

## An Overview of the Coursework

The Certificate III in Screen and Media provides a solid foundation in the principles of creating a range of visual content, including training in shooting, editing, sound, graphics and visual effects for film and video production.










# Introduction to Screen



## Beginning Video Editing

In this unit we introduce some basic concepts and techniques of video editing. We learn why editing 'works', the technical aspect of sequencing images and we introduce students to 'film language' with a study of shot sizes and angles.

**Consider this sequence of shots:**

-   
A Shark cruising in the shallows
-   
It spots a big, juicy Fish...
-   
It rushes forward to catch it but ...
-   
A Man nearby sees the Shark...
-   
He readies his spear and...
-   
Launches it...
-   
Blood spreads in the water...

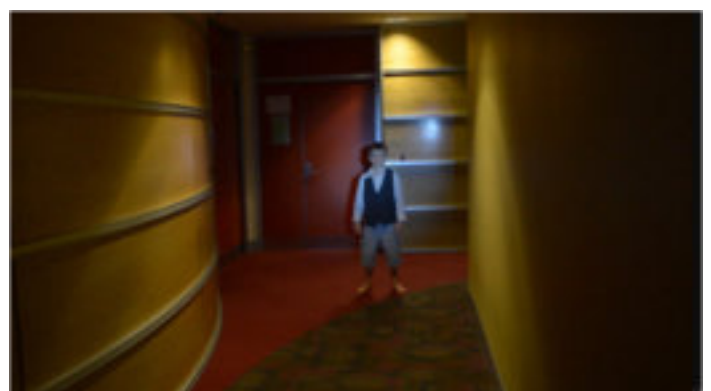
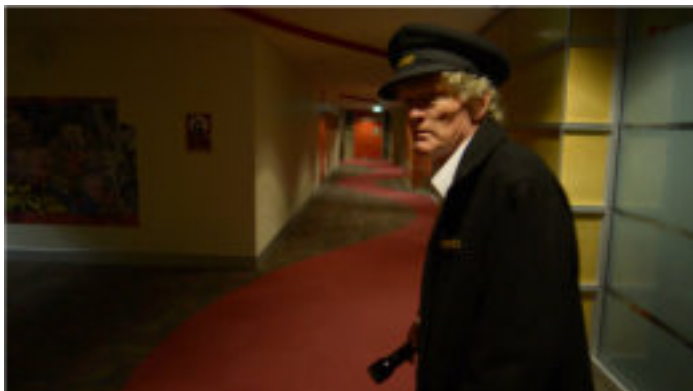


# Basics Editing Techniques



## The Echoes Edit

In this exercise, students explore the basic functionality and workflow of the editing software, we look at pacing and continuity while cutting together a sequence from a short film.

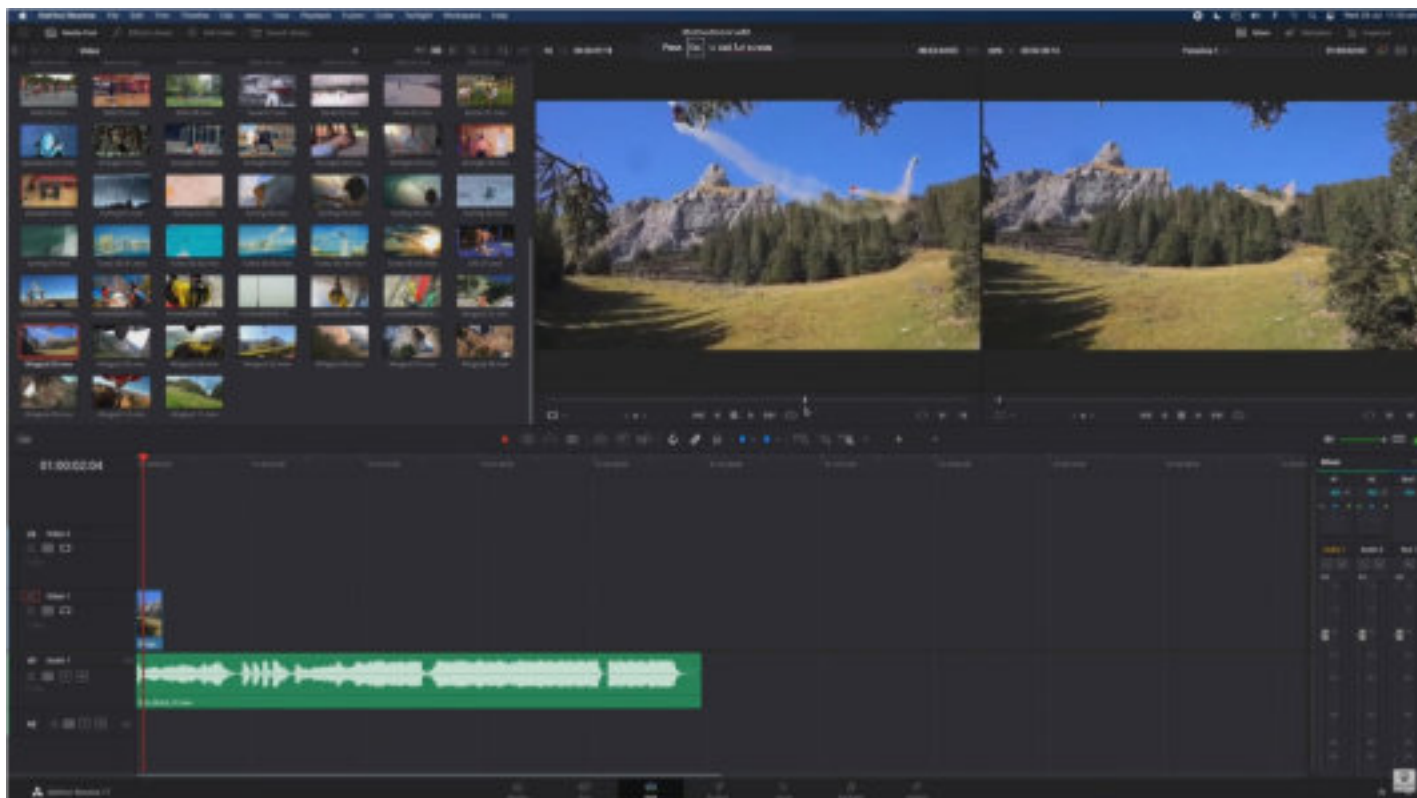


# Advanced Editing Techinques



## Motivational Edit.

In this exercise, students explore a more energetic and commercial style of editing, including 'editing to a beat' and experimenting with audio manipulation and video transitions.

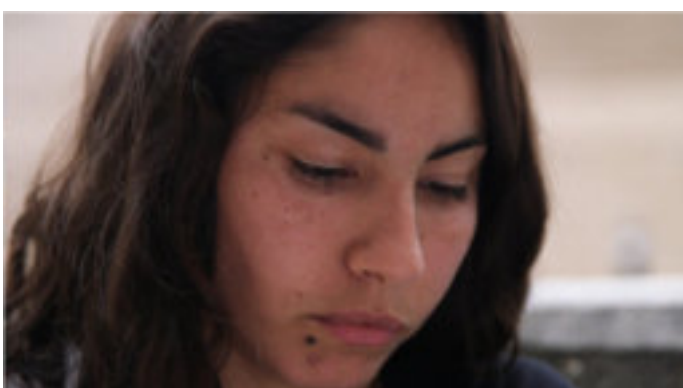
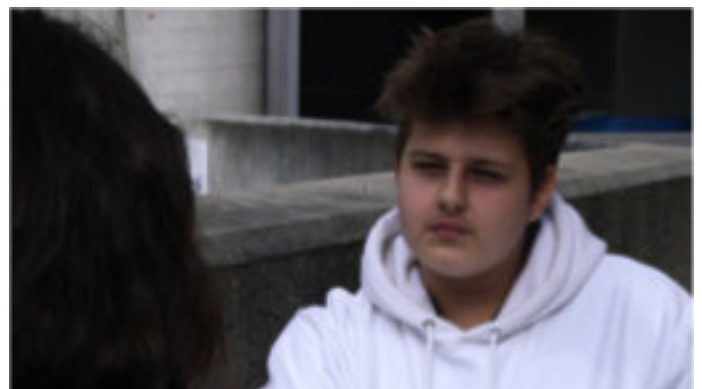
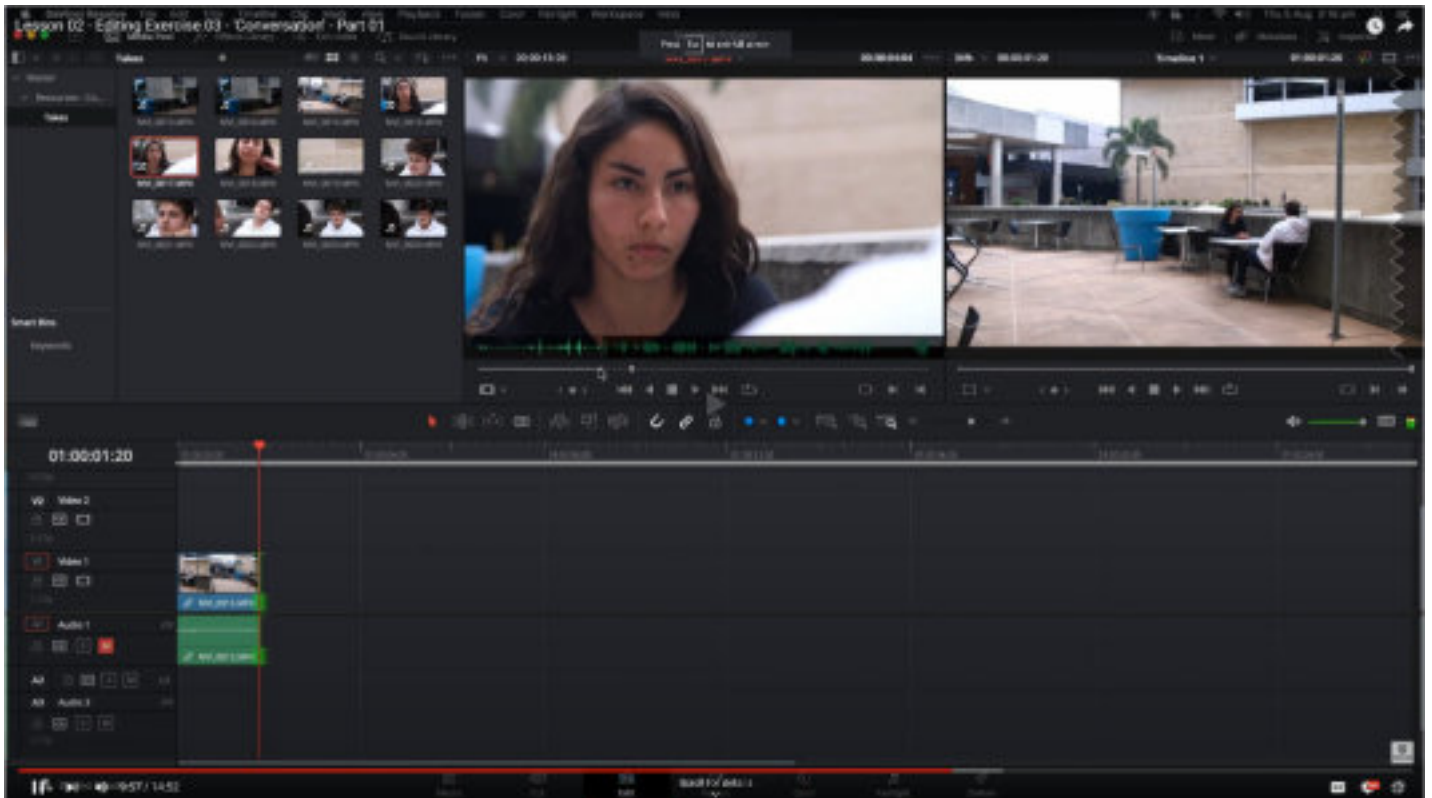


# Narrative Editing



## Conversation Edit.

Moving on to narrative film making. Here, we explore 'match cuts', 'cutting on action' and cutting for performance and continuity. We introduce more advanced editing concepts like J-K-L transport control, avoiding ping-pong dialogue and adding suitable atmos to enhance a scene.

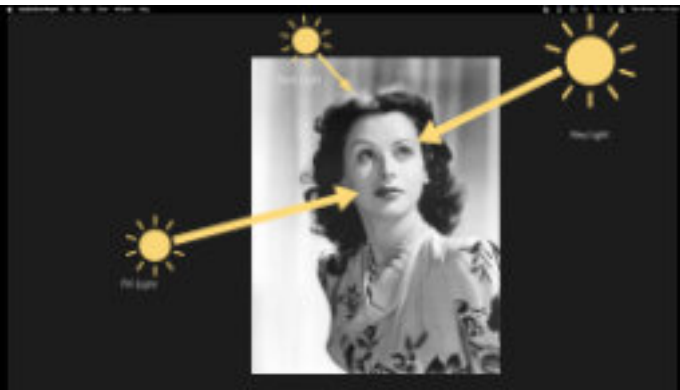
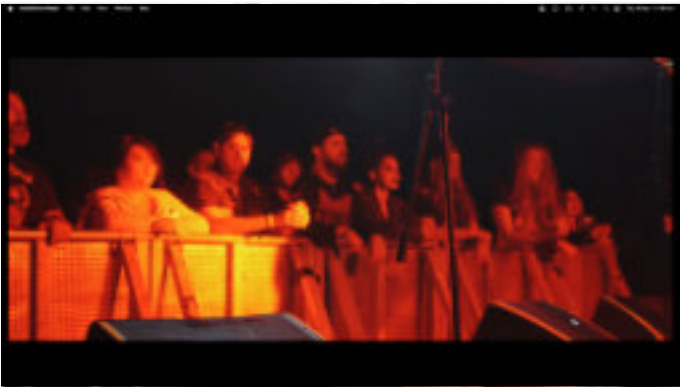


# Cinematography



## Camera Licence.

Being competent with camera operation and settings lays the groundwork for our production projects. The 'camera licence' allows a student to gain confidence in the manual functions of operating the camera and equipment.

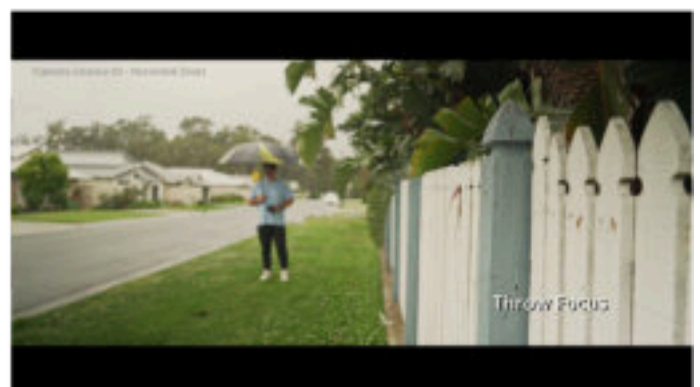
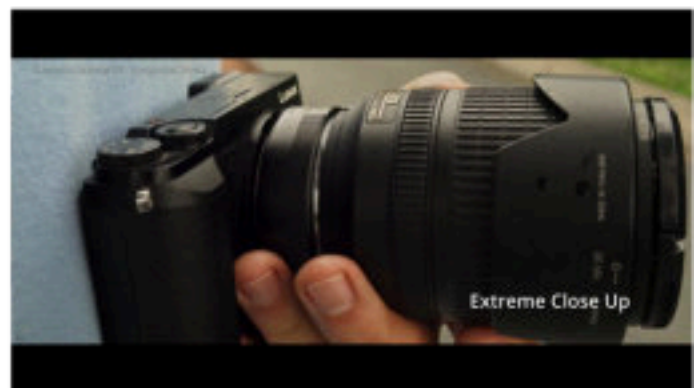


# Film Language



## Recorded Shots.

In this assessment, students are required to demonstrate their growing understanding of film language. They shoot and edit a short sequence that illustrates their knowledge of the cinematic use of shot sizes and angles.

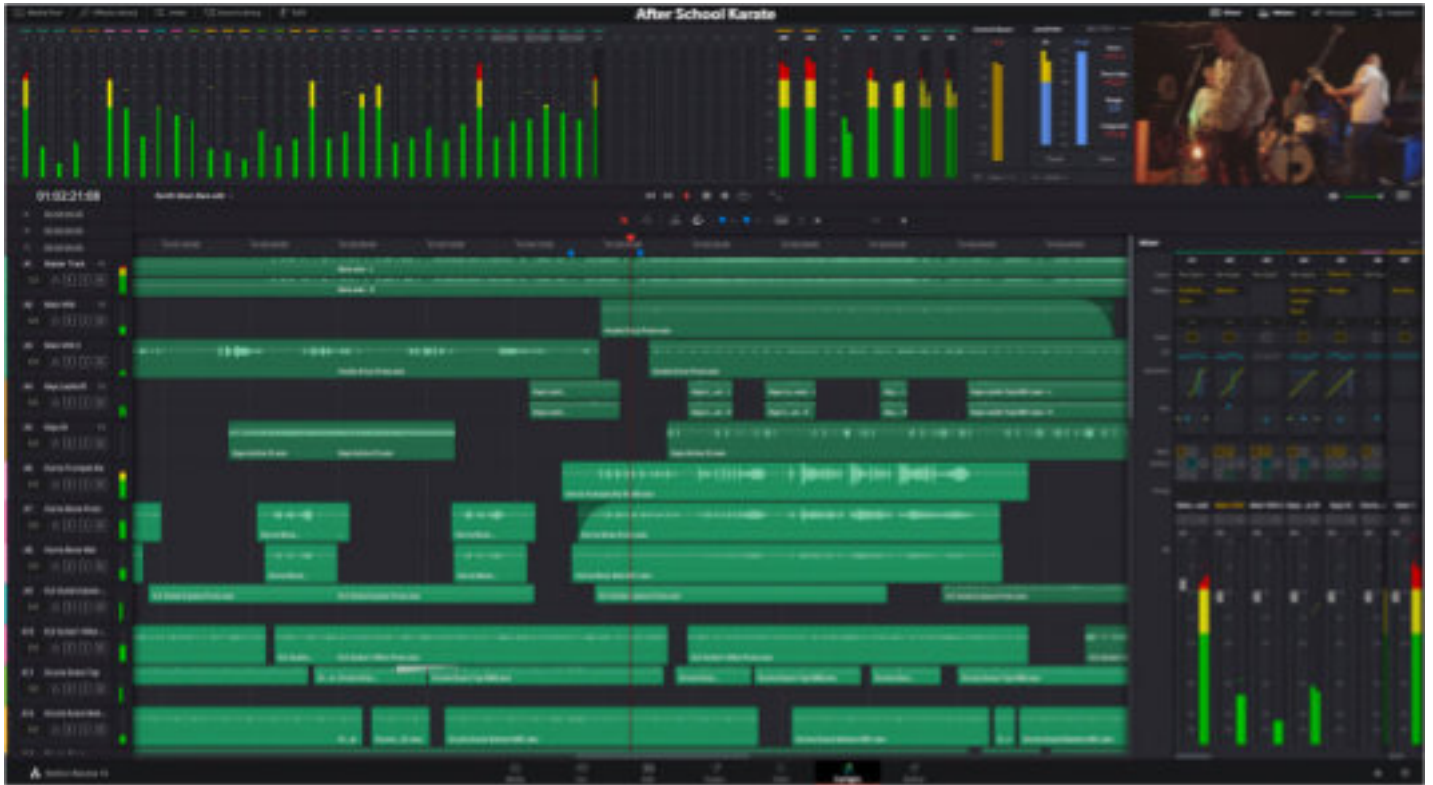


# Audio Editing and Mixing



## Audio From Scratch.

In our audio units, students gain an understanding of the importance of recording, editing and mixing great sound. They are tasked with creating a complete sound design for a short film sequence, editing, mixing and mastering to industry standard final output.

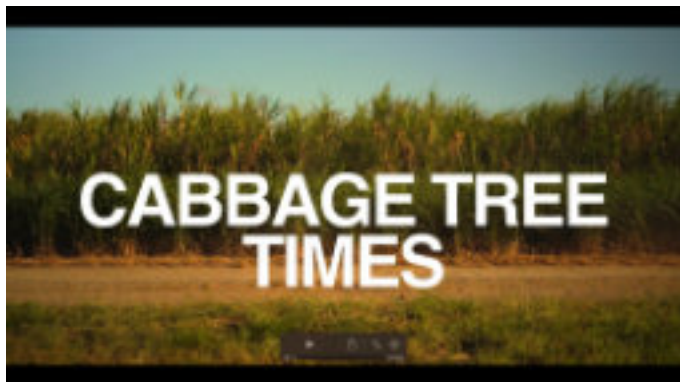
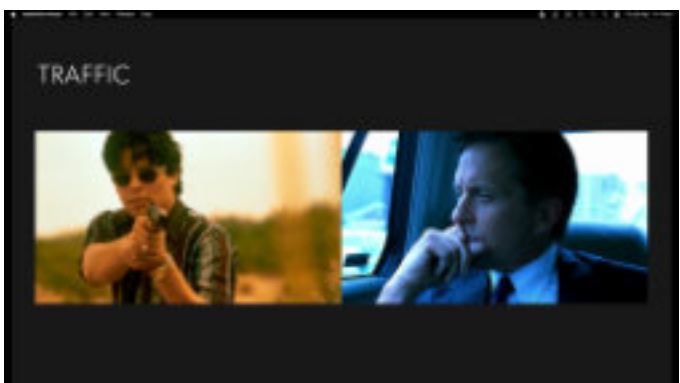
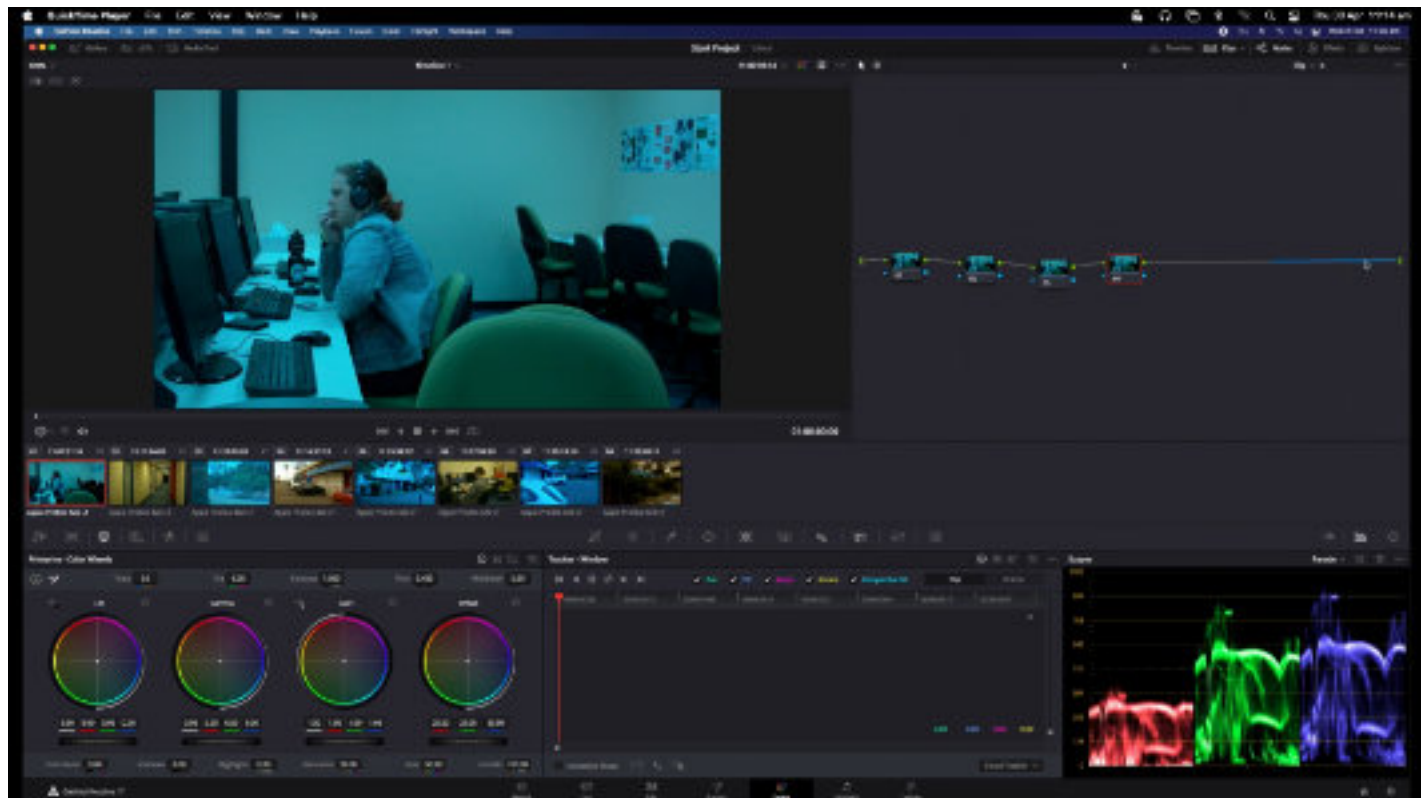


# Colour Correction



## Colour Me Shocked.

An introduction to colour correction and colour grading gives students a good 'first principles' understanding of the use of colour in film and video. From its psychological effects on an audience to technical proficiency in correcting less-than-perfect shots.

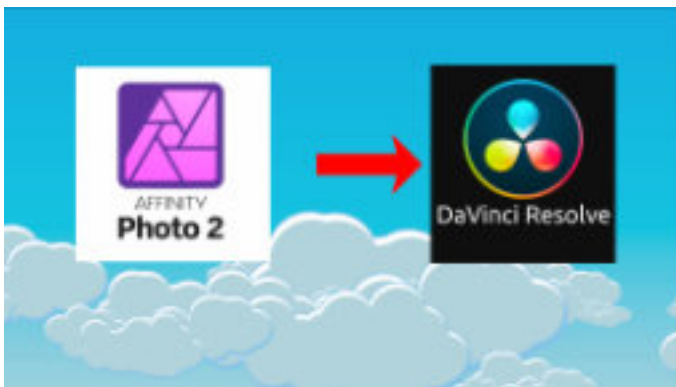
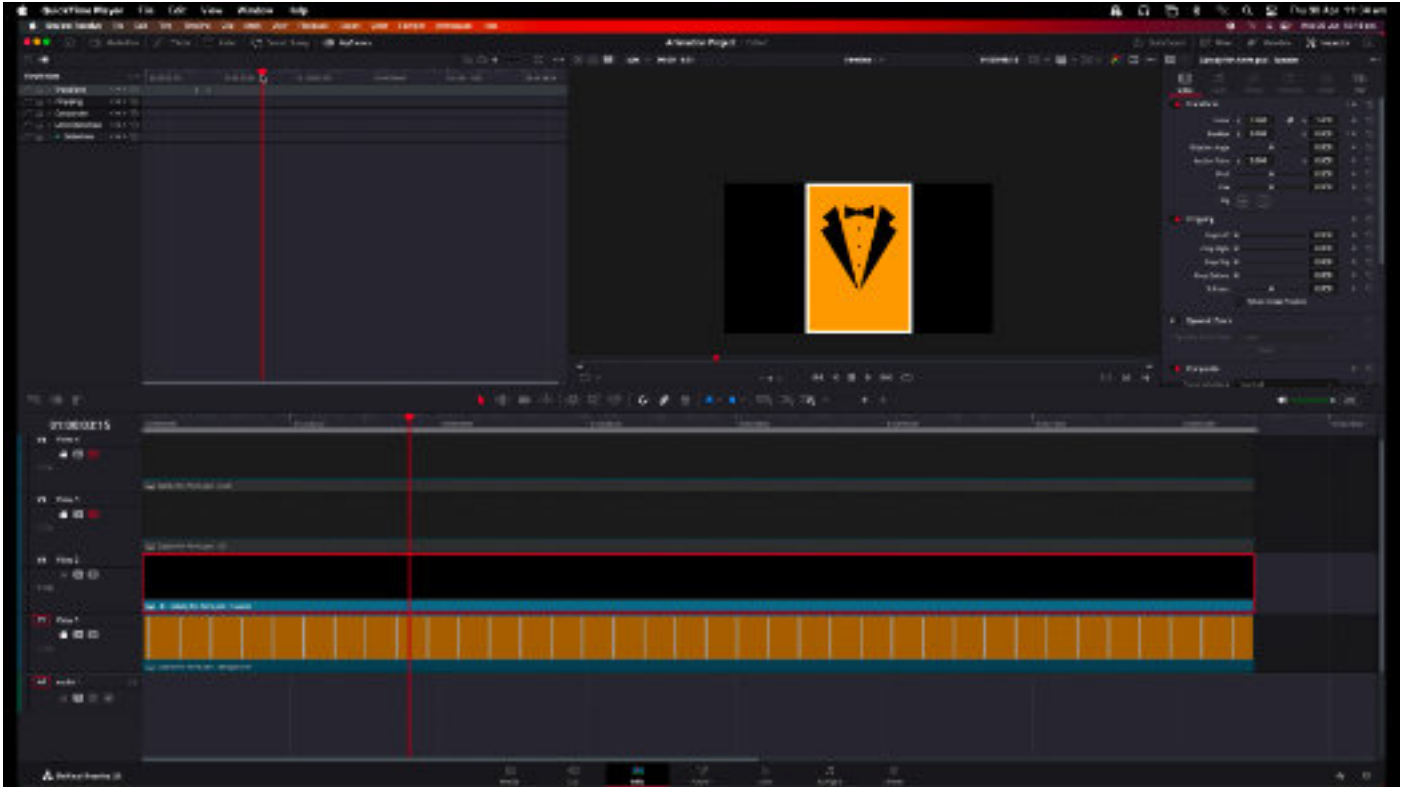


# 2D Animation



*I Like To Move It.*

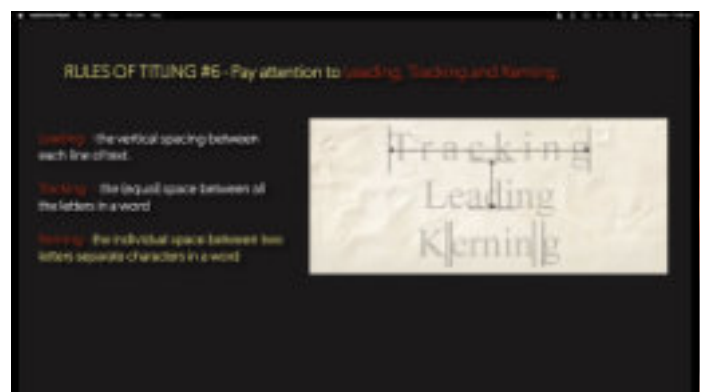
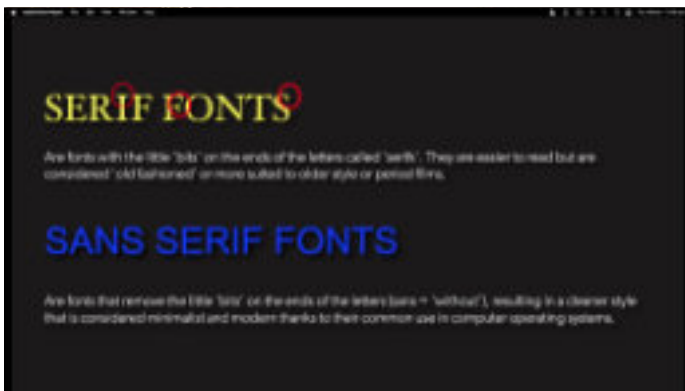
Our 2D animation unit explores basic animation principles and practice. We develop the student's skill set to producing simple 2D, multi-layer animations for advertising, reels and website banners.





## Words And Motion.

The titling unit examines the development and use of titles in film and video productions. It provides the student with a sound introduction to typography and the ability to design and create appropriate titles for media projects.





## Be In The Know.


This course examines the various roles and responsibilities of working professionally in Film and Video. Students do a deep dive on a job of their choice and develop realistic expectations of working roles in the industry.



### Effects on Media Industry


CSP has had a profound effect on the 2D media industry, with most professional freelance artists using the program to complete their 2D projects.

CSP is almost industry standard for freelance 2D artists within influence widespread in many fields. Many art tutorials and accessory brushes are designed specifically for CSP since it has the reputation of being the cheapest and most versatile program.



### Live Sports Broadcasting Technology

Multi-Camera Setup | Instant Replay | Player Tracking



### Obligations As An Employer

**Tax Obligations:** 2 main taxes employers must be aware of are PAYG (pay as you go) withholding and payroll tax.

**PAYG:** PAYG withholding is the Australian system for withholding tax from payments to employees. If you have employees or pay employees of another business, you must withhold an amount from payments you make to them, to cover their income tax. An employer must: register for PAYG, work out status of workers, withhold amount to withhold, report & pay withheld amounts to ATO, payments summaries to employees and annual report to ATO at end of income year.

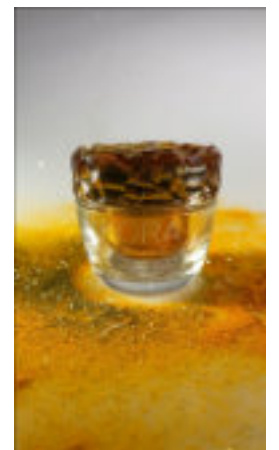
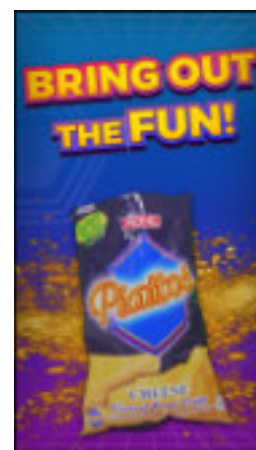
**Payroll Tax:** Imposed by each of the states and territories. If you're an employer in QLD and weekly wage is more than \$21,100 you must register for payroll tax. You're liable to pay payroll tax when your annual taxable wages is \$1.1m or more. You must register if you exceed the weekly threshold, even if you think that you will pay less than \$1,100 in wages a year.

# Video Product Shoot



## Reels For Feels.

As part of their production projects, students create an advertising reel for a brand or product. Here, they get to flex their cinematography and editing skills, producing an eye catching product reel for social platforms.

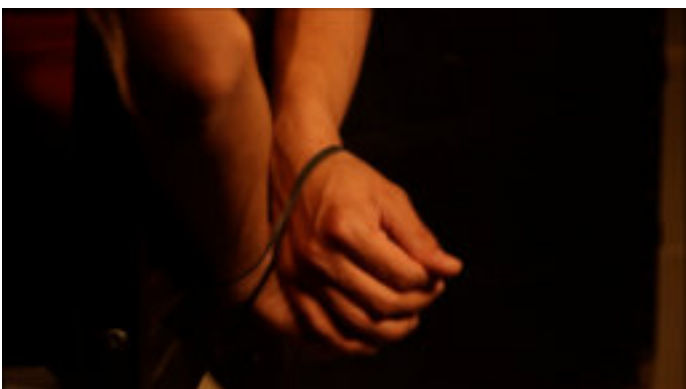


# Video Art



## *Express Yourself.*

Video is not just for stories and selling things but can be used as a pure art form. In this unit, students learn a more non-linear and creative use of their video skills, creating video art pieces that can be experimental, profound and important.



# Social Media Video



## The Social Network.

As part of our real-world production projects, students create a social media advertising reel for a business or company. This includes communicating with the client, scheduling and organising the shoot, doing the post work and finally, delivering an end-product to the client's satisfaction.

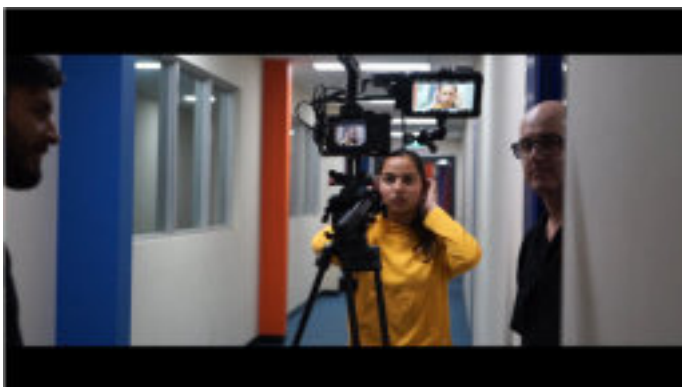


# Original Sequence - Short Film



## *The Mini Movie.*

At the completion of their of studies, the student brings to bear all of the skills and knowledge they have developed during the course. They create an original short sequence, individually writing, directing, shooting, editing, doing sound design and colour grading, to produce their final film production.





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