



9210
FUNDAMENTALS OF
PREVISUALIZATION (11C)

30S/30E/30M

A Motion Picture Arts Course

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Course Description

In this course, students explore image creation techniques and traditional theory to create original characters, scenes, settings, props, environments, and concepts for films, animations, and games. The main goal of the course is to develop the student's creative skills while exploring the drawing, digital painting, 2-D environment creation, 3-D models, and practical effects.

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

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

- SLO 11C.1.1.1: Demonstrate an understanding of online safety procedures in areas including personal identity, privacy, usernames, and passwords.
- SLO 11C.1.1.2: Adhere to online safety procedures in areas including personal identity, privacy, usernames, and passwords.
- SLO 11C.1.1.3: Maintain a safe and organized workspace.
- SLO 11C.1.1.4: Keep cables safe.
- SLO 11C.1.1.5: Demonstrate an understanding of ergonomically appropriate procedures that minimize the possibility of injury.
- SLO 11C.1.1.6: Follow ergonomically appropriate procedures that minimize the possibility of injury.

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 11C.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 11C.2.2.1: Demonstrate the ability to identify, select, use, and maintain hardware.
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GLO 2.3: Demonstrate the ability to identify, select, use, and maintain **supplies and equipment**.

SLO 11C.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 11C.3.1.1: Demonstrate an awareness of the documentation process.

SLO 11C.3.1.2: Demonstrate the ability to create an informal record of the progress of a project.

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

SLO 11C.3.2.1: Demonstrate the ability to provide, request, and incorporate feedback from peers, teachers, and/or industry representatives.

GLO 3.3: Evaluate the project development process.

SLO 11C.3.3.1: Demonstrate the ability to evaluate the project's progress and to modify the process when required.

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

SLO 11C.4.1.1: Demonstrate the ability to perform quality control on a project.

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 11C.4.1.1: Demonstrate an understanding of the theories behind the project (e.g., colour theory, visual language, shape language, colour scripts, character design, painting).

SLO 11C.4.1.2: Demonstrate the ability to research and apply the elements of visual language (i.e., line, shape, space, contrast, tone, and colour).

SLO 11C.4.1.3: Demonstrate the ability to apply continuity of theme and design to a project.

SLO 11C.4.1.4: Demonstrate the ability to apply the elements of film grammar (e.g., mise-en-scene, cinematography, pacing).

GLO 4.2: Demonstrate the ability to **research project ideas, project requirements, and target audiences.**

SLO 11C.4.2.1: Demonstrate research skills.

SLO 11C.4.2.2: Brainstorm ideas related to the target audience.

SLO 11C.4.2.3: Demonstrate the ability to develop concepts for a project (e.g., environments, characters, props, creatures, worlds).

GLO 4.3: Develop a project concept.

SLO 11C.4.3.1: Demonstrate an understanding of project concepts.

SLO 11C.4.3.2: Demonstrate the ability to select a concept based on project criteria.

SLO 11C.4.3.3: Demonstrate the ability to assess and select assets based on project criteria.

SLO 11C.4.3.4: Demonstrate the ability to develop a project concept.

Goal 5: Plan and pitch projects.

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

SLO 11C.5.1.1: Demonstrate the ability to determine a project's scope, timeline, and milestones.

SLO 11C.5.1.2: Demonstrate the ability to determine steps to reach milestones.

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

SLO 11C.5.2.1: Demonstrate the ability to develop a pre-production plan (e.g., quick sketches, reference, beat boards, mood boards, line of action, story arc, character arc).

SLO 11C.5.2.2: Demonstrate the ability to develop storyboards and animatics.

SLO 11C.5.2.3: Demonstrate the ability to develop concept designs for assets (e.g., character designs, props, environments, character turnaround sheets, gesture drawings, character lineup).

GLO 5.3: Develop and pitch previsualization.

- SLO 11C.5.3.1: Demonstrate the ability to develop an animatic incorporating cinematic annotations (e.g., burn-in, panels, scenes, sequences, notes, time code).
 - SLO 11C.5.3.2: Demonstrate the ability to create a colour script.
 - SLO 11C.5.3.3: Demonstrate the ability to screen and pitch the animatic for a project.
 - SLO 11C.5.3.4: Demonstrate the ability to create models (e.g., 3-D renders, hand-built models, 3-D printed, maquettes).
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Goal 6: Create, capture, and compose assets.

GLO 6.1: Create, capture, and compose assets.

- SLO 11C.6.1.1: Demonstrate the ability to create assets (characters, sets, sound, backgrounds, presentation).
 - SLO 11C.6.1.2: Demonstrate the ability to operate equipment for asset creation.
 - SLO 11C.6.1.3: Demonstrate the ability to create and compose assets (e.g., final character, worlds, environments, props, story arc).
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Goal 7: Publish, present, review, and assess projects.

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

- SLO 11C.7.1.1: Demonstrate the ability to publish content.
 - SLO 11C.7.1.2: Demonstrate the ability to present projects.
 - SLO 11C.7.1.3: Demonstrate the ability to review feedback and assess projects.
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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.

- SLO 11C.8.1.1: Demonstrate an understanding of and the application of visual arts skills and knowledge that relate to motion picture arts, including visual language, visual literacy, design, and colour theory.
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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.

SLO 11C.9.1.1: Describe the motion picture arts industry's sustainability practices and impact on the environment.

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.

SLO 11C.9.2.1: Demonstrate an awareness of ergonomics.

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 11C.10.1.1: Demonstrate an awareness of copyright and the ownership of intellectual material.

SLO 11C.10.1.2: Demonstrate an understanding of, and compliance with, copyright legislation as it pertains to original content.

Goal 11: Demonstrate **employability skills**.

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

SLO 11C.11.1.1: Demonstrate regular and punctual attendance.

SLO 11C.11.1.2: Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.

SLO 11C.11.1.3: Demonstrate accountability by taking responsibility for own actions.

SLO 11C.11.1.4: Demonstrate adaptability, initiative, and effort.

SLO 11C.11.1.5: Demonstrate the ability to stay on task and effectively use time in class and work environments.

SLO 11C.11.1.6: Demonstrate the responsible use of technology.

SLO 11C.11.1.7: Provide and accept constructive feedback.

GLO 11.2: Demonstrate an awareness of **culture** and its importance in the workplace.

SLO 11C.11.2.1: Demonstrate an awareness of potentially sensitive or offensive content.

GLO 11.3: Demonstrate **critical thinking skills**.

SLO 11C.11.3.1: Demonstrate critical thinking and problem-solving skills when conducting research and troubleshooting technical issues.

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.

SLO 11C.12.1.1: Demonstrate an understanding of the scope of the motion picture arts industry.

SLO 11C.12.1.2: Demonstrate an awareness of the place of motion picture arts in the Canadian economy.

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

SLO 11C.12.2.1: Demonstrate the ability to develop an online portfolio.

SLO 11C.12.2.2: Demonstrate an understanding of the scope of career opportunities in previsualization.

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

SLO 11C.12.3.1: Demonstrate an understanding of the conditions related to working in a production studio.

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**.

SLO 11C.13.1.1: Demonstrate an awareness of the history of, and technological progression and emerging trends in, previsualization.
