

## MODULE DESCRIPTOR

### Module Title

Studio Production Project

Reference	CB3001	Version	2
Created	February 2024	SCQF Level	SCQF 9
Approved	April 2023	SCQF Points	30
Amended	April 2024	ECTS Points	15

### Aims of Module

This module develops existing production knowledge by building an enhanced appreciation of cinematographic, lighting, colour and post-production theories which are later applied in formative exercises and the production of a studio-based brief.

### Learning Outcomes for Module

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

- 1 Recognize the physical characteristics of light and colour and their impact on media production.
- 2 Demonstrate understanding of light and colour theory within set-design and the post-production workflow.
- 3 Conceive and plan a studio production project.
- 4 Analyse project requirements to select content, equipment, and techniques to appropriately interpret visual narratives.
- 5 Apply standard techniques and workflows to light, film and edit a set-based production artefact.
- 6 Reflect on experiences by evaluating the success of the completed project.

### Indicative Module Content

Students will develop more sophisticated understandings of how light and colour impact on the craft of filmmaking, in addition to experimenting with industry-standard equipment and techniques within a studio setting.

This module will cover topics such as set-lighting, colour temperature, camera mounts and accessories. Students will also work on post-production topics such as colour-grading, chroma-keying, and motion-graphics. Participants will be supported to plan a short, studio production (such as a music video). They will then incorporate set-building, lighting, camera mounts and advanced camera techniques into their production, and use advanced post-production methods to edit the final piece.

It engages students with UNESCO's Education for Sustainable Development Anticipatory, Systems Thinking, Collaboration and Self-awareness competencies 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.

Topics include:

- physical properties of light and colour
- three-point lighting (and light types)
- advanced lighting, camera, grip equipment and use,
- advanced post-production topics (colour grading, motion graphics and animation, chroma keys, masks).

### Module Delivery

This module contextually combines lectures, formative activities, and supervised workshops, supported by online study materials and high-quality tutorials. The workshops are intended to further develop practical understandings through engaging, contextualised activities that empower participants with the confidence to experiment and evaluate professional production techniques. Students will be encouraged to learn from setbacks and deploy a problem-solving approach to production decisions and inquiry-based learning and to reflect on how new experiences and knowledge have informed their filmmaking practice. A mentoring approach from a professionally experienced teaching team will be supported by promoting constructive, peer criticism, throughout the production process.

### 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, 5, 6
Description:	Portfolio assessment comprising media 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 a B in C1.
<b>C</b>	The student needs to achieve a C in C1.
<b>D</b>	The student needs to achieve a D in C1.
<b>E</b>	The student needs to achieve a E in C1.
<b>F</b>	The student needs to achieve a 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 ARNOLD, G., 2017. *Music/Video: Histories, aesthetics, media*. London: Bloomsbury
- 2 BOX, H.C., 2020. *Set Lighting Technician's Handbook: Film lighting equipment, practice, and electrical distribution*. London: Routledge
- 3 KRASNER, J., 2004. *Motion Graphic Design and Fine Art Animation: Principles and practice*. Oxford: Focal Press
- 4 LANDAU, D., 2014. *Lighting for Cinematography: A practical guide to the art and craft of lighting for the moving image*. London: A&C Black
- 5 MCCLELLAN, P., 2020. *Production Design: Visual design for film and television*. London: Routledge
- 6 VAN HURKMAN, A., 2014. *Color Correction Handbook: Professional techniques for video and cinema*. London: Pearson Education
- 7 VON GOETHE, J.W., 1840. *Goethe's Theory of Colours*. London: J. Murray