

Digital Film

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College of the Arts Dean

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Program Description

The BS in Digital Film program provides advanced production training in cinema, combined with the opportunity to work on commercial projects and documentary productions in a real-world environment. In addition to learning operational aspects of digital film, such as lighting, camera, and sound production requirements, students will receive hands-on training in pre- and post-production techniques. The program also include academic coursework in film theory, history and criticism, screenwriting, editing, and documentary production.

Course Prefixes

- FILM

Bachelor of Science in Digital Film (catalog.dixie.edu/programs/digital_film/bachelor_of_science_in_digital_film)

Courses

FILM 1000. Survey of American Cinema. 3 Hours.

For all Digital Film majors, those aspiring to major in Digital Film, and students who enjoy watching films. Explores film making techniques, aesthetic issues, film history, and functions of film criticism, using a variety of films from the Silent Era to the present. Students examine, discuss, and write about various aspects such as plot, theme, character, and setting in order to become more discerning film viewers. FA.

FILM 1130. Beginning Screenwriting. 3 Hours.

For Digital Film majors with the objective of introducing and developing screenwriting approaches to narrative film production. Skills developed in this workshop class include competency in industry-standard screenplay format, identification of structural elements inherent in narrative film, distinguishing how character functions within plot, articulating plot points and transitions, and exploring effective avenues of research for development. Prerequisites: ACT English score of 28 or higher; OR ENGL 1010 or ENGL 1010D. FA.

FILM 2000. Film Critique and Analysis. 3 Hours.

By watching films and film segments from the early silent days to current films, then duplicating these esthetics in our movie studio, students will gain an understanding of how filmmakers created and utilized the equipment and techniques which grew to a powerful means of storytelling. Special attention will be devoted to examples of cinematography, lighting, sound design, and special effects which will stimulate the thinking of students when they create their own films. Examples: DW Griffith's "Intolerance", Carl Theodor Dreyer's "The Passion of Joan of Arc", John Ford's "The Grapes of Wrath", Fritz Lang's "M", Dennis Hopper's "Easy Rider", and The Coen Brother's "No Country For Old Men". SP.

FILM 2100. Audio for Digital Film I. 3 Hours.

A mix of theory and practicum, this entry-level course will cover the basics of sound acquisition and mixing. Students will be introduced to the tools of the trade: microphones, mixers, boom-poles, headphones, DAWs, recording booths, foley pits, and their various accessories. Sound design in films will be examined and out-of-class projects will be assigned to develop basic acquisition and mixing skills. SP.

FILM 2660. Introduction to Digital Film Production. 3 Hours.

Required of Digital Film majors, and open to students interested in applications of digital film production, including commercial, corporate, Internet, documentary and feature production. Covers commercial, corporate, Internet, documentary and feature production; critical analysis of effects and technical and ethical aspects of compositing. FA.

FILM 3000. Business of Film. 3 Hours.

The creation of any cinematic project requires a business structure as well as a creative plan. Students will learn the basics of script analysis, financing, budgeting, distribution and marketing. Insurance, copyright and clearance are also covered. Prerequisite: FILM 2660 and FILM 3640 (both Grade C+ or higher). FA, SP.

FILM 3220. Art Direction/Set Construction. 3 Hours.

For Digital Film majors and other interested students. Focuses on giving the student working knowledge about the design of sets and modifying existing locations for motion picture work. Teaches skills in budgeting, design, and construction of sets. Includes individual and group projects. SP.

FILM 3240. Lighting/Grip for Digital Film. 3 Hours.

Recommended for Digital Film Majors. Focuses on lighting techniques and operation of equipment, including power balance and distribution. Covers setting up of camera platforms, dolly track, and operation of camera dollies. Teaches techniques of erecting truss systems, green screens, and set blackout. Skills are developed through hands-on experience in individual and group projects. FA.

FILM 3420. Production Design for Digital Film. 3 Hours.

For Digital Film majors and other interested students. Designed to teach the skills necessary to become a production designer by focusing on script breakdown and setting the color palette and overall look of a film production, including the design of the sets. Covers how to integrate existing locations as sets in the overall design of a film. Includes examination of film selections to compare film design types and special features. Includes individual projects. SP.

FILM 3620. Advanced Screenwriting. 3 Hours.

Designed for Digital Film majors with the objective of practicing and reinforcing screenwriting approaches to narrative film production, this course is taught in a workshop format. Having already achieved competency in industry standard screenplay format, students will develop and reinforce their use of the structural elements, characterization, and research methods required for successful narrative screenwriting. Prerequisite: FILM 1130 (Grade C+ or higher). SP.

FILM 3640. Digital Motion Picture Pre-Production. 3 Hours.

Required of Digital Film majors. Focuses on understanding and executing the pre-production process by developing essential components such as production management, production hierarchy and protocols, personnel organization, scheduling and budgeting, collaborative aspects of production, ethics, and cultural sensitivity in this context. Includes technical writing for production breakdown, and organizing and planning for productions on a variety of levels. Prerequisites: FILM 2660 (Grade C+ or higher). SP.

FILM 3660. Digital Film Production. 2 Hours.

Required of Digital Film majors. Focuses on developing theory-based skills in single-camera production protocols, pre-visualization, the camera, shooting, sound, lighting and exposure. Specific skills include cinematography, location audio acquisition, and location and set lighting. Prerequisite: FILM 2660 (Grade C+ or higher). Corequisite: FILM 3665. FA.

FILM 3665. Digital Film Production Lab. 1 Hour.

Lab portion of FILM 3660. Corequisite: FILM 3660. FA.

FILM 3680. Digital Film Post-Production. 2 Hours.

Required of Digital Film majors. Focuses on developing theory-based skills in post-production, including editing protocols such as line producing, footage and logging reports, digitizing, editing methodology and approaches, Foley and post audio production, non-linear editing on Final Cut Pro, post management, shot logging, editing aesthetics, and developing transitions. Prerequisites: FILM 2660 (Grade C+ or higher). Corequisite: FILM 3685. SP.

FILM 3685. Digital Film Post-Production Lab. 1 Hour.

Lab portion of FILM 3680. Lab fee required. Corequisite: FILM 3680. SP.

FILM 3990R. Seminar in Digital Film. 0.5-3 Hours.

For students wishing instruction that is not available through other regularly scheduled courses in this discipline. Occasionally, either students request some type of non-traditional instruction, or an unanticipated opportunity for instruction presents itself. This seminar course provides a variable credit context for these purposes. As requirements, this seminar course must first be pre-approved by the department chair; second, it must provide at least nine contact hours of lab or lecture for each credit offered; and third, it must include some academic project or paper (i.e., credit is not given for attendance alone). This course may include standard lectures, travel and field trips, guest speakers, laboratory exercises, or other nontraditional instruction methods. Note that this course is an elective and does not fulfill general education or program requirements. Fees may be required for some seminar courses and instructor permission will be optional at the request of the instructor. FA, SP, SU.

FILM 4000. Genres and Production. 3 Hours.

The formal elements of a variety of genres will be studied and reproduced in this mix theory and practicum. Noir, Western, Comedy, Horror, Drama and Science Fiction will all be covered as the class examines and breaks down iconic films from each genre. Techniques unique to each will be discussed and practiced as we recreate the look and feel of the gamut of genres. Prerequisites: FILM 3660, FILM 3680, FILM 3240 (all Grade C+ or higher) or instructor permission. FA.

FILM 4100. Documentary Production. 2 Hours.

For Digital Film majors. Integrates skills in writing, videography, visual storytelling, and editing by conceptualizing, planning, and executing a documentary to completion. Prerequisite: FILM 2660 (Grade C+ or higher). Corequisite: FILM 4105. SP.

FILM 4105. Documentary Production Lab. 1 Hour.

Lab portion of FILM 4100. Lab fee required. Corequisite: FILM 4100. SP.

FILM 4200. Short Production. 3 Hours.

As a class we will produce two short films from beginning to end. Scripts will be provided but the class will work to modify them to their needs. Each student will work in a variety of departments and both films will be posted by semester's end. Prerequisites: FILM 3660 and FILM 3680 and FILM 3240 (Grade C+ or higher) or instructor permission. SP.

FILM 4600. Audio for Digital Film II. 3 Hours.

Fundamentals of Sound Acquisition for EFP and Sound in Post. A practicum course with in-depth coverage of the technology and techniques for field recording and post-production sound mixing and mastering. Booming, Wiring and Mixing techniques will be covered in the first half of the semester, with the second half being dedicated to the final mix with vocal, SFX, foley, ambient and music being examined individually and in synergistic combination in Premiere, Audition, and ProTools. Studio ADR will also be covered extensively. Prerequisites: FILM 3660 and FILM 3680 (Grade C+ or higher) or instructor permission. FA.

FILM 4700. Advanced Digital Film Production. 2 Hours.

Required of Digital Film majors. Participants produce student projects in documentary, short motion picture, and commercial media and then post their projects for distribution to motion picture festivals and contests and complete their portfolios and production reels. Focuses on developing skills in directing, production protocol, location and unit production management, and script supervision with advanced skills in the production departments of camera, sound, and grip/electric. Prerequisite: FILM 3660 (Grade C+ or higher). Corequisite: FILM 4705. FA.

FILM 4705. Advanced Digital Film Production Lab. 1 Hour.

Lab portion of FILM 4700. Lab fee required. Prerequisite: FILM 3665 (Grade C+ or higher). Corequisite: FILM 4700. FA.

FILM 4800. Advanced Digital Film Post-Production. 2 Hours.

Required of Digital Film majors. Post-production skills are developed hands-on, integrating audio design, sweetening, and composited sequences by using non-linear editing protocols for Final Cut Pro and Adobe Premier. Prerequisite: FILM 3680 (Grade C+ or higher). Corequisite: FILM 4805. SP.

FILM 4805. Advanced Digital Film Post-Production Lab. 1 Hour.

Lab portion of FILM 4800. Lab fee required. Prerequisite: FILM 3685 (Grade C+ or higher). Corequisite: FILM 4800. SP.

FILM 4900R. Digital Film Internship. 3 Hours.

Required of all Digital Film majors. Designed to integrate students into a professional environment to increase competencies and initiate networking. Potential environments include film production and distribution. Prerequisite: Instructor permission required. FA, SP, SU.

FILM 4980. Senior Capstone in Digital Film. 4 Hours.

Required of all Digital Film majors. Students will work with an instructor to create an approved Capstone project and accompanying Capstone Journal documenting the projects Pre-production, Production, Post-Production and Marketing process. Grade for this class includes Capstone Journal, Final Project and presentation of completed project. Prerequisites: FILM 3660 and FILM 3680 (Grade C+ or higher). FA, SP, SU.