

## MODULE DESCRIPTOR

### Module Title

Introduction To Filmmaking

|           |            |             |        |
|-----------|------------|-------------|--------|
| Reference | CB1010     | Version     | 2      |
| Created   | March 2024 | SCQF Level  | SCQF 7 |
| Approved  | June 2021  | SCQF Points | 30     |
| Amended   | April 2024 | ECTS Points | 15     |

### Aims of Module

To introduce students to the development of cinema and film production methods including the form, principles and techniques in planning, creating and editing film.

### Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Describe and demonstrate the main steps in planning a short film.
- 2 Explain and apply the theory of film production and the moving image.
- 3 Demonstrate creative writing, camera and editing skills using appropriate equipment and software.
- 4 Evaluate and critique examples of the moving image and different filmmakers' approaches.

### Indicative Module Content

Interpreting the brief, pre-production and research, audiences, creative thinking, planning, storyboarding techniques, short film narratives, animation, camera shots - types and sizes, video editing, audio, video file formats, audio file formats, image file formats, storage, distribution and platform issues. It engages students with UNESCO's Education for Sustainable Development in regard to the following competencies: Anticipatory, Systems Thinking, Collaboration and Self-awareness in terms of assessing risks and identifying hazards, recognizing, and understanding relationships between disciplines, learning from others, understanding the needs, perspectives, and actions of others, group conflict resolution, and facilitating collaborative and participatory problem-solving.

### Module Delivery

Lecture and workshop sessions. Some student directed learning is required to consolidate the learning process. Students may be required to carry out formative tasks, work through the lab tasks and interact regularly.

**Indicative Student Workload**

|  | Full Time | Part Time |
|--|-----------|-----------|
| Contact Hours  | 72        | N/A       |
| Non-Contact Hours  | 228       | N/A       |
| Placement/Work-Based Learning Experience [Notional] Hours                    | N/A       | N/A       |
| TOTAL  | 300       | N/A       |
| <i>Actual Placement hours for professional, statutory or regulatory body</i> |           |           |

**ASSESSMENT PLAN**

If a major/minor model is used and box is ticked, % weightings below are indicative only.

**Component 1**

|              |   |            |      |                    |            |
|--------------|---|------------|------|--------------------|------------|
| Type:        | Coursework  | Weighting: | 100% | Outcomes Assessed: | 1, 2, 3, 4 |
| Description: | Portfolio assessment comprising video output and reflective analysis of practice. |            |      |                    |            |

**MODULE PERFORMANCE DESCRIPTOR****Explanatory Text**

The calculation of the overall grade for this module is based on 100% weighting of C1. An overall minimum grade D is required to pass the module.

| Module Grade | Minimum Requirements to achieve Module Grade:                                  |
|--------------|--|
| <b>A</b>     | The student needs to achieve an A in C1  |
| <b>B</b>     | The student needs to achieve an B in C1  |
| <b>C</b>     | The student needs to achieve an C in C1  |
| <b>D</b>     | The student needs to achieve an D in C1  |
| <b>E</b>     | The student needs to achieve an E in C1  |
| <b>F</b>     | The student needs to achieve an F in C1  |
| <b>NS</b>    | Non-submission of work by published deadline or non-attendance for examination |

**Module Requirements**

|                          |       |
|--------------------------|-------|
| Prerequisites for Module | None. |
| Corequisites for module  | None. |
| Precluded Modules        | None. |

**INDICATIVE BIBLIOGRAPHY**

- 1 BROWN, B., 2021. *Cinematography: theory and practice: imagemaking for cinematographers, directors and videographers*. 4th ed. London: Focal Press
- 2 CHOPINE, A., 2011. *3D art essentials: the fundamentals of 3D modeling, texturing and animation*. Oxford: Focal ebook
- 3 O'HAILEY, T., 2015. *Hybrid Animation: integrating 2D and 3D assets*. 2nd ed. Burlington, MA.: Focal Press ebook
- 4 PARENT, R. et al., 2010. *Computer animation complete*. Amsterdam: Morgan Kaufmann, ebook
- 5 THURLOW, C., 2013. *Making short films: the complete guide from script to screen*. 3rd ed. London: Berg Publishers
- 6 VAN SIJLL, J., 2005. *Cinematic storytelling: the 100 most powerful film conventions every filmmaker must know*. London: Michael Wiese
- 7 WELLS, P., 2016. *The fundamentals of animation*. Lausanne: AVA Publishing
- 8 WYATT, A., 2010. *The complete digital animation course*. London: Thames and Hudson