

# CAPILANO UNIVERSITY COURSE OUTLINE

MOPA 103 – PRODUCTION DESIGN I

Fall 2017

Division	School of Motion Picture Arts		
Term	Spring 2017	<b>MOPA 103</b>	
Course Name	<b>MOPA 103 - PRODUCTION DESIGN I</b>		Credits: <b>1.5</b>
Instructor		@capilanou.ca	604-986-1911 local xx

## 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.

<b>COURSE FORMAT</b>
Four lecture hours per week, for 8 weeks.
<b>COURSE PREREQUISITES</b>
15 Motion Picture Arts 100-level credits.
Note: MOPA 103 is equivalent to IDF 103. Duplicate credit will not be granted for this course and IDF 103.

<b>STUDENT LEARNING OUTCOMES</b>
<b>General</b> This course explores the relationship of visual design and film production design to the creation of audio visual narrative.
<b>Learning Outcomes</b> Upon completion of this course, the student will be able to: <ul style="list-style-type: none"><li>• Describe how narrative films and television depend on production design;</li><li>• Identify the sub-departments and key craftspeople in traditional cinema art departments;</li><li>• Project how production design can be employed, and is essential, in evolving forms of media;</li><li>• Incorporate production design into the making of media as students and professionally.</li></ul>

<b>PROGRAM LEARNING OUTCOMES</b>
<b>Program Mission</b>
The Motion Picture Arts Certificate 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. This Certificate forms the 100-level of the Bachelor of Motion Picture Arts Degree program and of the Motion Picture Arts Diploma program.

**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.

**PROGRAM STUDENT LEARNING OUTCOMES**

Upon successful completion of the certificate, students should be able to:

1. Describe the motion picture production process and demonstrate an introductory understanding of the roles of the producer, director, production designer, writer, editor and various crew positions on the set.
2. Implement at an entry level the scripting, development, production design, pre-production, production, post-production and delivery of short dramatic narrative independent films in a collaborative manner utilizing professional standard communication skills, protocols and techniques.
3. Acquire and apply appropriate management practices and procedures including the computational, intuitive, creative and technical skills involved in pre-production, production, post-production, such as screenplay development, breakdown, scheduling and budgeting, for small-scale projects.
4. Demonstrate keys to success, including attitude, teamwork, set etiquette, human/public relations, professional behavior and self-marketing in the established and emerging motion picture industry sectors.

5. Determine how aesthetic engagement can enable cultural contributions through the effective use of media.

**REQUIRED TEXTS**

\* Between reading week and the final exam students should read the following text: *A Companion to Media Authorship*, chapter 19: 'Production Design and the Invisible Arts of Seeing' by David Brisbin (2013) (available in the CapU Library in hardcopy and eBook versions).

\* Additional required texts will be provided by the instructor.

**WEEKS 1-8**

**WEEK 1: INTRODUCTION TO DESIGN**

- What is Design?
- Tools of Perception
- From Verbal to Visual
- Responsibility of Production Design

<Assignment #1> 'Story Space' (individual) due week 2

**WEEK 2: MAKING STORY SPACE**

- Sense of Time and Place
- Visual Tools
- Palette
- Optimum Setting (location –vs- studio)
- Location casting
- Definition of Production Design

<Assignment #2> 'Verbal to Visual' (group) due week 4

<Assignment #3> Additional session for all MOPA 103 sections simultaneously – full screening of feature film and Quiz (individual) after screening

**WEEK 3: SKETCHUP WORKSHOP and JOBS INFO**

- 'Introduction to Sketchup' lab session.
- Art Department jobs overview

**WEEK 4: ABOUT REALITY**

- Meanings of reality in film
- Suspension of Disbelief
- Genre
- Collaboration

< Assignment #4 > Set Design for a scene - part A ( group ) due week 5

**WEEK 5: DEVELOPING and PRESENTING IDEAS**

- Visual Thinking and Communication
- Perspective
- Mechanical Reproduction
- Sketches & Illustration
- Construction Drawings, CAD and Models
- Storyboards and Previz
- Space and Dimension
  - < Interim Design Critique >
  - < Assignment #5 > Set Design for a scene - part B ( group) due week 6

**WEEK 6: LIGHT, BLOCKING and CHARACTER**

- Blocking and Composition
- Cinema is Light
- The Legacy of Shadows
- Lighting and Lighting Stakeholders
- Revealing Character in Sets
- Set Decorating and Props
- Budget Realities and Guerilla Execution
- In Camera Effects
- Graphics and Signage
  - < Interim Design Critique >
  - < Assignment #6 > Set Design for a scene - part C ( group) due week 7

**WEEK 7: VISUAL ORCHESTRATION**

- Backings Background
- Physical Backings, Traditional and Modern
- CG and MOCAP
- Assembling the Tools and Jobs
- Masters and Makers
- Sets which Dance
- Conclusion
  - < Final Presentation of Designs >

**WEEK 8 : EXAM + DESIGN REVIEW**

- Written final Exam

EVALUATION PROFILE	
Assignments (6 X 10%)	60%
Exam	25%
Attendance and Participation*	15%
<b>Total</b>	<b>100%</b>

<b>*Attendance and Participation</b>	<b>10%</b>
<b>Professional Behaviour</b>	<b>5%</b>
Note: Students will receive a mid-term progress report on Attendance and Participation that includes Professional Behaviour. In addition to forming part of the grade for this course, the end-of-term reports are reviewed by the supervising faculty.	
<b>Total</b>	<b>15%</b>

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%	

<b>OPERATIONAL DETAILS:</b>
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.
<b>ATTENDANCE:</b>
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.
<b>PUNCTUALITY:</b>
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.
<b>LATE ASSIGNMENTS:</b>
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.
<b>MISSED EXAMS AND QUIZZES:</b>
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.
<b>CHEATING/PLAGIARISM:</b>
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.
<b>INCOMPLETE GRADES:</b>
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.
<b>ENGLISH USAGE:</b>
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.
<b>STUDIO/FILMING DISCIPLINE:</b>
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.
<b>COMPUTER COURSE REQUIREMENTS/RESPONSIBILITIES:</b>
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.
<b>ELECTRONIC DEVICES/LAPTOPS:</b>
Use of electronic devices is not allowed during class time, except at the discretion of the instructor.
<b>COMPUTER LAB USAGE:</b>
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.
<b>PARTICIPATION/PROFESSIONAL BEHAVIOUR:</b>
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.
<b>EMERGENCY PROCEDURES:</b>
Students should familiarize themselves with emergency procedures posted in the classroom.