

McCreary School

Digital Filmmaking



Teacher: Mr. Nadeau

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Semester: 2 Course Schedule: Day 2, 4, & 6 – 1:00-2:18

Course Designation: 25F Credit Value: 0.5 half credit

Date: February 2024 – June 2024

Prerequisites: None

Course Code: 0230

Course Description:

The purpose of this course is to provide students with the skills and knowledge to convey a message through an original digital image. *Curriculum Document* <https://www.edu.gov.mb.ca/k12/tech/index.html>

Specific Learning Outcomes:

Students will:

1. Define the purpose and audience for a film.
2. Create a storyboard with sketch drawings and descriptions.
3. Develop a shooting schedule including timelines, lists of events, and logistics.
4. Demonstrate three-point lighting (key light, backlight, fill light) of a subject.
5. Use lighting techniques to convey mood. (*Example: dark lighting and shadows emphasize dramatic effects. As a learning strategy, students may compare the lighting employed in a variety of video genres, such as advertisement, music video, drama, documentary, and news.*)
6. Evaluate the effect of camera settings on image quality. (*Examples: aperture settings, quality settings, manual versus automatic...*)
7. Evaluate the effect of camera position, angle, and movement.
8. Capture images and sounds with cameras and microphones.
9. Transfer images and sounds from recording devices to a personal computer.
10. Edit video and sound clips using a software program.
11. Combine sound, still images, moving images, text, graphics, animation, transitions, and effects into a video product. (Note: emphasize the need to respect intellectual property and credit sources.)
12. Use a software program to add title and credits to a video project.

Required Materials:

- ✓ Binder, Loose Leaf, Pencils/Pens (both red and blue), Laptop/Computer, Video Editing Software

Assessment and Evaluation Strategies:

The purpose of assessment and evaluation is to improve student learning. Assessment and evaluation is based on the provincial curriculum expectations and the achievement levels outlined in the curriculum document. In order to ensure that assessment and evaluation are valid and reliable, and that they lead to the improvement of student learning, teachers use a variety of strategies throughout the course, including: providing students with feedback about their work (known as assessment for learning), helping to set learning goals and monitor their own progress (known as assessment as learning), and evaluation and reporting of progress in the form of grades and marks (known as assessment of learning).

Units of Study:

1. *February/March – Planning / Video Elements*

- Creating motion to images and the power of music
- Transitions, effects, and misc. editing features
- Moving Images Project
 - Learning a new software
- Defining a video purpose and audience for a film
 - *Storyboard Creations*
 - Telling stories
 - Storyboard sketching and creation

2. *March/April – Video Editing & Creation*

- Midterm Project
- Video Basics
 - Developing a schedule for shooting, timelines, etc..
 - Conveying mood in video
 - Capturing videos with cameras
 - Effect of camera position, angle & movement
 - Transferring to a personal computer
 - Lighting techniques, three point lighting
 - Camera settings
- Sound Basics
 - Sound effects, titles, and sound clips
 - Editing sounds
 - Use of music
 - Capturing sounds with cameras and microphones
- Editing Basics
 - Using different video editing software
 - Adding titles and credits
 - Adding transitions and effects
 - Animation basics

3. *May/June – Cumulating Project*

- Final Project

Course Assessment & Evaluation:

Participation 10%

Midterm Project 20%

Course Work- 50%

Final Cumulative Project 20%

Classroom Expectations for Students:

1. Every student is expected to keep a neat, well-organized notebook for:

- class notes and handouts
- homework assignments and tests
- project and task materials
- research work

2. Students are expected to be willing and active participants in all course activities. This includes completing all assignments both on time and with sufficient effort and honoring all of their commitments. (Try your best and remain open to new ideas and to use your time in class for reflection and exploration!)

3. Students will contribute to a positive learning environment by:

- arriving in class on time and either taking their seat or going directly to work.
- bringing *your laptop and notes to every class*
- working quietly and staying on-task at all times.
- Being respectful to others and respecting their property: The art room is a place where all students should feel safe and respected for who they are. This cannot happen in a classroom where there is judgment, or hostility.
- always practicing safe work habits and reporting unsafe or hazardous situations to the teacher.
- cleaning up the classroom before and after
- Students are expected to arrive for class on time and prepared (with all required materials).
- If a student must be absent from class, prior notice should be given, and any missed work must be completed immediately after the student returns to class. It is the student's responsibility to ensure all missed work is completed.
- All assignments are to be completed to the best of the student's ability. Substandard work will not be accepted, and the student will be required to redo the assignment properly.
- This is high school art course and students are expected to behave as responsible young adults. As principal duties may require my absence from class on occasion, students are expected to be able to work independently and with limited supervision. This includes being self-sufficient on occasions where I am unable to attend the start of class or am called away during scheduled class time.

Cell Phone Policy:

Cell phones are not to be used in class unless it is specifically at the direction of the teacher and only used for schoolwork.

- The use of cellphones and other electronic devices is permitted for reference and research purposes **only**. Proper use of devices during class time includes: Work related research for information and testing
- Beyond these reasons, use of devices during instruction or work periods is not permitted. Consistent abuse of cellphone use in the classroom, after multiple warnings, could result in a ban of a student's cellphone in class.
- **Cell phones will be used when filming and editing video when permitted.**

Plagiarism/Cheating Policy:

The school handbook outlines the expectations in regards to academic dishonesty (If at any time you are unsure about an assignment it is the student's responsibility to ask for clarification), attendance and the use of technology.

1st offence- The student will receive a zero (0) on the assignment. A phone call/email will be sent to the parent/guardian.

2nd offence- A letter will also be sent home to the parent/guardian. The parent/guardian must sign the letter and return it to the school. The student will receive a zero (0) on the assignment.

3rd offence- The student will receive a zero (0) on their assignment and they will be referred to the principle for further disciplinary action. A meeting will need to be arranged with the parent/guardian to address the severity of this issue.

Late and Missed Assignments - Student Roles and Responsibilities

Students are expected to hand in assignments on the due date. Late assignments will only be accepted by the teacher's discretion. It is up to the student to communicate with the teacher if they cannot complete the assignment on the expected due date. Continual tardiness may result in a loss of marks.

Students are also expected to be responsible for providing evidence of their achievement of the overall expectations within the time frame specified by the teacher, and in a form approved by the teacher; understand that there will be consequences for not completing assignments for evaluation and/ or for submitting those assignments late; use class time productively; in extenuating circumstances, request an extension from the teacher before the due date. *Mark deductions for late and missed assignments may apply.*