



9212
MOTION PICTURE ARTS
PROJECT MANAGEMENT
(12B)

40S/40E/40M

A Motion Picture Arts Course

9212: MOTION PICTURE ARTS PROJECT MANAGEMENT (12B) 40S/40E/40M

Course Description

In this course, students will collaborate with others as they apply the knowledge and skills learned in previous courses in order to create, manage, and present an authentic motion picture arts project.

Goal 1: Describe and apply appropriate **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

SLO 12B.1.1.1: Demonstrate an understanding of online safety procedures in areas including personal identity, privacy, usernames, and passwords.

SLO 12B.1.1.2: Adhere to online safety procedures in areas including personal identity, privacy, usernames, and passwords.

SLO 12B.1.1.3: Maintain a safe and organized workspace.

SLO 12B.1.1.4: Keep cables safe.

SLO 12B.1.1.5: Demonstrate an understanding of ergonomically appropriate procedures that minimize the possibility of injury.

SLO 12B.1.1.6: Follow ergonomically appropriate procedures that minimize the possibility of injury.

GLO 1.2: Demonstrate an awareness of safety as outlined in the ***Trade Safety Awareness Manual*** (available at www.gov.mb.ca/wd/apprenticeship/generalinfo/instructoreducators.html).

No applicable SLOs.

Goal 2: Demonstrate the ability to identify, select, use, and maintain **software, hardware, supplies, and equipment.**

GLO 2.1: Demonstrate the ability to identify, select, and use **software.**

SLO 12B.2.1.1: Demonstrate the ability to identify, select, and use software.

GLO 2.2: Demonstrate the ability to identify, select, use, and maintain **hardware**.

SLO 12B.2.2.1: Demonstrate the ability to identify, select, use, and maintain hardware.

GLO 2.3: Demonstrate the ability to identify, select, use, and maintain **supplies and equipment**.

SLO 12B.2.3.1: Demonstrate the ability to identify, select, use, and maintain supplies and equipment.

Goal 3: Incorporate **project management** processes throughout the development cycle.

GLO 3.1: Document the development process.

SLO 12B.3.1.1: Demonstrate the ability to initiate and implement a formal documentation process on a variety of platforms (e.g., social media, web, apps).

GLO 3.2: Collaborate with peers, teachers, and industry representatives.

SLO 12B.3.2.1: Demonstrate the ability to provide, request, and incorporate feedback from peers, teachers, and industry representatives (e.g., student groups, sports teams, local business or industry).

SLO 12B.3.2.2: Demonstrate the ability to collaborate with others.

SLO 12B.3.2.3: Demonstrate the ability to actively participate in production meetings (e.g., student-led, teacher-initiated, meetings with industry, dailies, accountability checks).

GLO 3.3: Evaluate the project development process.

SLO 12B.3.3.1: Demonstrate the ability to review and evaluate the creative process.

SLO 12B.3.3.2: Demonstrate the ability to reflect and self-assess.

GLO 3.4: Incorporate **quality control** processes.

SLO 12B.4.1.1: Demonstrate the ability to determine and manage the quality assurance process.

GLO 3.5: Manage projects.

- SLO 12B.3.5.1: Demonstrate the ability to develop and implement procedures to manage a project (e.g., calendar, tasks lists, project management software, milestones).
 - SLO 12B.3.5.2: Demonstrate the ability to determine and assign various pipeline roles and tasks.
 - SLO 12B.3.5.3: Demonstrate the ability to clarify roles and responsibilities of team members throughout the creative process.
 - SLO 12B.3.5.4: Demonstrate the ability to achieve, review, and adjust milestones.
 - SLO 12B.3.5.5: Demonstrate the ability to organize, schedule, and host production meetings.
 - SLO 12B.3.5.6: Demonstrate the ability to identify and manage risks.
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Goal 4: Conceptualize a project.

GLO 4.1: Demonstrate an understanding of the **theoretical foundation of the motion picture arts when conceptualizing a project.**

- SLO 12B.4.1.1: Demonstrate an understanding of the theory behind a project (e.g., colour theory, visual language, shape language, colour scripts, character design, painting).
 - SLO 12B.4.1.2: Demonstrate the ability to research, demonstrate, and apply the elements of visual language (i.e., line, shape, space, contrast, tone, and colour).
 - SLO 12B.4.1.3: Demonstrate the ability to apply continuity of theme and design to a project.
 - SLO 12B.4.1.4: Demonstrate the ability to apply the elements of film grammar (e.g., mise-en-scene, cinematography, pacing).
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GLO 4.2: Demonstrate the ability to **research project ideas, project requirements, and target audiences.**

- SLO 12A.4.2.1: Demonstrate research skills.
 - SLO 12B.4.2.2: Demonstrate the ability to brainstorm ideas related to the target audience.
 - SLO 12B.4.2.3: Demonstrate the ability to develop concepts for a project (e.g., environments, characters, props, creatures, worlds).
 - SLO 12B.4.2.4: Demonstrate the ability to plan the production phase (e.g., use footage to optimize compositing, B-roll, rigged character instances).
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GLO 4.3: Develop a project concept.

SLO 12B.4.3.1: Demonstrate the ability to develop a project concept using the creative process.

Goal 5: Plan and pitch projects.

GLO 5.1: Determine the **scope, timeline, and milestones** of a project.

SLO 12B.5.1.1: Demonstrate the ability to identify the resources required to complete a project.

SLO 12B.5.1.2: Demonstrate the ability to determine scope and timelines of projects by implementing milestones.

GLO 5.2: Demonstrate the ability to develop a **pre-production plan**.

SLO 12B.5.2.1: Demonstrate the ability to develop a pre-production plan (e.g., using quick sketches, beat boards, mood boards, storyboards, animatics, character turnaround sheets, colour script).

GLO 5.3: Develop and pitch previsualization.

SLO 12B.5.3.1: Demonstrate the ability to create an animatic incorporating cinematic annotations (e.g., burn-in, panels, scenes, sequences, notes, time code, colour script, 3-D models, maquette, prototype).

SLO 12B.5.3.2: Demonstrate the ability to screen and pitch a previsualization for the project.

Goal 6: Create, capture, and compose assets.

GLO 6.1: Create, capture, and compose **assets**.

SLO 12B.6.1.1: Demonstrate the ability to create, capture, and compose assets (e.g., special effects for a scene, dynamic character rigs, parallax, foley art, practical effects) for a project.

Goal 7: Publish, present, review, and assess projects.

GLO 7.1: Publish, present, review, and assess projects.

- SLO 12B.7.1.1: Demonstrate the ability to generate questions to elicit relevant feedback from a test audience.
- SLO 12B.7.1.2: Demonstrate the ability to identify test audiences.
- SLO 12B.7.1.3: Demonstrate the ability to present a project to test audiences, in order to collect feedback.
- SLO 12B.7.1.4: Demonstrate the ability to identify relevant feedback.
- SLO 12B.7.1.5: Demonstrate the ability to incorporate relevant feedback into project.
- SLO 12B.7.1.6: Demonstrate the ability to publish, present, and assess projects.

Goal 8: Describe and demonstrate the transferable **cross-curricular knowledge and skills relevant to motion picture arts.**

GLO 8.1: Describe and demonstrate the transferable **cross-curricular knowledge and skills relevant to motion picture arts.**

No applicable SLOs.

Goal 9: Demonstrate an awareness of **sustainability as it pertains to the motion picture arts.**

GLO 9.1: Describe the motion picture arts industry's **sustainability practices and impact on the environment.**

No applicable SLOs.

GLO 9.2: Describe the impact of the motion picture industry on **human sustainability, that is, on the health and well-being of its workers and consumers.**

No applicable SLOs.

Goal 10: Demonstrate an awareness of the **ethical and legal standards as they pertain to motion picture arts.**

GLO 10.1: Demonstrate an awareness of the **ethical and legal standards as they pertain to motion picture arts.**

- SLO 12B.10.1.1: Demonstrate an understanding of personal liability, including liability associated with the improper use of copyrighted content.

Goal 11: Demonstrate employability skills.**GLO 11.1: Demonstrate fundamental employability skills.**

- SLO 12B.11.1.1: Demonstrate regular and punctual attendance.
 - SLO 12B.11.1.2: Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.
 - SLO 12B.11.1.3: Demonstrate accountability by taking responsibility for own actions.
 - SLO 12B.11.1.4: Demonstrate adaptability, initiative, and effort.
 - SLO 12B.11.1.5: Demonstrate the ability to stay on task and effectively use time in class and work environments.
 - SLO 12B.11.1.6: Demonstrate the responsible use of technology.
 - SLO 12B.11.1.7: Provide and accept constructive feedback.
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GLO 11.2: Demonstrate an awareness of culture and its importance in the workplace.

- SLO 12B.11.2.1: Demonstrate an awareness of how to collaborate with people of various cultures while completing a project.
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GLO 11.3: Demonstrate critical thinking skills.

- SLO 12B.11.3.1: Demonstrate critical thinking skills when creating original content.
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GLO 11.4: Demonstrate an understanding of the business operation of a motion picture production organization.

No applicable SLOs.

Goal 12: Demonstrate an understanding of the motion picture arts industry.**GLO 12.1: Demonstrate an understanding of the scope of the motion picture arts industry.**

No applicable SLOs.

GLO 12.2: Demonstrate an understanding of educational and career opportunities, as well as industry and professional associations, in the motion picture arts industry.

No applicable SLOs.

GLO 12.3: Demonstrate an understanding of **working conditions** in motion picture arts.

No applicable SLOs.

Goal 13: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression and emerging trends**.

GLO 13.1: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression and emerging trends**.

No applicable SLOs.
