



Georgia Film Academy Courses offered at Gordon State College



6 credit hours each

GFA 1000: Introduction to On-Set Film Production

This course is offered in collaboration with the Georgia Film Academy and is the first of an 18-credit hour certificate program which will provide an introduction to the skills used in on-set film production, including all forms of narrative media which utilize film-industry standard organizational structure, professional equipment and on-set procedures. This course provides students with a basic set of skills and insights sufficient to be integrated onto the sets of working film productions.

GFA 1040: Introduction to Film & Television Post-Production

Introduction to Film & Television Post-Production trains students in the essential system operations and technical functions of non-linear editing platforms used in professional film and television post-production. Students perform practical exercises in alignment with fundamental skills for developing careers in professional post-production.

GFA 1500: Introduction to Digital Entertainment, Esports & Game Development

Introduction to Digital Entertainment, Esports & Game Development provides students with basic skills related to digital media, Esports, and game development, in addition to exposure to the numerous career paths and opportunities within these industries. Students will become oriented with the Digital Entertainment ecosystem and job families therein, including: Game Development, Game Publishing, Tournament & League Operation, Live Production, Event Management, Broadcast Distribution, On-Air Talent, Team Organization, Sponsorship, Marketing, Content Creation, and Social Media Management. Students will learn the basic terminology across these functions and skills related to networking and self-marketing used within the digital entertainment, Esports, and game development.

GFA 2010: Set Construction & Scenic Painting

Prerequisite—GFA 1000: Introduction to On-Set Film Production

This course is designed to equip students with entry-level skills and knowledge of set construction for the film and television industry. Students will participate in goal-oriented class projects including mood-boards, drafting, reading blueprints, architectural models, set safety, use of power tools, carpentry and scenic paint. Students will ultimately work on a final team project that will give them hands-on experience from concept to completion, solving real world problems. Emphasis will be placed on set etiquette, including but not limited to, attitude, professionalism and technique on and off set.

GFA 2020: Lighting & Electric

Prerequisite—GFA 1000: Introduction to On-Set Film Production

This course is designed to equip students with the skills and knowledge of electrical distribution and set lighting on a motion picture or episodic television set in order to facilitate their entry and advancement in the film business. Students will participate in goal-oriented class projects including power distribution, set protocol and etiquette, properly setting lamps, how to light a set to feature film standards, motion picture photography, etc. Upon completion of this course, the student will have a very solid and broad base of knowledge that includes, but is not limited to, the equipment, techniques, communications, specifications, department lingo, etc. used in the set lighting department. The student will also have an understanding of the behavior of light and how to manipulate and control it to feature film standards.

GFA 2030: Grip & Rigging

Prerequisite—GFA 1000: Introduction to On-Set Film Production

This course is an introduction and orientation to the practice of rigging and supporting grip equipment, cameras, vehicles and other physical/mechanical devices. This class is designed to move cameras from beyond sticks and lights from beyond stands. In addition to a gaining a thorough knowledge of the equipment used in grip and rigging, students will engage in on-set exercises in inventory, maintenance, set-up, trouble-shooting, teamwork, set protocol and safety. The

purpose of this course is to prepare students to work on a motion picture production set. As such, student responsibilities are matched to responsibilities of a team member on a production set as closely as possible.

GFA 2040: Fundamentals of Editing with Avid Media Composer 100

Prerequisite—GFA 1000: Introduction to On-Set Film Production

This course introduces students to post production utilizing Avid's video editing software. This course will implement Avid's MC101 and MC110 curriculum and students who successfully pass Avid's two certification exams will earn the credential of "Avid Certified User" in Media Composer, recognized worldwide as an industry standard for assistant editors in feature film and broadcast television. The Avid curriculum will be supplemented with elemental post production information including: an historical overview of the editing process and tools; current processes, procedures and terminology; project organization, digital file codecs, audio sample rate, introduction to concepts and tools of color grading, and introductory troubleshooting. Emphasis will also be placed on understanding industry working conditions, employer expectations, as well as the student's expectations, attitude, and professionalism.

GFA 2050: Introduction to Special Makeup Effects

Prerequisite—GFA 1000: Introduction to On-Set Film Production

This course is designed to provide students with entry-level skills and industry-standard based knowledge in practical Special Effects (SFX) Make Up for major film and television production. Students will participate in goal-oriented hands-on class projects including fabrication, material safety, use casting materials, professional make-up, sculpting, airbrushing, and design. An emphasis will be placed on set etiquette including, but not limited to, attitude, professionalism and technique on and off set. Students will also attend open lab sessions to participate in repetitious practice in order to refine their special FX make-up creation skills.

GFA 2140: Fundamentals of Sound Design with Avid Pro Tools 100

Prerequisite—GFA 1040 Introduction to Film & Television Post-Production

Fundamentals of Sound Design with Avid Pro Tools 100 provides students with a broad base of knowledge that will prepare them for entry-level positions within a post production sound design team. Topics include, but are not limited to, the equipment, techniques, terminology, communications, and processes used in the post-production sound design department. During the course, students have the opportunity to certify as an Avid Pro Tools Certified User.

GFA 2510: Event Management for Digital Entertainment & Esports

Prerequisite: GFA 1500—Introduction to Digital Entertainment, Esports & Game Development

Event Management for Digital Entertainment & Esports focuses on the technical production knowledge and skills required for professional positions in the live digital entertainment and Esports events industry. This course is designed to equip students with entry-level skills and knowledge in digital entertainment and Esports events production, including tournament operation and administration, event management, talent management, live broadcast (aka "streaming"), on-air personality skills, social and community management, and post-production. With an emphasis on practical application, students have the opportunity to gain experience in the technical and production roles. Students will have access to industry-standard software and equipment to gain a working familiarity with these tools, taught in a professional live digital entertainment and Esports production facility.

GFA 2520: Hosting & Casting for Digital Entertainment & Esports

Prerequisite: GFA 1500—Introduction to Digital Entertainment, Esports & Game Development

Hosting & Casting for Digital Entertainment & Esports provides students with the knowledge and practical skills required of a professional live-casting and hosting talent. This course is designed to equip students with entry-level skills and knowledge of hosting and live-casting for Digital Entertainment and Esports. Students will develop techniques for oncamera and public speaking scenarios. Topics will include play-by-play casting, analyst desk hosting, breath and tone control, pickups and drops, and interviewing. Students will study the appropriate style and tone for various genres of Digital Entertainment and Esports casting as they create an industry-standard demo reel.

GFA 3010: Production Design I

Prerequisite: GFA 1000—Introduction to On-Set Film Production

This Course provides students with the knowledge and practical skills necessary to create and implement a production design through the stages of conceptualization, execution and presentation for a professional art department in the film and television industry.

GFA 3020: Motion Picture Set Lighting I

Prerequisite: GFA 1000—Introduction to On-Set Film Production

This course is designed to equip students with the skills and knowledge of electrical distribution and set lighting on a motion picture or episodic television set in order to facilitate their entry and advancement in the film business.

GFA 3040: Introduction to Editing with Avid Media Composer 100

Prerequisite: GFA 1000—Introduction to On-Set Film Production

This course is a skills-based course to learn the tools and techniques of post-production editing for careers as assistant editors. The course includes Avid's certified training in Fundamentals 1 (MC101) and Fundamentals 2 (MC110) courses.

Students participate in creative, narrative editing projects to demonstrate fundamentals of postproduction theory and practice. In addition, students have the opportunity to certify as an Avid Certified User.

GFA 3140: Introduction to Sound Design with Avid ProTools 100

Prerequisite: GFA 1000—Introduction to On-Set Film Production

This course is designed to equip students with a unique skillset and knowledge of the digital audio editorial process in order to facilitate their entry and advancement in the industry of film and television post production.

GFA 3510: Digital Entertainment and Esports Event Design

Prerequisite: GFA 1500—Introduction to Digital Entertainment, Esports & Game Development

Digital Entertainment and Esports Event Design provides the specialized skills and insight needed for the creation of live digital entertainment and Esports events, including the necessary steps to propose, plan, produce, and market a professional event. This course focuses on the advanced study and practice of digital entertainment and Esports events production, including tournament operation and administration, event management, talent management, live broadcast (aka "streaming"), on-air personality skills, social and community management, and post-production. With an emphasis on practical application, students have the opportunity to gain experience in these roles. Students will have access to industry-standard software and equipment to gain a working familiarity with these tools, taught in a professional live digital entertainment and Esports production facility.

GFA 3520: Digital Entertainment & Esports Creative Development

Prerequisite: GFA 1500—Introduction to Digital Entertainment, Esports & Game Development

Digital Entertainment & Esports Creative Development provides students with the knowledge and practical skills required of a professional live-casting and hosting talent, as well as the theoretical context for various performances. This course is designed to examine the process and techniques of professional hosting and livecasting for Digital Entertainment and Esports. Students will develop techniques for on-camera and public speaking scenarios by creating content specific to the industry. Topics will include play-by-play casting, analyst desk hosting, breath and tone control, pickups and drops, and interviewing. Additionally, students will explore the self-analysis process. Within the context of performance and broadcast theory, students will apply the appropriate style and tone for various genres of Digital Entertainment and Esports casting as they create an industry-standard demo reel.

GFA 4010: Production Design II

Prerequisite: GFA 2020—Set Construction & Scenic Painting OR GFA 3010 Production Design I

This course equips students with advanced skills and knowledge of the creative, technical and logistical processes of the Art Department, focusing on the design and construction of sets, props and effects to professional standards.

GFA 4020: Motion Picture Set Lighting II

Prerequisite: GFA 2020—Lighting & Electric OR GFA 3020 Motion Picture Set Lighting I

This course equips students with the skills and knowledge of set lighting on a motion picture or episodic television set with a focus on the design, planning and practical execution of lighting scenarios to a professional standard.

GFA 4040: Advanced Editing with Avid Media Composer 200

Prerequisite: GFA 2040—Fundamentals of Editing with Avid Media Composer 100 OR GFA 3040 Introduction to Editing with Avid Media Composer 100

This course is a skills-based course to further develop the tools and techniques of post-production editing for careers as assistant editors. The course includes Avid's certified training in their most recent Professional Editing 1 / MC201 and Professional Editing 2 / MC210 courses. During the course, students will have the opportunity to certify as an Avid Certified Professional.