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Film production management 101 pdf file format

THIS IS AN ACTUAL, SAMPLE CONTRACT BETWEEN A PRODUCER BROUGHT IN FOR THE SPECIFIC PURPOSES OF MAKING PRE-SALES AND PRODUCING A FILM AND A WRITER/PRODUCER. THE REST OF THE ACTUAL PARTS ARE NOT APPLICABLE TO EVERY CIRCUMSTANCE. IT IS PROVIDED TO GIVE AN EXAMPLE OF THE TYPES OF AGREEMENTS MADE BETWEEN WRITERS/PRODUCERS. THIS SAMPLE CONTRACT IS NOT A REPRESENTATIVE CIRCUMSTANCE OR PROJECT AND TERMS MAY VARY SIGNIFICANTLY BETWEEN AGREEMENTS. THIS SAMPLE CONTRACT IS PROVIDED FOR EDUCATIONAL PURPOSES ONLY.

SAMPLE CONTRACT BETWEEN PRODUCERS

This is a contract between _____ (hereinafter known as "Producer 1") and _____ (hereinafter known as "Producer 2"). Producer 1 has agreed to assist in clearing matters (over related duties on the future film company entitled "FILM TITLE" (the "Film").

1. AREAS OF FILMMAKER RESPONSIBILITY: FilmMaker will be responsible for:
a. payment of all individual expenses for the production to include, but not limited to, bank for clearing up a new budget of resources. All fees related to receiving the permits, zoning, and insurance are at their own risk. It is understood that corporations or legal entities that the production must create. It is understood that Producer 1 will be responsible for any such expenses no later than the first day of principal photography of the picture.
b. Assisting with the production of the film in any way Producer feels necessary.

2. FILMMAKER COMPENSATION: In exchange for the duties listed in section 1 above, the Production and operations Producer on below:
a. FilmMaker will be given a producer credit on the film.
b. FilmMaker will be given the role of _____ in the production. Pay rate shall be \$40,000 scale of whatever contract the Film has on order.
c. FilmMaker will be paid _____ USD as a producer fee, which includes the purchase price of the film. This fee shall be paid to Producer 1 on the first day of principal photography. Once Producer 1 has received said payments, he will promptly enter an order to the Film to the producer entity assigned for such purposes.
d. FilmMaker shall have a _____ % share in the production company formed to make the Film, and also the same percentage of any back end or profit related.

3. AREAS OF PRODUCER RESPONSIBILITY: Producer intends to use his best efforts to put the Film in production. Producer shall be responsible for:
a. Ensuring that the budget, schedule and script are sufficiently developed in order to clear matters on the film.
b. Coordinating and facilitating talent and expense payments.

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Agenda note on oilseeds production by 2022

September 23, 2018 | Industry Research

The Ministry of Agriculture and Farmers Welfare in a recent agenda have set targets with respect to oilseed production and edible oils output that are estimated to be achieved by 2022. The predominant idea of the agenda is to reduce India's edible oil imports dependency and increase domestic production.

Background

India imports about 60% of the edible oil requirements as the domestic production of edible oil is not sufficient to meet internal consumption needs. During 2016-17, the country imported 14.01 million tonnes of edible oil which amounted to ₹1,73,048 crore. The domestic production of the nine annual crops grew at a notable CAGR of 3.89%. However, the per capita demand increased at a faster pace of about 5% on account of enhanced per capita consumption (19 kg oil per annum) driven by increase in population and growth in per capita income.

Also, it is mentioned in the agenda that area under oilseeds has witnessed a deceleration in general, and this is due to their relative lower profitability against the competing crops like maize, cotton, chickpea etc., under the prevailing crop growing and marketing situations.

Targets

The agenda estimates the vegetable oil requirement in the country to be at 33.2 million tonnes by 2022. This is assuming per capita consumption of about 22 kg per person per annum from the level of 19 kg per person per annum during 2015-16. It also estimates the oilseed production (nine annual oilseed crops, primary source) target at 45.65 million tonnes from which the vegetable oils would be available at around 13.69 million tonnes by 2022. The current annual output of vegetable oils is 7.31 million tonnes.

Table 1: Estimated area, production and yield of nine oilseed crops by 2022

Year	Area (in million hectares)	Production (in million tonnes)	Yield (kg/hectare)
2017-18 (8th Adv Est)	24.65	31.31	1,270
2018-19	28.5	38	1,335
2019-20	29.41	40.5	1,379
2020-21	30.3	43.1	1,423
2022-22	31.2	45.65	1,463

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LOCATION SHOOT AGREEMENT

THIS AGREEMENT made this Friday, September 23, 2016 by and between _____ (Production Company Name), a PRODUCTION COMPANY and _____ (Owner of Location or Name of State) ("Grantor").

1. **IDENTITY OF FILMING LOCATION.** Grantor hereby agrees to permit Production Company to use the property located at "Full Address" and specific area of address if needed ("the Property") in connection with the motion picture currently entitled "Title" (the "Picture") for rehearsing, photographing, filming and recording scenes and records for the Picture. Production Company and its licensees, sponsors, assigns and successors may exhibit, advertise, promote and otherwise exploit the Picture or any portion thereof, whether or not such uses constitute audio and/or visual reproduction of the Property and whether or not the Property is identified or identifiable, in any and all media whatsoever now known or later devised in the universe in perpetuity.

2. **RIGHT OF ACCESS.** Production Company shall have the right to bring personnel and any equipment onto the Property and to remove same following completion of its use of the Property hereunder. Production Company shall have the right, but not the obligation, to photograph, film and use in the Picture the actual name, if any, connected with the Property or to use any other name for the Property. If Production Company depicts the interior(s) of any structure located on the Property, Grantor agrees that Production Company shall not be required to depict such interior(s) in any particular manner in the Picture.

3. **TIME OF ACCESS.** The permission granted hereunder shall be for the period commencing "Time Period Needed For Shoot". The period may be extended by Production Company if there are changes in the production schedule or other unforeseen delays such as due to weather conditions. The permission herein granted shall also apply to future retakes and/or added scenes.

4. **PAYMENT.** Due to the nature of the project and the fact that it's a no-budget project, we aren't able to offer financial compensation. We will provide an on-screen credit to your business in the end titles of the production. The wording can be decided between you and the Production Company.

5. **ATTRIATIONS TO LOCATION.** Production Company agrees that (with Grantor's permission) if it becomes necessary to change, alter or rearrange any equipment on the Property belonging to Grantor, Production Company shall remove and restore said equipment to its original place and condition, or repair it, if necessary. Production Company agrees to indemnify and hold harmless Grantor from any against any and all liabilities, damages and claims of third parties arising from Production Company's use

Daily Production Report

Your Company, Inc.

WORK CENTER: Campaign Center
SHIFT: Day - 3pm
DATE: 8/26/16

PRODUCTION	ACTIVITY	START	STOP	STATUS	REMARKS
10:00	Setup	10:00	10:30	OK	
10:30	Camera	10:30	11:00	OK	
11:00	Director	11:00	11:30	OK	
11:30	Lighting	11:30	12:00	OK	
12:00	Break	12:00	12:30	OK	
12:30	Production	12:30	1:00	OK	
1:00	Camera	1:00	1:30	OK	
1:30	Director	1:30	2:00	OK	
2:00	Lighting	2:00	2:30	OK	
2:30	Production	2:30	3:00	OK	
3:00	Camera	3:00	3:30	OK	
3:30	Director	3:30	4:00	OK	
4:00	Lighting	4:00	4:30	OK	
4:30	Production	4:30	5:00	OK	
5:00	Camera	5:00	5:30	OK	
5:30	Director	5:30	6:00	OK	
6:00	Lighting	6:00	6:30	OK	
6:30	Production	6:30	7:00	OK	
7:00	Camera	7:00	7:30	OK	
7:30	Director	7:30	8:00	OK	
8:00	Lighting	8:00	8:30	OK	
8:30	Production	8:30	9:00	OK	
9:00	Camera	9:00	9:30	OK	
9:30	Director	9:30	10:00	OK	
10:00	Lighting	10:00	10:30	OK	
10:30	Production	10:30	11:00	OK	
11:00	Camera	11:00	11:30	OK	
11:30	Director	11:30	12:00	OK	
12:00	Lighting	12:00	12:30	OK	
12:30	Production	12:30	1:00	OK	
1:00	Camera	1:00	1:30	OK	
1:30	Director	1:30	2:00	OK	
2:00	Lighting	2:00	2:30	OK	
2:30	Production	2:30	3:00	OK	
3:00	Camera	3:00	3:30	OK	
3:30	Director	3:30	4:00	OK	
4:00	Lighting	4:00	4:30	OK	
4:30	Production	4:30	5:00	OK	
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10:30	Production	10:30	11:00	OK	
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11:30	Director	11:30	12:00	OK	
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4:00	Lighting	4:00	4:30	OK	
4:30	Production	4:30	5:00	OK	
5:00	Camera	5:00	5:30	OK	
5:30	Director				

business disciplines Proactively evaluate your strengths and weaknesses, and develop your own criteria and judgement relating to your criteria, future learning and future employability goals Teaching activities N/A Assessment On this module, you'll be assessed through a portfolio (100% of final mark). You'll be assessed through: essays and report writing video essays film production artefacts group project and presentations pitching production files practical assessments workshops and supervised work sessions masterclasses tutorials production meetings You'll be able to test your skills and knowledge informally before you do assessments that count towards your final mark. The Underwater Filming and Media module is available if you haven't dived before. We recommend you get the most recent version of Avid accreditation text, which costs around £50-£80. You'll be supported by academic and technical staff who are accredited Avid Professional Instructors. Independent study time We recommend you spend at least 176 hours studying independently. You can work for a company or organisation, or set up and run your own business – either with peers or on your own. Assessment On this module, you'll be assessed through: a coursework assignment (25% of the final mark) an oral assessment and presentation (25% of the final mark) a coursework (50% of the final mark) What you'll do You'll study story and script development, scheduling, budgeting, health and safety, funding and the international marketplace. There's also some support available from 5.00pm to midnight at busy times of the year. Therefore, some course content may change over time to reflect changes in the discipline or industry and some optional modules may not run every year. The University of Portsmouth is an Avid Learning Partner, which gives you access to the official Avid Media Composer curriculum and Certification exams. What you'll learn When you complete this module successfully, you'll be able to: Demonstrate project management skills in the context of the work you do in the module Demonstrate how to manage your workload and organise material effectively Create an online platform showcasing your skills and examples of your work Evaluate the quality and effectiveness of your work, with reflective reviews and evaluation Document your processes for each assignment in a professional and cohesive way Gather and deploy the skills necessary for continuing personal development in different media contexts and effectively communicate this via a package for self promotion Apply and critically reflect on your graduate and employability skills in a professional work environment Teaching activities On this module you'll take part in work-based learning and attend seminars and lectures Assessment On this module, you'll be assessed through: a 15-minute oral assessment and presentation (15% of the final mark) a coursework portfolio (75% of the final mark) a 1,500-word coursework report (10% of the final mark) What you'll do Study abroad placements are done in year 3 of a 4-year sandwich degree structure. Assessment On this module, you'll be assessed through: a 1,000-word exercise (20% of final mark) a 5-minute film (30% of final mark) – in response to brief a 5-minute film (30% of final mark) – in response to brief a 1,500-word film analysis (20% of final mark) What you'll learn When you complete this module successfully, you'll be able to: Differentiate between the use and application of different editing software platforms Demonstrate understanding and application of basic editing skills with Avid MC Interpret and apply key concepts of digital media management storage and techniques Recognise the application of industry practice on any given project Define the use of particular editing techniques in film and television products Interpret the historical and theoretical use of editing techniques Teaching activities 16 x 1-hour lectures 18 x 1.5-hour computer workshops Independent study time We recommend you spend at least 147 hours studying independently. No matter what you choose, you can get full support from our Creative Careers team. Independent study time We recommend you spend at least 188 hours doing work-based learning or studying independently. If you buy these, they may cost up to £60 each. They'll help you to: discuss and agree on reasonable adjustments liaise with other University services and facilities, such as the library access specialist study skills and strategies tutors, and assistive technology tutors, on a 1-to-1 basis or in groups liaise with external services Library staff are available in person or by email, phone or online chat to help you make the most of the University's library resources. What you'll learn When you complete this module successfully, you'll be able to: Identify, collect and deploy ideas related to storytelling modes within fiction and non-fiction experimental films Plan, produce and present a group short film in response to a brief Manage a film production, working effectively as a team Assess, reflect and discuss your own production process and artefacts Recognise, apply and review skills to a professional industry standard Analyse the construction of film Teaching activities 13 hours of lectures 22 hours of seminars 18 hours of tutorial Independent study time We recommend you spend at least 347 hours studying independently. Assessment On this module, you'll be assessed through: a 1-hour examination (40% of final mark) a 2-hour practical skills assessment (60% of final mark) What you'll learn When you complete this module successfully, you'll be able to: Demonstrate an ability to outline laws, professional codes of conduct and moral philosophical positions that may relate to creative media production practices, film and TV production and broadcast/exhibition Evaluate the quality and effectiveness of produced work with reflective reviews and evaluation Identify and demonstrate the student's own skills, interests and motivations in the context of career decision making Explore the options, both locally and globally, open to students and identify the specific skills and qualities required in broad fields of creative technology industries Evaluate how a student's skills, personal priorities and constraints may affect career decisions and to formulate the action, including the development of new skills, needed to achieve career goals Recognise, identify and develop a professional online presence using and applying appropriate technology to create an effective online portfolio, blog, and CV Teaching activities On this module you'll attend lectures, tutorials and fieldwork. What you'll do You'll engage practically and creatively with sound recording and sound design for the film industry. What you'll learn When you complete this module successfully, you'll be able to: Demonstrate the operation and use of scuba diving equipment Display proficiency in basic diving safety and rescue procedures Understand and apply the physical and physiological principles of diving Plan, organise and conduct safe diving activities appropriate to the circumstances Plan and undertake dives for producing underwater film or photography Use and explain the techniques used in underwater film production and photography Describe and explain the main features of HSE legislation, risk assessment, project reports and the conduct of a diving project, within the Media Approved Codes of Practice Teaching activities On this module you'll attend lectures, tutorials and practical workshops. The Underwater Filming and Media B module is available if you already hold a PADI Open Water certificate (or equivalent). You'll produce a music-based video artefact using the skills you learn. Enhance your learning experience by adding a global dimension to your studies and develop knowledge and skills essential for roles in the global workforce. Independent study time We recommend you spend at least 182 hours studying independently. You'll develop skills in research, concept development, pre-production planning, production techniques and professional practices and work in groups to produce 2 short film. You may have to read several recommended books or textbooks for each module. This is around...10 hours a week over the duration of this module. Get experience while you study, with support to find part-time jobs, volunteering opportunities, and work experience. Roles our graduates have taken on include: runner camera assistant junior/editing assistant sound recordist junior researcher personal or production assistant junior/production coordinator second/third assistant director Companies and studios our graduates have worked in include: Walt Disney Maverick Marvel Outpost facilities, Pinewood Studios BBC ITV NBC Universal Graduates have worked on commercial and indie titles such as: Wonder Woman 1984 Rocketman No Time To Die The Batman Bridgerton Bohemian Rhapsody Black Mirror Boiling Point (indie film) Villain (indie film) Alumna Shifra Kirby initially planned to work in law but changed her mind at the last minute for film production. Assessment On this module, you'll be assessed through: coursework (35% of final mark) an examination (5% of final mark) practical assessment (60% of final mark) What you'll do You'll look at how you can use music and effects to strengthen and underpin narrative modes, affect story telling, and influence viewer engagement. Others have also been nationally recognised in the film and TV industry. Assessment On this module, you'll be assessed through: a 1-hour practical assessment (10% of final mark) a 1,000-word report (30% of final mark) a 3,000-word practical skills assessment (60% of final mark) What you'll do You'll form a small group (typically with 4 other students) and work through areas such as designing, manufacturing and pitching ideas. This is around 4.5 hours a week over the duration of the module. You can build your personalised network of
support from the following people and services: Your personal tutor helps you make the transition to independent study and gives you academic and personal support throughout your time at university. Assessment On this module, you'll be assessed through: a 1,500-word report (20% of final mark) a practical skills assessment (20% of final mark) – Observed supervised work session (Individual) project output (60% of final mark) – 10-15 minute verbal pitch and 3-5 minute music based film/video, Group submission What you'll do You'll learn about the casting process and how to get the best out of actors when on set, in rehearsal and production. Assessment On this module, you'll be assessed through: a 5-minute practical skills assessment (70% of final mark) a practical skills assessment (30% of final mark) What you'll do You'll use software such as Adobe After Effects and Cinema 4D and look at 2D and 3D compositing, green screen, keying, advanced tracking and other techniques that will help you build convincing visual effect scenes and set extensions in your films. Lectures cover shooting for FX, whilst workshops focus on the Post Production methods. Find out about funding options for international students. Utilise a range of advanced green screen keying techniques. Our first year editing module embeds the Avid Media Composer 101 and 110 Curriculum, allowing our students to complete the official accreditation from their second year. Teaching methods on this course include: Lectures Seminars Workshops You'll also learn by studying independently. In each year, you need to study modules worth a total of 120 credits. Many of our graduates have found success in a variety of roles, destinations and productions – with some going on to work on the sets of blockbuster films and award-winning TV series. What you'll learn When you complete this module successfully, you'll be able to: Manage the demands and requirements of independent short film production and distribution Create and produce a professional/industry standard short film, within a small production team Present ideas in a professional pitch environment for a short film production Implement the ethical responsibilities of the producer related to short film production Appraise research sources and critically engage with major debates within non-fiction/fiction media to evaluate your work and that of your peers with reference to these issues Synthesise and organise material, and present it in a professional manner, using appropriate technologies to communicate the ideas clearly Teaching activities 8 x 2-hour lectures 3 x 4-hours of project supervision 10 x 2-hour tutorials Independent study time We recommend you spend at least 358 hours studying independently (on your own or in your group). Listen to Shifra's journey to a creative career she loves. If you take a placement year or study abroad year, tuition fees for that year are as follows: UK/Channel Islands and Isle of Man students – £925 a year (may be subject to annual increase) EU students – £925 a year, including Transition Scholarship (may be subject to annual increase) International students – £1,800 a year (subject to annual increase) Apply See the 'How to apply' section above for details of how to apply. For more about the teaching activities for specific modules, see the module list above. Where activity is to be undertaken in a non-English speaking country, you'll need to evidence your language ability and plans for improving your language competency. To find out what to include in your application, head to the how to apply page of our international students section. If you don't meet the English language requirements for this course yet, you can achieve the level you need by successfully completing a pre-sessional English programme before you start your course. This is around half an hour a week over the duration of the module. What you'll do You'll develop advanced editing techniques, post-production workflows and essential knowledge of compression, encoding and manipulation of digital video to enhance employability. The rest of the time you'll do independent study such as research, reading, coursework and project work, alone or in a group with others from your course. This is around 21 hours a week over the duration of the module. This is around 9.5 hours a week over the duration of the module. You should read and consider these before you apply. This is around 10 hours a week over the duration of the module. What you'll learn When you complete this module successfully, you'll be able to: Manage and complete tasks in an overseas study environment relevant to your course, with an appropriate level of skill, independence and performance Reflect on your personal development and how your employability prospects have been enhanced by the exchange Assessment On this module, you'll be assessed through a portfolio (100% of final mark). When you accept an offer to study at the University of Portsmouth, you also agree to abide by our Student Contract (which includes the University's relevant policies, rules and regulations). See term dates Supporting your learning The amount of timetabled teaching you'll get on your degree might be less than what you're used to at school or college, but you'll also get support via video, phone and face-to-face from teaching and support staff to enhance your learning experience and help you succeed. Want to gain some valuable industry experience and increase your employment potential when you graduate? Assessment On this module, you'll be assessed through: a practical skills assessment (30% of final mark) a practical skills assessment (70% of final mark) What you'll do You'll explore approaches to concept, production management, audience and delivery. You can also make an appointment with them if you need extra support. Assessment On this module, you'll be assessed through: a portfolio (30% of final mark) project output (50% of final mark) a 1,500-word report (20% of final mark) What you'll do You'll do this by engaging in interdisciplinary work, developing an appreciation of other creative disciplines and understanding how professionals collaborate. What you'll learn When you complete this module successfully, you'll be able to: Apply the skills necessary to tell structured, original and international stories Analyse the codes and conventions of various film and TV languages Compare and implement story structures and narrative requirements of global film and TV production Analyse target audiences and profiling projects with regard to emerging platforms and global marketplace requirements Apply the skills to draft, re-draft and develop script-based media to operate successfully in the creative industries Understand script writing and appreciate what an array of acclaimed scripts consistently offer Teaching activities 22 hours of lectures 22 hours of seminars 8 hours of tutorial Independent study time We recommend you spend at least 146 hours studying independently. For example, a team of our graduates won a Royal Television Society (RTS) award in 2020 for Best Student Film. The academic year runs from September to June. Assessment On this module, you'll be assessed through: project output (70% of final mark) – a short film and production file an oral assessment and presentation (30% of final mark) – a reflective, analytical account of your project What you'll do These materials will then be used as a press pack or electronic press kit (EPK), similar to those used in the industry to target film festivals. They can help with: improving your academic writing (for example, essays, reports, dissertations) delivering presentations (including observing and filming presentations) understanding and using assignment feedback managing your time and workload revision and exam techniques If you need support with software and equipment or you want to learn additional skills (including skills not covered on your course), our creative skills tutors provide free workshops, activities and one-on-one tutorials. How you'll spend your time One of the main differences between school or college and university is how much control you have over your learning. As well as support from faculty staff and your personal tutor, you can use the University's Academic Skills Unit (ASK). Assessment On this module, you'll be assessed through project output (100% of final mark). This is around 11 hours a week over the duration of the module. You can borrow film production gear and use computer work stations in your own time to enhance your learning. What you'll learn When you complete this module successfully, you'll be able to: Critically assess how activities relate to disciplinary knowledge and practice covered on your course within a global context Manage and complete tasks in an overseas study environment relevant to your course, with an appropriate level of skill, independence and performance Reflect critically on your personal development during your study abroad, identifying the transferable skills you acquired and their relevance to future study and employability Teaching activities Independent study time We recommend you spend at least 20 hours studying independently. All ScreenSkills Select-accredited courses must show the highest level of quality and relevance to the industry. Check your country page for details of agents in your region. Independent study time We recommend you spend at least 169 hours studying independently. 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What you'll learn When you complete this module successfully, you'll be able to: Manage self-led learning and formulate a coherent argument about a chosen research topic Demonstrate critical understanding of film texts and their interconnection with wider cultural, social and political contexts Demonstrate critical understanding of economy of production, exhibition and distribution and how it affects film texts and audience reception Employ research and textual analysis skills appropriate to the current stage of your degree programme Communicate ideas and arguments effectively in writing or audio-visual format Teaching activities On this module you'll attend lectures and project supervision. This is around 10.5 hours a week over the duration of the module. Assessment On this module, you'll be assessed through: a group presentation (40% of final mark) an individual portfolio (40% of final mark) a 1,000-word report (20% of final mark) What you'll learn When you complete this module successfully, you'll be able to: Apply the practical skills and production techniques, appropriate to client requirements Implement creativity in the client's marketplace Deliver a finished client product to agreed timescales Demonstrate effective project management in the form of a finished client product to agreed timescales Demonstrate professional project management in the form of research, organisation and reflective analysis of the process Explain appropriate professional relationships and attitudes towards colleagues and clients Teaching activities On this module you'll attend seminars, lectures, practical classes and tutorials. These course-related costs aren't included in the tuition fees. There are breaks at Christmas and Easter. This ensures you'll learn the knowledge and skills relevant to your future career and assures potential employers that your degree is relevant to the screen industry. They can guide you through every step of the application process, including: Searching for the ideal job through their database of vacancies Giving tips on how to write an interesting CV that will catch employers' attention, no matter the role Organising mock interviews, so you can hone your technique and familiarise yourself with the recruitment environment Writing your startup business proposal - if you're going down the self-employment route The team will continue to give you support throughout your placement year. This is around 9 hours a week over the duration of the module. What you'll learn When you complete this module successfully, you'll be able to: Apply fundamental skills to the industry, Check your country page for details of agents in your region. Independent study time We recommend you spend at least 169 hours studying independently. Our industry-recognised accreditations are a key factor in helping our graduates into relevant employment. Please be aware, the balance between face-to-face teaching and online provision may change depending on Government restrictions. You'll study how documentary film can challenge, address and explore social, cultural and political issues and questions of representation. Independent study time We recommend you spend at least 161 hours studying independently. Develop and show an understanding of the importance of 'shooting for FX'. You can also get an agent to help with your application. What you'll learn When you complete this module successfully, you'll be able to: Identify and apply industry workflows for TV and film production Describe and analyse current trends in post production Design an editing workflow and colour pipeline for a specific camera Apply key theoretical and technical concepts through the use of relevant software Evaluate aesthetic and technical decisions relating to a post-production workflow Apply advanced colour correction and colour grading techniques using industry software Teaching activities On this module you'll attend lectures, tutorials, practical classes and workshops. Independent study time We recommend you spend at least 170 hours studying independently. By doing a work placement between your second and third year, you can do exactly that. What you'll learn When you complete this module successfully, you'll be able to: Critically evaluate professional practice and show the development of your group film Develop, produce and promote a short film Assess ethical debates and best practice within the film and TV industries Produce promotional material for your own work Summarise and apply self-directed learning and project/time management skills Teaching activities 6 x 1-hour lectures 12 x 1-hour lectures Independent study time We recommend you spend at least 182 hours studying independently. They can give you confidential, impartial advice on anything to do with your studies and personal wellbeing and refer you to specialist support services. There's usually no teaching on Wednesday afternoons. You'll use location recording techniques, specialist sound recording equipment, and professional software packages. You can get personal, emotional and mental health support from our Student Wellbeing Service, in person and online. What you'll learn When you complete this module successfully, you'll be able to: Analyse the complexities of launching a start up business Critically reflect upon the factors which contribute towards successful market research, marketing, manufacturing and selling Recognise suitability for specific roles in business and collaborative working Teaching activities On this module you'll attend lectures. You can get feedback on all practice and formal assessments so you can improve in the future. So you'll need to budget for them when you plan your spending. Assessment On this module, you'll be assessed through: a practical skills assessment (pass/fail) - PADI Diving Certification project output (100% of final mark) – either a 3-minute micro film or a production file What you'll do You'll explore topics including: on-set inged and logging, storage and media, colour monitoring, preparing for the edit, advanced editing techniques, LUTs, and creative grading and integration. 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