Film and Television Production

Degree and Awards
Associate in Arts Degree: Film Production
Skills Competency Award: Digital Audio Production
Skills Competency Award: Digital Cinematography
Skills Competency Award: Digital Non-Linear Editing
Skills Competency Award: Directing for Film and Video
Skills Competency Award: Documentary Filmmaking
Skills Competency Award: Independent Film Producing
Skills Competency Award: Motion Graphics and Broadcast Design

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.

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 or ...........................................3
FS 101H — Introduction to Film, Honors ..........................4
FS 173 — Screenwriting I or ............................................3
ENG 173 — Screenwriting I or ...........................................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 or ..................................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 160 — Television Studio Production ............................................. 3
FP 165 — Television Field Production ............................................. 3
FP 178 — Documentary Filmmaking .............................................. 3
FP 207 — Color Correction for Film .............................................. 3
FP 214 — Non-Linear Editing II ...................................................... 3
FP 270 — Cinematography II ......................................................... 3
FP 276 — Production II – Commercial Applications ....................... 3
FP 277 — Motion Graphics II ........................................................ 3
FP 279 — Motion Graphics and Compositing .................................. 3
FP 285 — Directing for the Camera II ............................................. 3
FS 174 — Screenwriting II ........................................................... 3
TA 218 — Acting for Camera ........................................................ 3

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

Skills Competency Award:
Motion Graphics and Broadcast Design
Department Requirements (12 units)
FP 114 — Non-Linear Editing I ......................................................... 3
FP 207 — Color Correction for Film .............................................. 3
FP 279 — Motion Graphics and Compositing .................................. 3
MAT 131 — Digital Imaging I .......................................................... 3
Students must complete all courses with a grade of “C” or Pass. Candidates for a Skills Competency Award are required to complete at least 20% of the department requirements through SBCC.

Skills Competency Award:
Independent Film Producing
Department Requirements (12 units)
FP 102 — Writing for Television ..................................................... 3
FP 111 — Independent Producing for Motion Pictures ................. 3
FP 175 — Film and Video Production I ......................................... 3
FP 275 — Production II: Narrative Filmmaking .......................... 3
Students must complete all courses with a grade of “C” or Pass. Candidates for a Skills Competency Award are required to complete at least 20% of the department requirements through SBCC.

Film and Television Production Courses

FP 102 — Writing for Television
(3) — CSU
Skills Advisories: Eligibility for ENG 98 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 Producing for Motion Pictures
(3) — CSU
Skills Advisories: Eligibility for ENG 98 and 103
Course Advisories: FP 175
Hours: 54 lecture
Introductory course identifying the tools and skills necessary for producing independent motion pictures. Analysis of professional development, production methods, current financing options, and distribution strategies are considered in developing a producing practice.

FP 114 — Non-Linear Editing I
(3) — CSU
Skills Advisories: Eligibility for ENG 98 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 98 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 98 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 98 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 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 the ability to reach an audience and meet the objectives. Students produce a number of short films.

FP 179/MAT 179 — Media for Mobile Devices  
(3) — CSU  
Skills Advisories: Eligibility for ENG 98 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 98 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 — Directing for the Camera  
(3) — CSU, UC  
Prerequisites: 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 201 — Narrative in Film  
(3) — CSU, UC  
Skills Advisories: Eligibility for ENG 98 and 103  
Hours: 54 lecture

Exploration of the theory, art, and craft of both fiction and non-fiction storytelling in film, video and time-based media. Theoretical and practical issues of creating effective narratives are examined. Students will begin to identify and develop their personal voice.

FP 207 — Color Correction for Film  
(3) — CSU  
Prerequisites: Prior or concurrent enrollment in FP 114  
Skills Advisories: Eligibility for ENG 98 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 98 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 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, storyboarding, 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 278 — Production II: Documentary Filmmaking  
(3) — CSU  
Corequisite: FP 175 with a minimum grade of “C”  
Hours: 90 (36 lecture, 54 lab)  
Advanced concepts and production skills specific to documentary filmmaking. Includes selected national and international documentary screenings and discussions along with practical exercises, from conceptualization through post-production, that culminate in the production of a short documentary.

FP 279 — Motion Graphics and Compositing  
(3) — CSU  
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 98 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 98 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.

FP 294 — Film Production Capstone  
(6) — CSU  
Prerequisites: FP 102 or FS 173 or FP 275 and FP 207 or FP 214 or FP 270 or FP 281 or FP 279 or FP 285, FP 201  
Hours: 180 (72 lecture, 108 lab)  
A capstone course for Film Production students near the completion of their program. A festival-ready short film will be produced by the students with crew rolls assigned based on individual skills and goals. Emphasis on creating a highly polished short film, requiring full commitment from all participants in a professional environment.