

CAPILANO UNIVERSITY COURSE OUTLINE

IDF 213 – PRODUCTION DESIGN II

Spring 2018

Division	School of Motion Picture Arts	
Course Name	IDF 213 Production Design II	Credits: 1
Instructor	x@capilanou.ca	604.986.1911 local x

VISION STATEMENT

The Indigenous Independent Digital Filmmaking program provides culturally relevant and technically advanced digital media production training to Indigenous learners.

COURSE FORMAT
Four lecture hours per week over 5 weeks.
COURSE PREREQUISITES
None.
Note: IDF 213 is equivalent to MOPA 213. Duplicate credit will not be granted for this course and MOPA 213.

STUDENT LEARNING OUTCOMES
General This course explores the implementation of visual design and production design on film/tv projects. A project entailing application of production design to year 2 student film projects is required.
Instructional Upon successful completion of this course students will be able to: <ul style="list-style-type: none">* Describe relationships in film production between production design and other visual departments;* Implement production design constructively on student film projects;* Understand what production design must provide for other departments and how other departments can leverage and support effective production design;* Visualize the implementation of a palette; and,* Implement effective production design in student filmmaking projects.

PROGRAM LEARNING OUTCOMES
Program Mission
The Indigenous Independent Digital Filmmaking program is designed for students who wish to gain an understanding of the basic functions of a film set and the professional practices of an industry-standard production. Areas of study include story development, pre-production, production, and post-production, with a focus on film crafts (camera, lighting, sound, grip, sets, props, etc.) technical skills and professional behaviour. Lecture, labs and project work combine to create a realistic and

effective learning environment. The goal is to prepare students for an entry-level position in the professional motion picture industry and to provide a foundation for independent filmmaking.

Program Goals

Knowledge:

To introduce and provide access to current technologies and protocols of the motion picture production process from concept to completion at an introductory level.

To articulate, demonstrate and provide practice in the roles of various crew positions on a set.

Skills:

To enable students to apply appropriate management practices and procedures.

To encourage proper set etiquette and crew team-work.

Value:

To demonstrate and encourage industry standard professionalism throughout the filmmaking process.

PROGRAM STUDENT LEARNING OUTCOMES

Students successfully completing this program will:

1. Employ creative principles to develop a screenplay and critique scripts for production purposes;
2. Execute basic film directing skills, including conceiving a visual strategy for telling a story using motion picture arts, working actors and leading a film crew;
3. Design and produce sophisticated short independent films while employing protocols of professional film set procedures and advanced technical skills in a professional manner;
4. Schedule and budget the pre-production, production and post-production of short independent films;
5. Identify and describe major factors that influenced filmmaking over the course of cinema history.

REQUIRED TEXTS

Resource material will be provided by the instructor.

WEEKS 1-5

WEEK 1: INTRODUCTION

- * Breaking down a project (re: design & management) to maximize production design impact
- * Detailing the roles within the Art Department, as well as outside the Art Department, in order to positively affect design
- * Determining which design vectors to emphasize based on project intentions
- * Means of Presentation of Design Concepts
- * Explanation of and preparation for the course DESIGN PROJECTS (Concept, interim presentation, final presentation)

WEEK 2: DESIGN FOR PROJECT #1**

- * Panel presentation of concept for Design Project #1 (and/or #2**)

- * Group brainstorm on project priorities and thus design priorities
- * Determination of central challenge tasks to be re-considered / assigned
- * QUIZ -Attend evening screening of full feature film and complete quiz in that session
- ** DESIGN PROJECT can be in applied to and/or aligned with IDF 250 Advanced Production Project and student filmmakers in assigned key roles, dependent on instructor approval and shooting schedule.

WEEK 3: DESIGN NEXUS

- * Design issues at the nexus between the Art Department and other departments as related to design
- * Key internal collaborators: Illustrators, Storyboard, Props, Deco, Graphics, Paint, Construction
- * Key external collaborators: Locations, Costume, Director of Photography, Grip and Electric, Visual Effects, Special Effects, Hair/makeup, Stunts, Cast
- * Colour coordination across departments
- * Interim presentation of Design Project

WEEK 4: SPECIAL SKILLS

- * Introduction of Art Department GUEST MASTER CRAFTSPERSON relevant to student Design Project
- * Skills Demo by GUEST MASTER CRAFTSPERSON
- * Realities of / strategies for fitting design into tight budgets
- * Department organization -- adapting industry models to indie realities
- * Final presentation of Design Project

WEEK 5: REVIEW AND FINAL EXAM

- * Design resources data/content management
- * Review of Design Project
- * Final Exam

The fourth hour will be made up of a combination of screenings and on-line contact.

EVALUATION PROFILE	
Assignments (3 X 20%)*	60%
Quiz	10%
Final examination	20%
Attendance, Participation, Professional Behaviour	10%
Total	100%

ASSIGNMENTS*	
Design Project Part 1 (concept)	20%
Design Project Part 2 (interim presentation)	20%
Design Project Part 3 (final presentation)	20%
Total	60%

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). 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:
Students 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.