

T H E
LOS ANGELES[®]
F I L M S C H O O L



Catalog Addendum
January 2015

6353 Sunset Boulevard | Hollywood, CA | 90028 | 323.860.0789 | www.lafilm.edu

Associate of Science in Film

OVERVIEW

The Associate of Science in Film program is built around actual industry workflow. Students will plan productions, write scripts, create storyboards, and learn how to shoot on a variety of cameras and in a variety of styles. In addition to film production, students will also learn production budgeting, communication skills, and how to prepare for that first step into the film industry.

OBJECTIVE

The goal of the Associate of Science in Film program is to provide the focused knowledge and understanding of film theory and craft needed to qualify for entry-level, industry positions as independent filmmakers, production assistants, editors, sound designers, assistant directors, unit production managers, art directors, video editors, lighting technicians, director's assistants, dialogue editors, and a variety of other positions in the film and video industry. This program will also help develop team building skills necessary for the film industry. In addition to technical proficiency and creative development, this program will help students develop critical thinking, problem solving, and analytical skills that will equip them with the tools needed to sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Associate of Science in Film program is 60 credit hours and 18 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER

1	2	3	4	5	6
Digital Literacy	Intro to Film Production	English Composition	Film & Society College Mathematics	Digital Editing I	Cinematography I
7	8	9	10	11	12
Production Design I	Directing I	Production I	Digital Editing II Screenwriting I	Cinematography II Screenwriting II	Sound Design
13	14	15	16	17	18
Production Design II	Directing II	Interpersonal Communications	Production Management	Production II	Postproduction

Bachelor of Science in Film Production

OVERVIEW

The Bachelor of Science in Film Production program is designed to expose students to the technical, creative, and business aspects of filmmaking. Students receive hands-on training in the operation of professional equipment and filmmaking techniques while gaining a broader understanding of the world of film and liberal arts studies. Students work toward the creation of a thesis film which showcases the student's skills and vision as a filmmaker.

OBJECTIVE

The goal of this program is to provide the focused knowledge and understanding of film theory and craft needed to qualify for entry-level, industry positions as independent filmmakers, production assistants, editors, sound designers, assistant directors, unit production managers, art directors, video editors, lighting technicians, director's assistants, dialogue editors, and a variety of other positions in the film and video industry. This program will also help develop team building skills necessary for the film industry. In addition to technical proficiency and creative development, this program will help students develop critical thinking, problem solving, and analytical skills that will equip them with the tools needed to sustain a long and productive professional career in the entertainment and media industry.

PROGRAM REQUIREMENTS

The Bachelor of Science in Film Production program is 120 credit hours and 36 months in length. Students must successfully complete all required coursework with a minimum cumulative grade point average of 2.0.

CHRONOLOGICAL COURSE ORDER

1	2	3	4	5	6
Digital Literacy	Intro to Film Production	English Composition	Film & Society College Mathematics	Digital Editing I	Cinematography I
7	8	9	10	11	12
Production Design I	Directing I	Production I	Digital Editing II Screenwriting I	Cinematography II Screenwriting II	Sound Design
13	14	15	16	17	18
Production Design II	Directing II	Interpersonal Communications	Production Management	Production II	Postproduction
19	20	21	22	23	24
Psychology of Play	Film History	Aesthetics & Culture Script Analysis	Production for New Media	Contemporary Art	Documentaries & Reality Production
25	26	27	28	29	30
Art of Creative Producing	Acting for Filmmakers	Intellectual Property	VFX & Green Screen Production	Funding & Distribution	Art of the Pitch Professional Writing
31	32	33	34	35	36
Thesis Film Preproduction	Transmedia Design	Thesis Film Production	Advanced Postproduction I	Advanced Postproduction II	Business & Entrepreneurship

Core Course Descriptions

Acting for Filmmakers (3 credits)

This course will develop the filmmaker's knowledge and understanding of actors through direct acting experience. Students learn the language and tools of the craft through sensory exercises, improvisation, text analysis, and scene study. Students are prepared to not only communicate and collaborate with their actors, but to actualize the best emotional outcome of a scene.

Advanced Postproduction I (3 credits)

This course focuses on advanced non-linear online editing techniques using multiple platforms. Students study advanced aspects of editing theory, editing technique, video effects, compositing, color correction, and edit lists. Throughout the course, students are working to meet milestones on time and deliver a completed final cut for evaluation.

Advanced Postproduction II (3 credits)

This course takes the student into advanced postproduction techniques in a project-based setting. Students work to complete the sound design, soundtrack and score for film projects in surround sound utilizing digital audio workstation and postproduction techniques from previous coursework. Students collaborate to meet project deadlines in delivering a completed film for theatrical presentation.

Art of Creative Producing (3 credits)

This course exposes students to the challenges of producing from the inception and sale of a project through pre-production, production, and post production to ultimate distribution. Students learn typical producer functions such as when to use publicity, how to deal with creative egos, how to fix marketing missteps, and more.

Art of the Pitch (3 credits)

Art of the Pitch instructs students how to encapsulate their ideas into saleable concepts, present those ideas, and communicate with the writers and others who become involved in bringing these ideas to fruition. In this course, students learn to demonstrate a working knowledge of what it means to "pitch" a story or project, articulate the core elements that will interest buyers, demonstrate understanding of the etiquette of a typical industry 'pitch meeting,' research potential buyers and identify likely markets for film and/or television projects. The course will also help students hone their oral presentation skills.

Business and Entrepreneurship (3 credits)

This course delivers an overview of the principles and practical aspects of entrepreneurship as they relate to the entertainment business industry. Students explore the differences between legal entities, such as sole proprietorships, partnerships, corporations, limited liability corporations, and limited partnerships. At the same time, they begin to develop an entrepreneurial state of mind through the study of starting new ventures, acquiring other businesses, and making existing enterprises profitable.

Cinematography I (3 credits)

This hands-on course is designed to familiarize students with the various cameras they will be using throughout the degree program. Students will learn how to support the mood of the story with lighting choices and will experiment with expressive lighting styles.

Cinematography II (3 credits)

This course will deepen students understanding of how to master control over image production in digital and film formats. Variables in lighting, exposure, camera positions and blocking the action of a scene with a director are covered. In addition to being trained to operate advanced camera equipment, students study basic color theory and learn to control the color palette of their projects. Special attention is given to the emotional attributes that can be assigned to an image by changing the hue, saturation, and contrast of any given image.

Digital Editing I (3 credits)

In this course, students learn the language and theory of editing and then put those theories into practice using digital editing software. This hands-on process introduces essential skills and good editing habits along with understanding and appreciation of the role of editing in the storytelling process.

Digital Editing II (3 credits)

Students will continue to develop their editing skills utilizing actual dailies from film and TV projects to learn how to understand the dynamics of the scripted scene and how editing must tell the story.

Directing I (3 credits)

This course utilizes a collaborative learning environment to introduce fundamental directing techniques that will prepare students for future project-oriented classes. Students will learn techniques for directing, acting, casting, and composition, and will work in every area of directing – from preproduction to critical evaluation.

Directing II (3 credits)

This course engages students in practical directing exercises, and is aimed at building a deeper understanding of the craft from a technical and artistic perspective. Students will learn how to effectively communicate with actors and crew, and shoot and edit several short projects, with the goal of deepening and enhancing their visual storytelling skills.

Documentaries and Reality Production (3 credits)

This course examines various techniques necessary to direct and produce documentary films. While course topics include directing, producing, preproduction, history, writing, genres, and interviews for documentary films, students also delve into the philosophy of ethics and research as it pertains to the preproduction and production of non-fiction story telling.

Film History (3 credits)

This course explores motion picture as an art form, as a business, and a representation of society. Students examine how film has become a dominant force in American culture through the study of subjects like the birth of film, the golden age of silent film, World War II, non-Hollywood films, the New Cinema of the 1960s era, and the Hollywood Renaissance.

Funding and Distribution (3 credits)

This course introduces students to current and emerging fundraising strategies and distribution channels. Students will apply their knowledge to create project proposals and business plans.

Intellectual Property (3 credits)

An examination of trade secrets, trademarks, patents, and copyrights in connection with methods of protecting creative works. Students explore acquisition, licensing, sale, and transfer of rights as they relate to music, digital media, animation, gaming, film, and show production. Rights and issues related to independent contractors and work-for-hire.

Introduction to Film Production (3 credits)

This course is designed to provide the student with the opportunity to experiment and explore their aesthetic and professional goals as they begin to shoot quickly and expressively right from the very first day. Students will collaborate on a series of short film projects that will explore everything from basic story structure, lighting techniques, screenplay analysis and director's preparation.

Postproduction (3 credits)

In this course, students examine the standard definition non-linear postproduction process using industry standard digital video editing workstations. Students learn timing and transitions to enhance the story telling process while working with using various forms of content.

Production I (3 credits)

Students stage and shoot complex dramatic exercises under the guidance of the instructor. They design shots to heighten the emotion of a sequence, and then shoot the sequence on digital video in a supervised environment. The relationship between text and subtext is explored in depth through classroom sessions, screenings and critiques, and in the field production exercises.

Production II (3 credits)

Students produce short films by serving in many of the positions involved in a professional film production. Subjects covered include set decorating, prop rentals, directing prep, working with talent, cinematography, lighting choices, lens selections, production organization and hierarchy, with a focus on safety, collaboration and the role of the crafts in storytelling.

Production Design I (3 credits)

This course introduces the principles of Production Design and how to tell the story in the physical aspects of filmmaking, character and story manifestations in the environment of the film through set design, location modification, color, shape, and costumes.

Production Design II (3 credits)

This course teaches the methods of designing towards the implementation of a script. Student will receive instruction on drafting, including elevations and illustrations from plans and research, scenic painting, set dressing, prop construction, costumes, model building, and designing for set and location.

Production for New Media (3 credits)

Students will create and produce dynamic program content that crosses multiple genres and can be launched on many different platforms. Students will conceive, produce and post concepts and shorts for cellular launch, iTunes, downloadable content, and other media.

Production Management (3 credits)

An exploration of the world of line producing, production management, and the infrastructure of various forms of production. Students will learn how to breakdown a script, the scheduling process, budgeting, casting, crewing, location scouting, and a wide range of concepts pertaining to planning and executing a successful production. In addition, they will learn how to navigate the regulatory and legal aspects pertaining to production.

Screenwriting I (1.0 credit)

The foundations of the art and craft of screenwriting, including proper screenplay formatting, story structure, character development, dialogue, descriptive prose, visual exposition, narrative strategies, and thematic exploration. Primary emphasis will be placed on the short format through the examination of skills and concepts applicable to short films, commercial advertising, and various forms of web-based content. Secondary emphasis will be placed upon the art and craft of adaptation from various literary forms.

Screenwriting II (1.0 credit)

This course builds upon the foundational premises established in Screenwriting I, with attention to all forms and formats, including feature length screenplays. By exploring the central principles underlying formatting, idea generation, story structure, character development, dialogue, exposition, thematic exploration, and market expectations, this course will help the student become facile with the rigors and complexities of writing effective and engaging dramatic narratives.

Sound Design (3 credits)

An introduction to the use of audio in filmmaking, specifically as it pertains to post-production. Using Avid Pro Tools software along with materials generated in the Post-Production class, students are taught the basic elements that comprise the audio portion of a film's soundtrack including dialogue, music, sound effects, Foley and background ambiances. Special emphasis will be on ways in which sound is employed to engage the viewer emotionally by creating an audio landscape which reinforces both the story and the film's thematic conceits.

Story Analysis (3 credits)

This course teaches students how to identify the essential elements of drama, and to understand how those elements affect an audience and create the dramatic experience. Students develop analytical tools for penetrating to the intellectual and emotional heart of a script. Several scripts are analyzed in a variety of genres. Students will examine the original script and the finished film, comparing their own analysis and dramatic plans with those of the actual filmmaker.

Thesis Film Preproduction (3 credits)

This course prepares students for their final production of their thesis film. Through a combination of lectures, exercises, and individual mentoring sessions all aspects of the physical production will be examined preparing students for their final greenlight meeting.

Thesis Film Production (3 credits)

Students will apply what they have learned throughout the program to produce their thesis film. Students will be shooting and completing post production on their project or fulfilling a key role – directing, producing, writing, cinematography, editing, or art direction – on the thesis film of another student.

VFX and Green Screen Production (3 credits)

The production of visual effects to enhance the visual story telling through the collaboration between Director and the Cinematographer's preparation and execution of the imagery that is passed on to visual effects to complete the scene. Students will learn green screen methodology and study the art and craft of compositing, how to execute motion tracking to properly integrate the effects with the live action shot. Students will understand what must be pre-visualized to communicate an idea or concept to all members of the visual team in order to plan shots effectively.

General Education Course Descriptions

Aesthetics and Culture (3 credits)

Aesthetics and Culture is designed as a chronological survey of the social organizations, systems of government, intellectual/philosophical traditions, aesthetic assumptions, art and architecture, theatre, music, and literature of a wide array of historical periods and geographical regions. While examining important artists, cultural figures, theorists, critics, genres, and experimental forms, Aesthetics and Culture will attempt to illustrate how fluid cultural values have affected the various manners of artistic conception, creation, and reception. Primary emphasis will be placed upon locating and defining the idiomatic, idiosyncratic scheme of cultural assumptions, socio-political structures, and aesthetic values which characterize the various epochs and regions under consideration.

College Mathematics (3 credits)

This course is designed to enable students to build skills and confidence in algebra that are required to succeed in math and core courses. Students will begin with basic concepts and build upon these ideas by completing work that uses algebra in practical situations.

Contemporary Art (3 credits)

The Contemporary Art course provides an in-depth study of key modern artwork. A study of contemporary art's succession of contending and often conflicting ideas, styles, and movements such as pop, minimalism, and conceptualism are examined. The course provides an overview of the impulses, interests, and innovations that have driven the art world from the middle of the 20th century to the present. Students who successfully complete the Contemporary Art course will be able to identify themes and stylistic movements in modern art, employ the language commonly used to describe the works, and demonstrate knowledge of the most significant artists of the period through their work.

Digital Literacy (3 credits)

The Digital Literacy Course offers a fundamental understanding of the critical and practical aspects of digital tools, technologies, and resources. Students will learn how to navigate, evaluate, create, and critically apply information by using a wide variety of digital technologies. Through applying their knowledge to their academic studies and professional development, students will recognize digital literacy's significance in information sharing, community building, citizenship, and education.

English Composition (3 credits)

This course is designed to help students refine their own writing processes while developing an in-depth personal and intellectual inquiry into a subject of their choosing. The course connects personal reflection with critical analysis, providing varied opportunities for writing and for strengthening language skills. As the course unfolds, a series of assignments leads students through a continually deepening creative research process, which then develops into a complex and detailed written project.

Film and Society (3 credits)

Film and Society is designed as a general introduction to the socio-political structures, historical developments, theoretical applications, and stylistic conventions which have informed and governed the cinematic arts as both an artistic and commercial endeavor. Primary emphasis will be placed upon the manner in which fluid and dynamic cultural/societal values have shaped both the advent and evolution of the cinematic arts, and the degree to which the cinema has influenced a disparate array of cultural assumptions. Secondary emphasis will be placed upon those individuals and artistic movements which have pioneered, codified, nurtured, and challenged the foundations of cinematic grammar while shaping the manner in which those foundations have been received, assimilated, and interpreted by audiences.

Interpersonal Communications (3 credits)

This course is designed to provide the strategies and skills necessary for a lifetime of effective career-related communication. Students engage in a variety of activities that develop their mastery of spoken and written communication, active listening, image management, and stress and conflict management.

Professional Writing (3 credits)

The Professional Writing course is designed to introduce students to a variety of factors that contribute to strong and well-organized writing skills. The course provides an opportunity for students to develop and sharpen personal writing skills that will be essential for writing projects throughout the program. Students identify different styles, forms, and purposes of writing that are critical to becoming a successful communicator in a professional setting. Students who successfully complete Professional Writing will be able to organize their thoughts in a logical manner and present their ideas effectively, identify and utilize the appropriate style of writing for a given situation, and efficiently convey concepts.

Psychology of Play (3 credits)

In the Psychology of Play Course, students explore how the field of psychology values the concept of play as a mechanism that allows a person to apply game strategies to accomplish life goals. Students will be introduced to how the action of play shapes the brain, develops critical-thinking skills, and strengthens the ability to collaborate with others in social and professional settings. By exploring the key works of Jean Piaget, William James, Sigmund Freud, Carl Jung, and Lev Vygotsky, students will learn about the value of play and how to apply techniques of play in developing cognitive strategies to complete creative, professional, and social tasks. Students will utilize the psychology viewpoint of play to examine how this relates to their life, their education, and their chosen creative field.

Transmedia Design (3 credits)

In this course, students will explore the phenomenon of transmedia storytelling. Starting with an examination of the historical context from which modern transmedia practices emerged, students will develop a theoretical framework for understanding how storytelling works in this new environment with an emphasis on world building, cultural attractors and cultural activators. Students will then put these ideas into action by developing and pitching transmedia strategies around an existing media property.

Tuition & Fees

B.S. in Film Production – Domestic/U.S. Student Rate

Semester 1	\$7,828
Semester 2	\$7,828
Semester 3	\$7,828
Semester 4	\$7,828
Semester 5	\$7,828
Semester 6	\$7,828
Semester 7	\$7,828
Semester 8	\$7,828
Semester 9	\$7,828
Total Tuition	\$70,450
Cost per Credit Hour	\$587

B.S. in Film Production – International Student Rate

Semester 1	\$8,383
Semester 2	\$8,383
Semester 3	\$8,383
Semester 4	\$8,383
Semester 5	\$8,383
Semester 6	\$8,383
Semester 7	\$8,383
Semester 8	\$8,383
Semester 9	\$8,383
Total Tuition	\$75,447
Cost per Credit Hour	\$629

WHAT'S INCLUDED

The cost of tuition for a Degree Program includes all textbooks, materials and other course materials. Tuition amounts are subject to change. For the most up-to-date tuition information, speak with your Admissions Representative or visit www.lafilm.edu.

INSTITUTIONAL FEE

All students are required to purchase a computer and software in addition to tuition. Technology configured in accordance with program specifications. The primary component of the institutional fee is an Apple MacBook Pro computer* that serves as a personal workstation throughout their education. This notebook computer comes with degree-specific software that allows students to work on their projects on and off-campus and maintains their personal portfolio of work wherever they may be. The choice of Apple hardware has allowed the school to develop our curriculum to a high and specific standard of computer capability, while giving students maximum flexibility for their creativity.

*** Computers for Animation and Game Production students may vary in make and model.**

Following are costs associated with the Laptop and Software Package for each of the educational programs:

Institutional Fee By Program

A.S. in Computer Animation	\$3,450
A.S. in Film	\$3,569
A.S. in Game Production	\$3,000
A.S. in Music Production	\$3,450
A.S. in Recording Arts	\$3,000
B.S. in Animation & VFX	\$3,750
B.S. in Entertainment Business	\$3,000
B.S. in Film Production	\$3,750
B.S. in Game Production & Design	\$3,300

MANDATORY FEES

Refundable Security Deposit: \$400.00.
Student Tuition Recovery Fee (see below for more details).
Graduation Fee: \$20.00

ADDITIONAL PROGRAM COSTS

Students may incur additional costs as a consequence of enrollment. Additional costs, which may become due and payable to the School include:

- Replacement card key fee of \$40 per key if the student loses or damages their card key.
- Tuition payment late fees of 1.5% per month on all overdue tuition payments if student fails to make tuition installment payments on a timely basis.
- Equipment fines
- Library late, loss, or damage fines.

STUDENT TUITION RECOVERY FUND

The State of California created the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic losses suffered by students in educational programs who are California residents, or are enrolled in a residency program attending certain schools regulated by the Bureau for Private Postsecondary Education. You may be eligible for STRF if you are a California resident or are enrolled in a residency program, prepaid tuition, paid STRF assessment, and suffered an economic loss as a result of any of the following:

- The school closed before the course of instruction was completed.
- The school's failure to pay refunds or charges on behalf of a student to a third party for license fees or any other purpose, or to provide equipment or materials for which a charge was collected within 180 days before the closure of the school.
- The school's failure to pay or reimburse loan proceeds under a federally guaranteed student loan program as required by law or to pay or reimburse proceeds received by the school prior to closure in excess of tuition and other costs.
- There was a material failure to comply with the Act or the Division within 30 days before the school closed or, if the material failure began earlier than 30 days prior to closure, the period determined by the Bureau.
- An inability after diligent efforts to prosecute, prove, and collect on a judgment against the institution for a violation of the Act.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

You must pay the state-imposed assessment for the Student Tuition Recovery Fund (STRF) if all of the following applies to you:

1. You are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition either by cash, guaranteed student loans, or personal loans, and
2. Your total charges are not paid by any third-party such as an employer, government program or other payer unless you have a separate agreement to repay the third party.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if either of the following applies:

1. You are not a California resident, or are not enrolled in a residency program, or
2. Your total charges are paid by a third party, such as an employer, government program or other payer, and you have no separate agreement to repay the third party.

As of January 1, 2010, the BPPE has set the STRF assessment at \$0.00 for each \$1,000 in tuition charges.

Questions regarding STRF may be directed to:

California Department of Consumer Affairs
Bureau for Private Postsecondary Education
2535 Capital Oaks Drive, Suite 400
Sacramento, California 95833
(800) 370-7589