

Film and Television

Degree

Associate in Arts Degree, Film Production

Program Description

Film is a universally recognized medium that has a profound impact on how we view the world and ourselves. Filmmaking is the most collaborative of art forms. It demands the cooperation and dedication of screenwriter, cinematographer, producer, director and editor working together in a complex, creative enterprise. Film and Television explores the theory, criticism and production of motion pictures.

The Film and Television Department at Santa Barbara City College offers a wide variety of courses designed for film majors and interested non-majors who wish to enhance their knowledge and appreciation of film as part of their undergraduate education. Students are exposed to a vast array of films from the classic to the contemporary, including both American and international works.

SBCC Students are able to immerse themselves in film and media research and analysis in an academic setting, as well as in current film industry practices. The Film Studies program offers a vast survey of courses on-campus, online, internationally through Study Abroad, and at film festivals, such as the Santa Barbara International Film Festival, AFI Fest in Hollywood and the Los Angeles International Film Festival.

Motion picture production is a new and vital component of the Film and Television Department at SBCC. Students are now able to apply their critical and theoretical understanding of film art in a comprehensive production program which includes hands-on experience in screenwriting, production, cinematography, directing, editing and visual effects.

The Film and Television Production program provides students with the knowledge and skills associated with every phase of motion picture production, from screenwriting through production and directing, to editing and post-production processes. Electives provide the option to explore any phase of motion picture production in greater depth.

Program Student Learning Outcomes

1. Conceive and script a short film.
2. Plan and budget a short film.
3. Shoot, light and record sound for a short crew production.
4. Edit and output a finished short film.

Faculty and Offices

Curtis Bieber, *Chair*

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Stephen DaVega, *Associate Professor*

(DAC, ext. 3570, davega@sbcc.edu)

Alice Perez, *Dean* (A-117, ext. 3625)

AA Degree: Film Production

Department Requirements (33-34 units)

*Required Core Classes and Electives
(recommended sequence)*

Year 1 – Fall

FS 101 — Introduction to Film <i>or</i>	3
FS 101H — Introduction to Film, Honors.....	4
FS 173 — Screenwriting I <i>or</i>	3
ENG 173 — Screenwriting I <i>or</i>	3
FP 102 — Writing for Television	3
FP 181 — Production Sound for Film and Television	3

Year 1 – Spring

FP 114 — Non-Linear Editing I	3
FP 170 — Cinematography I	3
FP 175 — Film and Video Production I	3

Year 2 – Fall

FP 185 — Directing for the Camera <i>or</i>	3
TA 185 — Directing for the Camera.....	3
*Elective.....	3
*Elective.....	3

Year 2 – Spring

FP 275 — Production II – Narrative Filmmaking	3
*Elective.....	3

**Elective chosen from the following courses:*

FP 207 — Color Correction for Film	3
FP 160 — Television Studio Production	3
FP 165 — Television Field Production.....	3
FP 177 — Motion Graphics I	3
FP 178 —Documentary Filmmaking	3
FP 214 — Non-Linear Editing II.....	3
FP 218 — Acting for the Camera or	3
TA 218 — Acting for Camera.....	3
FP 270 — Cinematography II	3
FP 276 — Production II – Commercial Applications.....	3
FP 277 — Motion Graphics II	3
FP 285 — Directing for the Camera II	3
FS 174 — Screenwriting II.....	3

College Requirements

For complete information, see “Graduation Requirements” in the *Catalog* Index.

Film and Television Courses

**FP 102 — Writing for Television
(3) — CSU**

*Skills Advisories: Eligibility for ENG 100 and 103
Hours: 90 (36 lecture, 54 lab)*

Introduction to fundamentals of writing for television and the short form, including elements of a story, character and dialog, pitching and formatting. Examples of successful television scripts are analyzed and students produce a short teleplay.

**FP 106 — Digital Editing Tools
(1.5) — CSU**

Hours: 45 (18 lecture, 27 lab)

Eight-week intensive course on how to edit digital video, using non-linear editing software. Students learn the basic tools used to acquire, edit and output a finished digital movie.

**FP 111 — Independent Film
Financing and Distribution
(3) — CSU**

*Skills Advisories: Eligibility for ENG 100 and 103
Course Advisories: FP 175
Hours: 54 lecture*

Online interactive course focusing on the fundamental business aspects of independent film, from the development process to obtaining funding, and how to negotiate a distribution deal for a film. Financial structures and methodology of film distribution deals are explored. Students learn to apply these principles to their own existing and future film projects.

**FP 114 — Non-Linear Editing I
(3) — CSU**

*Skills Advisories: Eligibility for ENG 100 and 103
Hours: 90 (36 lecture, 54 lab)*

Overview of desktop non-linear video editing, including acquiring digital video and combining and editing source material to create complete digital movies. Topics include basic editing techniques; cuts and transitions; adding and altering audio; titling; keying and transparency; and applying filters and effects.

**FP 160 — Television Studio Production
(3) — CSU**

*Skills Advisories: Eligibility for ENG 100 and 103
Hours: 90 (36 lecture, 54 lab)*

Introduction to fundamentals of television studio production, including producing, directing, scriptwriting, performing, production crewing, studio lighting, production design and post-production. Through basic studio exercises and productions, students become familiar with the tools of the medium and the processes involved in the creation of television programming.

**FP 165 — Television Field Production
(3) — CSU**

*Skills Advisories: Eligibility for ENG 100 and 103
Hours: 90 (36 lecture, 54 lab)*

Work in television field production, including producing, directing, scriptwriting, performing, production crewing, field lighting, production design and post-production. Through basic field exercises and productions, students become familiar with the tools of the medium and the protocols and processes involved in the creation of television programming on location.

FP 170 — Cinematography I

(3) — CSU, UC

Hours: 90 (36 lecture, 54 lab)

Introduction to video camera operation and lighting, covering technical and aesthetic issues of studio and location shooting. Technical issues include digital and analog video cameras, lenses and tape formats, lighting and grip equipment, and basic sound acquisition. Aesthetic topics focus on using composition, color, light and shadow to create an appropriate look and feel for a scene.

FP 175 — Film and Video Production I

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and 103

Course Advisories: FP 114 and 170 and FS 173/ENG 173

Hours: 90 (36 lecture, 54 lab)

Introduction to the film and video production process, including scripting, story-boarding, pre-production planning, budgeting, casting, shooting, lighting, sound and editing in both studio and location settings. Students write, produce, direct and edit a personal project and participate in group assignments and projects.

FP 177 — Motion Graphics I

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and 103

Hours: 90 (36 lecture, 54 lab)

Introduction to motion graphics, compositing and 2D animation, using *Adobe After Effects* for film and video applications, including both technical and aesthetic issues. Current industry trends and styles are discussed.

FP 178 — Documentary Filmmaking

(3) — CSU

Course Advisories: FP 175

Hours: 90 (36 lecture, 54 lab)

Develop storytelling and video production skills through nonfiction filmmaking. Focusing on structure, technique, technical skills and the creative process, explore documentary history, learn the tools, and push beyond the limits of time and resources. Refine your ability to reach an audience and meet your objectives. Students produce a number of short films.

FP 179/MAT 179 — Media for Mobile Devices

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and 103

Course Advisories: FP 114 and 170 and 175

Hours: 90 (36 lecture, 54 lab)

Introduction to media production for mobile devices, including the practicalities of producing content for mobile phones, portable gaming consoles and video ipods. Includes specific format, content and technologies for mobile deployment; distribution of media for both video and audio podcasting; and broadcast protocols to PDAs, phones and other devices.

FP 181— Production Sound for Film and Television

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and 103

Hours: 90 (36 lecture, 54 lab)

Focuses on the techniques, processes and equipment of production sound, including location and studio recording. Covers dialogue, atmosphere, roomtone, Foley, ADR, voice over, sound effects, and the synchronization, recording and editing of digital audio to picture.

FP 185/TA 185 — Directing for the Camera

(3) — CSU, UC

Course Advisories: FP 175

Hours: 90 (36 lecture, 54 lab)

Introduction to directing for the camera, including principles of drama, conceptualization of visuals, storyboarding, shot breakdowns, auditioning the actor, staging actors, improvisation, staging the camera, art direction, lighting and sound strategies; also covers blocking, shot execution, development of a signature directorial style, and on-set procedures and protocols.

FP 207 — Color Correction for Film

(3) — CSU

Prerequisites: Prior or concurrent enrollment in FP 114

Skills Advisories: Eligibility for ENG 100 and 103

Hours: 90 (36 lecture, 54 lab)

Fundamentals of digital color correction for moving and still imagery to enhance mood, continuity and story. Appropriate for editors, motion graphic artists and cinematographers. Covers color theory and primary/secondary correction in a variety of software. Current industry trends and styles discussed.

FP 214 — Non-Linear Editing II

(3) — CSU

Prerequisites: FP 114

Skills Advisories: Eligibility for ENG 100 and 103

Hours: 90 (36 lecture, 54 lab)

Advanced studies in concepts and techniques of desktop non-linear editing, including both technical and aesthetic issues. Large-project management, creating EDLs and client-based editing are covered. Collaborative aspect of editing and how it fits into the production work flow is emphasized. Current trends and styles in editing are discussed.

FP 218/TA 218 — Acting for the Camera

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and 103

Course Advisories: TA 111 and 112 and 213 and

FS 101 or 101H

Hours: 90 (36 lecture, 54 lab)

Introduction to the fundamental skills of acting in front of the camera, including understanding frame sizes, shot definitions, marks, physical continuity, emotional continuity, eye-lines, screen direction, acting for the edit, and the actor's relationship with the director and the film crew. Students may shoot in single- or multi-camera setups. Scripted material used to convey character to the camera by master, two-shot and close-up. Students understand scenes both technically and creatively.

FP 253/PE 253 — Experimental Filmmaking and Dance

(3) — CSU

Skills Advisories: Eligibility for ENG 100 and 103

Corequisites: FP 170 or PE 252

Hours: 90 (36 lecture, 54 lab)

Issues and practices of creating dance for the camera, emerging technologies and new genre filmmaking. Students collaborate to create their own dance compositions, and use experimental film and lighting techniques to make short dance films.

FP 270 — Cinematography II

(3) — CSU

Prerequisites: FP 170

Hours: 90 (36 lecture, 54 lab)

Advanced concepts and techniques in digital video shooting, lighting and visual story-telling in multi-camera, documentary and dramatic productions. Students shoot and light a variety of scenarios for presentation and evaluation.

FP 275 — Production II: Narrative Filmmaking

(3) — CSU, UC

Prerequisites: FP 175

Hours: 90 (36 lecture, 54 lab)

Advanced concepts and production skills specific to narrative filmmaking, including scripting, story boarding, pre-production planning, budgeting, casting, shooting, lighting, sound and editing. Students write, produce, direct and edit a personal narrative project and participate in a group narrative project. Current trends and styles in production are discussed.

FP 276 — Production II: Commercial Applications

(3) — CSU

Prerequisites: FP 275

Hours: 90 (36 lecture, 54 lab)

Advanced concepts and production skills specific to creating music videos, commercials and corporate/ industrial video, from conceptualization through post-production. Protocols, history, conventions and trends in each area are discussed. Students work collaboratively to conceive, develop and produce three representative projects.

FP 277 — Motion Graphics II

(3) — CSU

Prerequisites: FP 177

Hours: 90 (36 lecture, 54 lab)

Advanced studies in concepts and techniques of motion graphics, compositing and 2D animation, including both technical and aesthetic issues. Students focus on one area to explore in depth and further develop their skills. Collaboration within the production work flow is emphasized. Current trends and styles are discussed.

FP 279 — Motion Graphics and Compositing

(3)

Prerequisite: FP 114 with a minimum grade of "C" or

MAT 131 with a minimum grade of "C"

Hours: 90 (36 lecture, 54 lab)

Motion graphics, compositing and 2D animation theory and practice for film and video applications, including both technical and aesthetic issues. Current industry trends and styles are examined.

FP 281 — Post-Production Sound for Film and Television

(3) — CSU, UC

Skills Advisories: Eligibility for ENG 100 and 103

Course Advisories: FP 181

Hours: 90 (36 lecture, 54 lab)

Focuses on the creative development of sound elements for post-production in film and television, such as ADR, Foley, sound effect recording/design, music editing, dialogue editing and the final mixing and mastering process. Includes techniques in field recording, studio recording and sound design for film and television.

FP 284 — Transmedia Production

(3) — CSU

Prerequisites: FP 114 and 175

Skills Advisories: Eligibility for ENG 100 and 103

Course Advisories: FP 214, 275, GDP 212, 215, MAT 145 and 153

Hours: 90 (36 lecture, 54 lab)

In this multi-disciplinary capstone course, student teams are tasked with producing a real-world transmedia project. Collaborating with, and learning from, the various disciplines represented, each team works toward producing a short film, while concurrently developing complementary transmedia elements, including a website, a blog, a mobile app, and campaigns in traditional and social media.

FP 285 — Directing for the Camera II

(3) — CSU

Prerequisites: FP 185/TA 185

Hours: 90 (36 lecture, 54 lab)

Advanced directing for the camera, covering technical and aesthetic facets of the director's art. Focuses on issues and techniques in the operation of digital motion picture cameras, lighting and sound equipment, conceptualization of visuals, auditioning and staging actors, and development of a signature directorial style.