

# **FILM 101 - Introduction to Film Production Course Outline**

**Approval Date:** 04/11/2019

**Effective Date:** 08/10/2020

## **SECTION A**

**Unique ID Number** CCC000604616

**Discipline(s)** Art  
Drama/Theater Arts  
Film Studies

**Division** Arts and Humanities

**Subject Area** Film Studies

**Subject Code** FILM

**Course Number** 101

**Course Title** Introduction to Film Production

**TOP Code/SAM Code** 0612.00 - Film Studies (including combined film/video) / E - Non-

**Distance Education Mode** On-Campus  
**of Instruction** Hybrid

**SECTION B**

**General Education Information:**

**SECTION C**

**Course Description**

**Repeatability** May be repeated 0 times

**Catalog** This course is designed to introduce you to the creative process of filmmaking.

**Description** We will study all aspects of production from the conceptualization of ideas and scripting, to the basic production equipment and their functions, and finally the production and post-production processes. Assignments will emphasize visualization, shooting style, and production organization. Presentation of ideas in both the written word and visual media are integral to the production of creative media, and the coursework for the class is designed to help you develop the basic skills to ultimately work on set as a member of a production crew.

**Schedule  
Description**

**SECTION D**

**Condition on Enrollment**

**1a. Prerequisite(s):** *None*

**1b. Corequisite(s):** *None*

**1c. Recommended:** *None*

**1d. Limitation on Enrollment:** *None*

**SECTION E**

## **Film as a Narrative Art Form**

The principles of narrative

Analyzing film narrative

## **The Screen Story**

Proper screenplay formatting

Assembling your ideas

Screenplay construction

## **Writing Characters**

Creating your characters

Building your characters

Character bios and sample dialogue

## **Screenplay Analysis**

Some Like It Hot by Billy Wilder & I.A.L. Diamond

Collateral by Stuart Beattie

Moonlight by Tarell Alvin McCraney

## **The Mechanics of the Film/Video Camera**

Film camera basics

Video camera basics

In-class demos

## **Cinematography and the Lens**

Editing vs. Mixing  
In-class sound editing demos  
**Exposure and Printing**  
The film/video lab  
Film and digital video transfers  
In-class cataloguing  
**The Business of Film/Video**  
Distribution  
Film Festivals

**4. Methods of Instruction:**

**Critique:** Film/Video/Screenplay projects will assess student coW\*nBT00(i)-38(l)5(l)48( ) n34(

interior aspects of your character, and work your way on through the exterior aspects. Be sure to include details of your character's personal, private, and professional life. Articulate the dramatic need of your character, his/her point of view and attitude, and express any change or transformation that he/she will go through as your story progresses.

2. How does your story end, and how does it begin? Write a few paragraphs about the end of your story, detailing the resolution and how it ends. Do the same for the beginning of your story, describing how it sets up the situation, establishes your main character, and starts the action moving forward.

3. Brainstorm some scenes for your first act, and write out 14 sample slug lines. Write out the main beats occur in each, and include a few descriptive sentences for each that address the following questions: What is the purpose of the scene? What happens? How does it move the story forward? What characters are in the scene, and what is their purpose? Structure your scenes into a rough outline.

C. Other Assignments

D.

## 7. Required Materials

### A. EXAMPLES of typical college-level textbooks (for degree-applicable courses) or other print materials.

Book #1:

Author: Steven Ascher and Edward Pincus

Title: The Filmmakers Handbook

Publisher: Penguin Books

Date of Publication: 2017

Edition:

Book #2:

Author: Michael Rabinger and Mick Hurbis-Cherrier

Title: Directing: Film Techniques and Aesthetics

Publisher: Focal Press

Date of Publication: 2016

Edition:

### B. Other required materials/supplies.