in an interdisciplinary environment through intensive, practical experience. Students will choose from three options: 1) Technical project or 2) Performance project or 3) Creative project. All three options extend the development of specific filmmaking skills as defined by but not limited to the primary disciplines of Directing, Screenwriting, Producing, Editing and Cinematography, as well as interdisciplinary skills as found in Costuming, VFX, 2D and 3D Animation, and Acting. All three options allow for projects to continue their development and production from MOPA 425 Advanced Work Flow II. These options also offer students the opportunity to expand and explore concepts introduced in MOPA 409 Visual Theory and Practice. The projects offered in any given semester will be based on student demand. Students are evaluated individually on their professionalism, technical competence, approach to aesthetics and content.

Instructional

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

1. Technical project

- * Describe and demonstrate a working knowledge of the techniques of 3D filmmaking, Green Screen and Motion Capture;
- * Function effectively in expanded creative and technical roles;
- * Implement the design and technique of a 3D film, Green Screen and Motion Capture through production; and,
- * Manage and implement 3D, Green Screen and Motion Capture Post-production work flow.

2. Performance project

- * Describe and interpret the craft of acting as it applies to filmmaking;
- * Employ acting techniques in the development and realization of characters;

- *Demonstrate and employ acting techniques through weekly on-camera exercises;
- *Employ effective communication with actors with regard to performance.

3. Creative project

- * Discover how drawing can become a tool for the live action filmmaker.
- * Design and draw simple characters in expressive poses, draw locations, and pre-visualize scenes that will later become shots in their films.
- * Demonstrate the basics of storyboard sketching and timing their story sketches to create animatics that enable them to pre-visualize their films.
- * Work with storyboard software to create visual narratives.

In addition, faculty will provide:

Project mentoring and supervision, project meetings, feedback screenings, supervision of final compilation and presentation.

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 diverse 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

Students successfully completing this program will:

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.

Note: There are three weekly schedules below, one for each of the three options: 1) Technical project or 2) Performance project or 3) Creative project. Students from all options will present together in Week 8.

1) TECHNICAL PROJECT**WEEKS 1-8****WEEK 1:**

*Historical introduction to 3D technology, Green Screen and Motion Capture

* Stereoscopic 3D camera technology: 3D workshop

WEEK 2:

* Production tests: field tests/Virtual Reality/practical application

WEEK 3:

* Green screen: Keying, roto-scoping and spill suppression techniques

WEEK 4:

* Motion capture lab

WEEK 5:

* Acquiring and applying Green Screen and Motion Capture data

WEEK 6:

* Applying Green Screen and Motion Capture data to 3D avatars

WEEK 7:

*Best practices for production and post-production workflow

WEEK 8:

* Presentation of projects and student-led discussion

2) PERFORMANCE PROJECT**WEEKS 1-8**

WEEK 1:

*Identify the actor's process and the shared language of storytelling; Explore the choice of relationship

WEEK 2:

*Employing choices through history of character ('moment before') and objective

WEEK 3:

*Objective and Actions: Introduce choice of stakes or importance

WEEK 4:

*Prepared scene exploring relationship, 'moment before', objective and stakes

WEEK 5:

*Prepared scene exploring place, humour and secret

WEEK 6:

*Cold scene read employing choices based on course work

WEEK 7:

*Monologue: demonstrate technique for emotional connection

WEEK 8:

*Presentation of projects and student-led discussion

3) CREATIVE PROJECT**WEEKS 1-8**

WEEK 1:

*The blue pencil and the process of drawing what you see

WEEK 2:

*The Rig: Breaking down human and animal anatomy for quick sketching; Understanding structure

WEEK 3:

*The art of posing

WEEK 4:

*Expressions, hands and folds

WEEK 5:

*Perspective basics for the quick sketch: One-point, two-point and three-point perspective

WEEK 6:

*Digital Tools: drawing storyboards and creating animatics

WEEK 7:

*Drawing locations and nature: Research. Drawing light and shade; Special effects

WEEK 8:

*Presentation of projects and student-led discussion

The fourth hour will be made up of a combination of screenings, instructor/student meetings, and on-line contact.

EVALUATION PROFILE	
Assignments (6 X 10%, weeks 2 to 7)	60 %
Project presentation	25 %
Participation/Attendance	15 %
Total	100%

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%	

REQUIRED TEXTS

Resource material is provided by the instructor. Check Moodle for assignments and readings

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). When students are absent from class/production, their professionalism grade will be affected. Crew time sheets will be filled out each day during production. Lateness or unexplained absences will affect professionalism grade. Additionally, where lateness or unexplained absence prevents student from executing their designated crew responsibilities, term grade for that specific role will be impacted as well – up to and including overall course failure for substantially incomplete work.
PUNCTUALITY:
Punctuality is essential and forms part of the participation grade.
LATENESS:
All student work must be performed at the place and time authorized by the instructor. Lateness will only be accepted if prior approval for lateness has been given by the instructor.
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.
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:

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.