

CAPILANO UNIVERSITY COURSE OUTLINE

MOPA 213 –PRODUCTION DESIGN II

Spring 2018

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

Four lecture hours per week over 5 weeks.

COURSE PREREQUISITES

17 credits of 200-level MOPA.

Note: MOPA 213 is equivalent to IDF 213. Duplicate credit will not be granted for this course and IDF 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:

- * 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
We teach motion picture entertainment industry workflows by advancing student skills in the areas of technical motion picture arts practices and other professional work processes.
Program Goals
<p>Our program goals include:</p> <ul style="list-style-type: none"> - Identify and clarify the specific hierarchies and corresponding workflows of the diverse entertainment industry sectors; - Build upon students' skills in industry-standard time management, communications, human resources and team-based working processes; - Advance creative and technical skillsets within the context of industry standards; <p>Assist students in building critical awareness of their unique interests and aptitudes in relation to the diverse employment opportunities in the entertainment industries.</p>

PROGRAM STUDENT LEARNING OUTCOMES
<p>Students successfully completing this program will:</p> <ol style="list-style-type: none"> 1. Apply creative principles used 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
<ul style="list-style-type: none"> * 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**
<ul style="list-style-type: none"> * 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 MOPA 210 Project #3 and student filmmakers in assigned key roles, dependent on instructor approval and shooting schedule.
WEEK 3: DESIGN NEXUS
<ul style="list-style-type: none"> *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
<ul style="list-style-type: none"> * 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
<ul style="list-style-type: none"> * 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:
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.