

Postgraduate Diploma

Film Project Development





Postgraduate Diploma Film Project Development

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/journalism-communication/postgraduate-diploma/postgraduate-diploma-film-project-development

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Structure and Content

p. 12

04

Methodology

p. 18

05

Certificate

p. 26

01

Introduction

The development of a film project is a job that involves many different field of work. And broad and diverse professional skills. An essential balance of knowledge that the student will be able to achieve through this very complete specialization. This program will take you to the most realistic learning in a program of the highest quality; the hallmark of all TECH programs.





“All phases of the film project development in a high-impact specialization”

The creation of any film project is a process that involves the combined work of different areas and professionals. This creation is based on three basic pillars: screenwriters, directors and producers.

The coordination of these three aspects of creation is absolutely essential. A spectacular script will be of no use if the production resources are not in line with the needs that its elaboration demands. In this sense, the director's vision will also determine the developments in these two areas.

During this specialization, the necessary keys will be given to understand and intervene in each of these areas, to coordinate the work of the different agents involved and to act with confidence and solvency in each of the creative and technical moments.



All the aspects that the audiovisual professional should know about the development of a film project"

This **Postgraduate Diploma in Film Project Development** offers you the characteristics of a program of high-educational and technological level. These are some of its most notable features:

- ♦ The latest technology in online teaching software
- ♦ A highly visual teaching system, supported by graphic and schematic contents that are easy to assimilate and understand
- ♦ Practical cases presented by practising experts
- ♦ State-of-the-art interactive video systems
- ♦ Teaching supported by telepractice
- ♦ Continuous updating and recycling systems
- ♦ Autonomous learning: full compatibility with other occupations
- ♦ Practical exercises for self-evaluation and learning verification
- ♦ Support groups and educational synergies: questions to the expert, debate and knowledge forums
- ♦ Communication with the teacher and individual reflection work.
- ♦ Content that is accessible from any fixed or portable device with an Internet connection
- ♦ Supplementary documentation databases are permanently available, even after the program

“ *A contextualized and real educational program that will allow you to put your learning into practice through new skills*”

Our teaching staff is made up of working professionals. In this way TECH ensures to offer you the updating objective it intends. A multidisciplinary team of professors trained and experienced in different environments, who will develop theoretical knowledge in an efficient way, but, above all, will bring their practical knowledge derived from their own experience to the course: one of the differential qualities of this training.

This mastery of the subject is complemented by the effectiveness of the methodology used in the design of this course. Developed by a multidisciplinary team of *e-Learning* experts, it integrates the latest advances in educational technology. In this way, students will be able to study with a range of convenient and versatile multimedia tools that will give them the operational skills they need for their qualification.

The design of this program is based on Problem-Based Learning: an approach that views learning as a highly practical process. To achieve this remotely, TECH will use telepractice: with the help of an innovative interactive video system, and *learning from an expert*, the student will be able to acquire the knowledge as if they were facing the scenario being learned at that moment. A concept that will allow students to integrate and memorize what they have learnt in a more realistic and permanent way.

The forms of development of the audiovisual film project and the coordination of the different agents of the same, in a specialization of high interest for the professional in this field.

A practical and real program that will allow you to advance gradually and safely.



02 Objectives

The objectives that TECH proposes in each of its educational programs are focused on achieving a global impulse to the development of its students, not only in the academic field, in which the highest quality standards are set, but also in the personal field. To this end, TECH offers a stimulating and flexible educational development that allows students to achieve the satisfaction of completing their goals in an effective manner.





“

Learn in an efficient and stimulating way and achieve your professional goals with the quality of a high-impact program”



General Objectives

- ♦ Analyze the role of the different agents in the film project
- ♦ Understand the interactions between them
- ♦ Plan and coordinate the development of the different stages of the film project



We promote your professional growth with this Postgraduate Diploma in Film Project Development, supporting your development with educational products of the highest quality"



Specific Objectives

Module 1. Film Script

- ♦ Know, identify and apply theories, resources and methods in the processes of elaboration and analysis of audiovisual stories
- ♦ Acquire the ability to critically perceive the audiovisual landscape offered by the communicative universe that surrounds us, considering the iconic messages as the result of a social collective, product of the socio-political, economic and cultural conditions of a given historical period
- ♦ Have the ability to define and develop research topics or innovative personal creation that can contribute to the knowledge or development of audiovisual languages or their interpretation
- ♦ Assimilate and apply the theoretical and practical foundations of the technologies, techniques, resources and procedures required for the creation and production of audiovisual content
- ♦ Understand and identify the communicative and narrative models of audiovisual media and their relationship with society and culture
- ♦ Apply the acquired knowledge, understanding and skills to solve complex and/or specialized problems in the professional field of audiovisual communication
- ♦ Use and organize in an adequate way the technical means, materials and tasks necessary for the elaboration of an audiovisual work
- ♦ Manage the design and production of an audiovisual work, according to the script, work plan or previous budget

- ♦ Plan and manage human, budgetary and technical resources in the various stages of production and promotion of an audiovisual work
- ♦ Prepare reports, analyses or research on general aspects of audiovisual communication or on audiovisual works, according to the canons of communication disciplines and considering the socio-political and cultural context of their production and circulation

Module 2. Theory and Techniques for Performance

- ♦ Know the working environment of the production team: technological means, technical routines and human resources. Figure of the filmmaker in professional contexts: competencies and responsibilities
- ♦ Know the creative path of the idea, from the script to the product on screen.
- ♦ Learn the basics of staging elements
- ♦ Be able to analyze and foresee the necessary means from a sequence
- ♦ Acquire the ability to plan narrative and documentary sequences according to the available means
- ♦ Know the basic techniques of production
- ♦ Identify and properly use technological tools in the different phases of the audiovisual process
- ♦ Learn to put into practice the fundamental elements and processes of audiovisual storytelling

- ♦ Know the characteristics, uses and needs of multi-camera audiovisual projects.
- ♦ Be able to move television programs from the set to the screen.
- ♦ Understand the needs and advantages of teamwork in multi-camera audiovisual projects

Module 3. Digital Postproduction

- ♦ Know the main theories and techniques of editing and postproduction with a historical perspective in the field of audiovisual communication
- ♦ Theoretical knowledge of the technology involved in the capture and handling of images and sounds Equipment and formats
- ♦ Be able to make decisions and operate with video cameras and sound recording equipment
- ♦ Know the central aspects of editing and post-production in the field of audiovisual communication
- ♦ Know where the editor and postproducer of the company or audiovisual project fits in
- ♦ Know how to operate with digital editing and postproduction equipment
- ♦ Explore the different fields of post-production that can influence audiovisual production
- ♦ Be prepared to join and adapt to a professional audiovisual team

03

Structure and Content

The syllabus of the program is structured as a comprehensive tour through each and every one of the concepts required to understand and work in this field. With an approach focused on practical application that will allow the student to grow as a professional from the first moment of this Postgraduate Diploma





“

A comprehensive syllabus focused on acquiring knowledge and converting it into real skills, created to propel you to excellence"

Module 1. Film Script

- 1.1. The Film Script I. From the Idea to the Story
 - 1.1.1. Process for Making a Screenplay: Basic Definitions (Script, Idea, Synopsis, Plot/Scene, Treatment, Theme, Narrative Event, Scene, Sequence, Act)
 - 1.1.2. Tips for Making a Good Story
 - 1.1.3. Text and Subtext
- 1.2. The Film Script II: Writing for the Screen
 - 1.2.1. Types of Scripts (Classic Script-Plot Driven Film-, Non-Classic Script-Character Driven Film-) Study Paradigms
 - 1.2.2. Screenwriting Tools (Objective, Obstacle/Conflict, Premise, Main Tension, Theme, Unity, Exposition, Dramatic Irony, Surprise, Story Development, Probability)
 - 1.2.3. Decisions Prior to the Execution of a Screenplay: Narrative Axis and Point of View, Focusing, Genre, Style, Plot Synthesis, Plot
- 1.3. The Character in the Film Script
 - 1.3.1. Character Creation: Drama and Psychoanalysis; from Ibsen to Freud
 - 1.3.2. Character Building Tools or Characterization Techniques
 - 1.3.3. Character Exposure
 - 1.3.4. The Myth of the Hero (Paradigms of Change)
 - 1.3.5. Secondary Characters
 - 1.3.6. Types of Conflict
- 1.4. Script Structure
 - 1.4.1. The Staged Drama (Actions and Events) Units, Parts and Final Concordance and Discordance
 - 1.4.2. The Dramatic Structure Information Management
 - 1.4.3. Plots and Subplots
 - 1.4.4. Scene: Writing, Selecting, Maxims to Achieve a Good Scene
 - 1.4.5. Other Narrative Resources and Techniques
- 1.5. Execution of the Classic Script
 - 1.5.1. The First Act
 - 1.5.2. The Second Act
 - 1.5.3. The Third Act





- 1.6. The Dialogues Script Formats
 - 1.6.1. The Rules of Film Dialogue
 - 1.6.2. Uses and Functions
 - 1.6.3. Dialogues in the Film Script
 - 1.6.4. Script Formats
 - 1.6.5. Script Presentations
- 1.7. Rewriting the Script Pitching
 - 1.7.1. The Script Improvement Process
 - 1.7.2. Detect What's Wrong
 - 1.7.3. The Art of Problem Solving: From the Scene to the Structure
 - 1.7.4. Pitching: Presenting the Script
 - 1.7.5. Creative Mechanisms to Devise Cinematic Storytelling
 - 1.7.6. Study Cases The Stephen King Method
- 1.8. Film Adaptations I: Theory and Analysis of Adaptation
 - 1.8.1. The Relationship between Literature and Cinema: Mutual Influences
 - 1.8.2. Authorship and Adaptation
 - 1.8.3. Types of Adaptation
- 1.9. Film Adaptations II: Theory and Analysis of Adaptation
 - 1.9.1. Spatial and Temporal Representation
 - 1.9.2. The Point of View: From Literature to Cinema
 - 1.9.3. Remake
- 1.10. Case Studies
 - 1.10.1. The Godfather (Francis Ford Coppola, 1972)
 - 1.10.2. The Silence of the Lambs (Jonathan Demme, 1991)
 - 1.10.3. The Schindler List (Steven Spielberg, 1993)
 - 1.10.4. The Family of Pascual Duarte (Camilo José Cela) and Its Film Adaptation Pascual Duarte (Ricardo Franco, 1976)

Module 2. Theory and Techniques for Performance

- 2.1. Realization as Construction of the Audiovisual Work The Work Equipment
 - 2.1.1. From the Literary to Technical Scripts Scale
 - 2.1.2. The Work Team: The Film Directing Department
- 2.2. The Elements of the Screen Layout. Construction Materials
 - 2.2.1. Choosing the Space
 - 2.2.2. Spatial Preadaptation. Art Direction
- 2.3. Pre-Production. Implementation Documents
 - 2.3.1. Technical Script
 - 2.3.2. The Scenographic Plan
 - 2.3.3. Storyboard
 - 2.3.4. Planning Reconciling Artistic and Productive Aspects
 - 2.3.5. The Shooting Schedule
- 2.4. The Expressive Value of Sound
 - 2.4.1. Typology of Sound Elements
 - 2.4.2. Construction of Sound Space
- 2.5. The Expressive Value of Light
 - 2.5.1. Expressive Value of Light
 - 2.5.2. Basic Lighting Techniques
- 2.6. Basic Single-Camera Shooting Techniques
 - 2.6.1. Uses and Techniques of Single-Camera Shooting
 - 2.6.2. The Subgenre of Found Footage : Fiction and Documentary Filmmaking
 - 2.6.3. Single-Camera Production on Location for Television
- 2.7. The Editing
 - 2.7.1. Editing as an Assemblage. Space-Time Reconstruction
 - 2.7.2. Non-Linear Assembly Preparation Techniques
- 2.8. Post-Production and Color Grading
 - 2.8.1. Postproduction
 - 2.8.2. Vertical Mounting Concept
 - 2.8.3. Color Correction
- 2.9. Formats and Production Equipment
 - 2.9.1. Multi-camera Formats
 - 2.9.2. The Studio and the Team

- 2.10. Keys, Techniques and Routines in Multi-Camera Production
 - 2.10.1. Keys to Multi-Camera Content
 - 2.10.2. Multi-Camera Techniques
 - 2.10.3. Monitoring and Routines
 - 2.10.4. Some Common Formats

Module 3. Digital Postproduction

- 3.1. The Digital Video Archive
 - 3.1.1. Film: From Photochemical to Digital Cinema
 - 3.1.2. Television: From Analog to Digital
 - 3.1.3. The Digital Signal: Digital Image Coding
 - 3.1.4. Basic Concepts
 - 3.1.5. Digital Image Attributes
 - 3.1.6. Digital Image Quality
- 3.2. The Photo and Video Camera I: Image Capturing
 - 3.2.1. Traditional Capturing Process
 - 3.2.2. Camera Parts
 - 3.2.3. The Digital Camera: Common Elements
 - 3.2.4. Differentiating Elements
- 3.3. The Photo and Video Camera II: Image Capturing
 - 3.3.1. Camera Operation Description
 - 3.3.2. Digital Composition
 - 3.3.3. Exposure Control
 - 3.3.4. Focus
 - 3.3.5. Automatic Controls
 - 3.3.6. Types of Shots
 - 3.3.7. Framing the Shot
 - 3.3.8. The Basic Elements of Composition
 - 3.3.9. Video Recording
 - 3.3.10. Light and Illumination
 - 3.3.11. Filters and Effects
 - 3.3.12. Camera Care

- 3.4. Video Editing: Editing I
 - 3.4.1. Film End Processes
 - 3.4.2. Types of Editing: Analytical, Post-Classical and Contemporary (MTV Editing)
 - 3.4.3. The Traditional Assembly Process
- 3.5. Video Editing: Editing II
 - 3.5.1. The Editing Table
 - 3.5.2. The Editing Programs
 - 3.5.3. Editing Codecs
 - 3.5.4. Rendering
 - 3.5.5. Importing the Material: Naming, Classification and Synchronization of Material
- 3.6. Video Editing: Post-Production
 - 3.6.1. The Leap from Linear to Non-Linear Editing
 - 3.6.2. Formats
 - 3.6.3. Exporting or Dumping of an Online Project
 - 3.6.4. Compression
 - 3.6.5. Color Correction
 - 3.6.6. Visual Effects and Their Main Families
 - 3.6.7. Computer-Generated Image Embedding (CGI)
 - 3.6.8. Post-Production Digital Compositing Programs: Combustion, Flame, Smoke and After Effect
- 3.7. Sound Audio Capturing and Editing
 - 3.7.1. Sound Qualities: Loudness, Pitch (Frequency) and Timbre
 - 3.7.2. Basic Concepts
 - 3.7.3. The Importance and Weight of Sound
 - 3.7.4. Sound Standards
 - 3.7.5. The Soundtrack
 - 3.7.6. Premiere Audio Effects
 - 3.7.7. Sound for UHD Video and 4K cinema
- 3.8. Television Set Technologies
 - 3.8.1. Digital Television: Characteristics
 - 3.8.2. Coding Standards, Audio and Video Formats
 - 3.8.3. Audio and Video Connectors
 - 3.8.4. Style Guide and Graphics in Television: Channel, Program and Graphic Elements
 - 3.8.5. Technical Means Applied to Television Graphics
 - 3.8.6. Interactive Television Production
- 3.9. Post-Production for Interactive Media
 - 3.9.1. The Interactive Multimedia Work; Interactivity
 - 3.9.2. Constituent Elements of the Hypermedia Language (Syntax or Navigation, Format of a Hypermedia Work, Hypermedia Genres)
 - 3.9.3. Implementation of a Hypermedia Project Software for DVD Authoring
 - 3.9.4. Main Authoring Software
 - 3.9.5. Apple DVD Studio
- 3.10. New Technologies in Audiovisual Creation
 - 3.10.1. High Dynamic Range in Digital Video
 - 3.10.2. 3D Graphics 3D Modeling and Texturing
 - 3.10.3. Digital Video Broadcasting on the Internet: Streaming



Study at your own pace, with the flexibility of a program that combines learning with other occupations in a comfortable and real way"

05

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning.**

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.



“

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: A way of learning that has proven to be extremely effective, especially in subjects that require memorization”

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn, through collaborative activities and real cases, how to solve complex situations in real business environments.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*Our program prepares you to face new challenges in uncertain environments and achieve success in your career*”

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH, you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



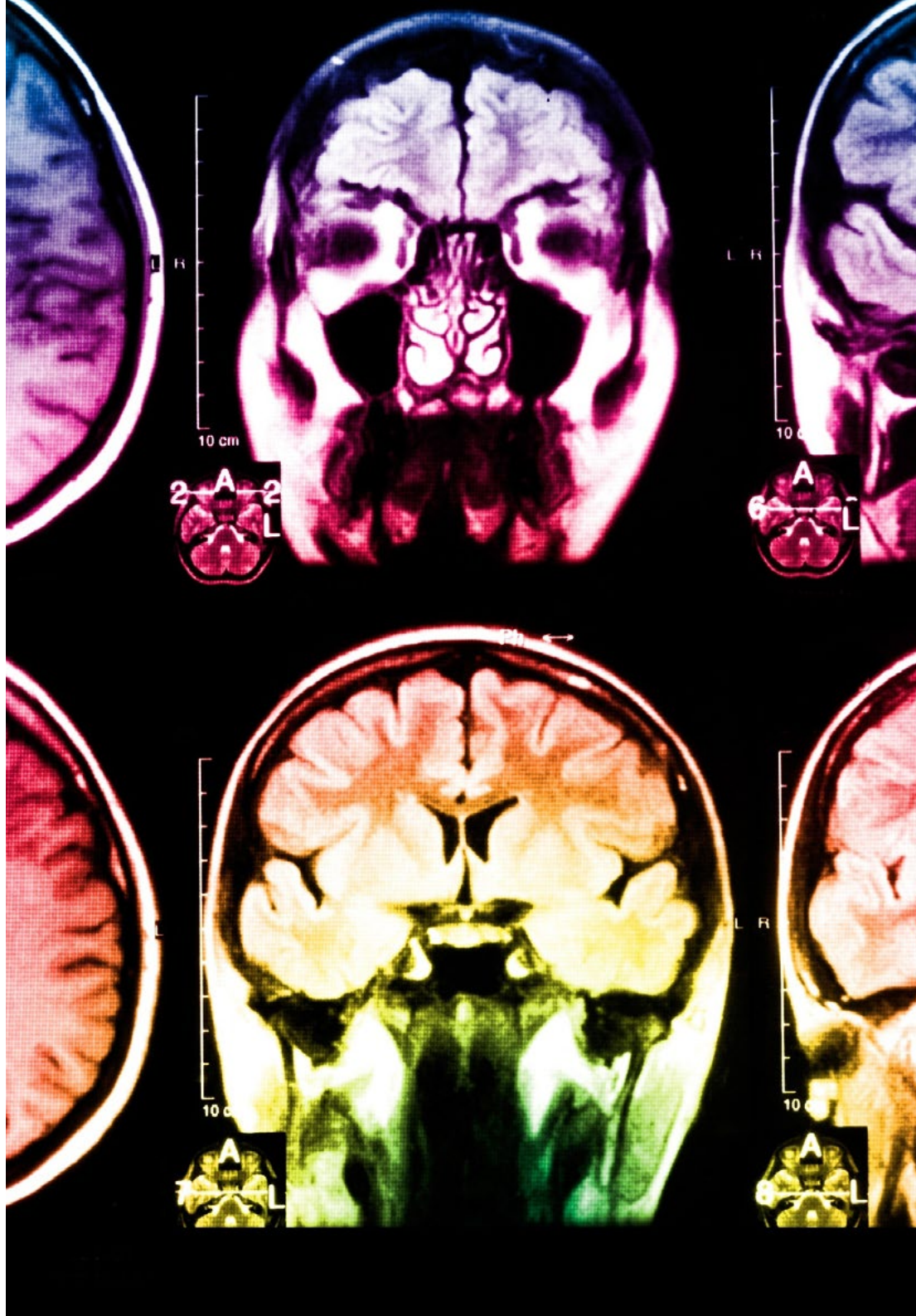
In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

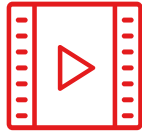
Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



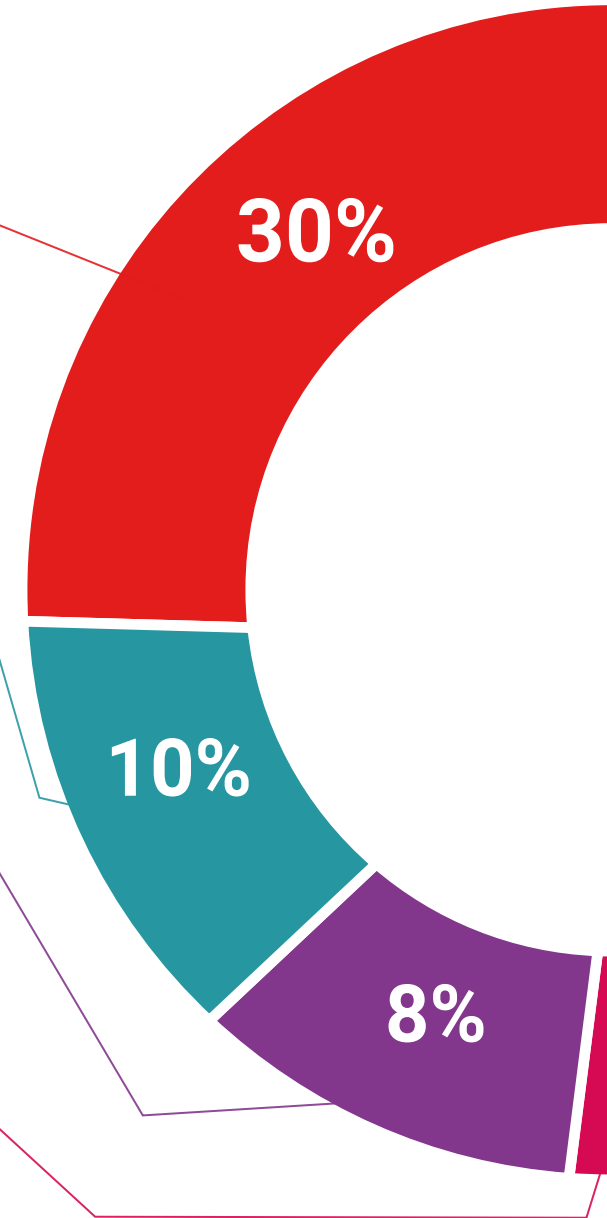
Practising Skills and Abilities

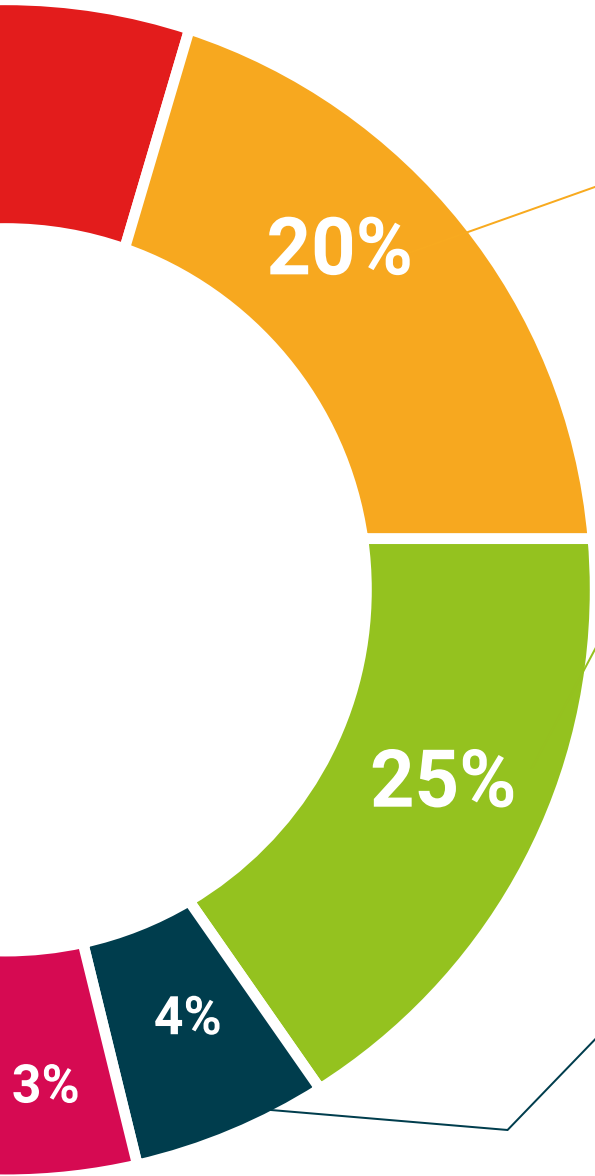
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



06

Certificate

The Postgraduate Diploma Film Project Development guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma issued by TECH Technological University.



“

*Successfully complete this program
and receive your university qualification
without having to travel or fill out laborious
paperwork”*

This **Postgraduate Diploma in Film Project Development** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Diploma** issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Diploma in Film Project Development**

Official N° of Hours: **450 h.**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

salud futuro
confianza personas
educación información tutores
garantía acreditación enseñanza
instituciones tecnología aprendizaje
comunidad compromiso
atención personalizada innovación
conocimiento presente calidad
desarrollo web for
aula virtual idiomas

tech technological
university

Postgraduate Diploma Film Project Development

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Postgraduate Diploma

Film Project Development

