

GEORGIA FILM ACADEMY (GFA)

GFA 1000. GFA Intro On-Set Film Prod. (6 Credits)

Prerequisite: None Credit Hours: (6-0-6) 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. Intro to Film & TV Post-Produc. (6 Credits)

Credit Hours: (6-0-6) This is the first required course for the newly created Film & Television Post-Production Certification program of the Georgia Film Consortium. Offering this class, and the other courses in this certificate program, benefits both the BA Interdisciplinary Studies program and the newly established NEXUS degree in Film Production, created in collaboration with the Georgia Film Academy.

GFA 1500. Intro Digital Ent Esports/Game. (6 Credits)

Credit Hours: (6-0-6) This course 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. This course is offered in collaboration with Skillshot Media.

GFA 1501. Intro Digital Ent Esports/Game. (6 Credits)

Students will become oriented with Live Production, Event Management, Broadcast Distribution, Tournament & League Operation, 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 live production, steaming and esports industries. A team project allows students to design and execute a live-streamed event incorporating lessons learned during the course.

GFA 2000. GFA Film & TV Prod Internship. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (0-20-6) This internship course is a 6 hour option as part of the 18 credit hours needed for the Georgia Film Academy (GFA) Certification Program. The course is designed to provide students with a basic level of on-set film production skills, knowledge, and experience with film-industry standards, organizational structure, professional equipment, and on-set procedures by giving students hands-on experience on the sets and offices of working film productions and businesses. Students will also have an opportunity to network and to build resumes in order to help market themselves with the intention of integrating into the film industry as entry-level workers.

GFA 2010. GFA Set Construction and Paint. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (0-20-6) This course is offered in collaboration with the Georgia Film Academy and 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 reading blueprints, set safety, use of power tools, carpentry, scenic paint and sculpting. A large emphasis will be placed on set etiquette including, but not limited to, attitude, professionalism and technique on and off set. Students are encouraged to attend open labs if and when available to further practice what they learned in class.

GFA 2020. GFA Lighting and Electric. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (0-20-6) This course is offered in collaboration with the Georgia Film Academy and 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 2030. GFA Grip and Rigging. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (0-20-6) This course is offered in collaboration with the Georgia Film Academy and is designed as an introduction and orientation to the practice of rigging and supporting grip equipment, cameras, vehicles and other physical/mechanical devices.

GFA 2040. GFA Post Prod/AVID Editing. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (0-20-6) This course is offered in collaboration with the Georgia Film Academy and is designed to certify students with Avid Media Composer User Certification. This certification is recognized world-wide as the industry standard for assistant editors in feature films and broadcast television. This course will equip students with a unique skillset and knowledge of industry standard digital imaging, editorial process and story forging on both motion picture or episodic nonlinear productions.

GFA 2050. GFA Special Makeup Effects. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (0-20-6) This course is designed to educate students with entry-level skills and knowledge in practical Special Effects (SFX) Make Up for the film and television industry. Students will participate in goal-oriented class projects including fabrication, material safety, use casting materials, professional make-up, sculpting, airbrushing, and design. A large emphasis will be placed on set etiquette including, but not limited to, attitude, professionalism and technique on and off set.

GFA 2140. Fund Sound Design/Avid Pro 100. (6 Credits)

Prerequisite: GFA 1040 Credit Hours: (6-0-6) This course provides students with a broad base of knowledge what 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. Evnt Mgnt Digital Ent & Esport. (6 Credits)

Prerequisite: GFA 1500 Credit Hours: 6-0-6 This course 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"), tools on-air personality skills, social and community management, and post-production. With 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 2511. Evnt Mgnt Digital Ent & Esport. (6 Credits)

This course is designed to equip students with entry-level skills and knowledge in live 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. Students will utilize industry standard equipment and software during class exercises and projects.

GFA 2520. Host & Cast Digital Ent & Espo. (6 Credits)

Prerequisite: GFA 1500 Credit Hours: 6-0-6 This course provides students with 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 for on-camera 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 2521. Host & Cast Digital Ent & Espo. (6 Credits)

Students will develop techniques for on-camera 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 live entertainment and esports casting as they create an industry-standard demo reel.

GFA 3010. Prod Design I. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (6-0-6) This course provides students with the knowledge and practical skills necessary to create and implement a production design through the stage of conceptualization, execution, and presentation for a professional art department in the film and television industry.

GFA 3020. Motion Pict Set Lighting I. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (6-0-6) 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. Intro to Edit - Avid Media 100. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (6-0-6) 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 I (MC 101) and Fundamentals 2 (MC 110) courses. Students participate in creative, narrative editing projects to demonstrate fundamentals of post-production theory and practice. In addition, students have the opportunity to certify as an Avid Certified User.

GFA 3140. Intro Sound Design Avid 100. (6 Credits)

Prerequisite: GFA 1000 Credit Hours: (6-0-6) 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 in the industry of film and television post-production.

GFA 3510. Dgtal Ent & Esport Evt Design. (6 Credits)

Prerequisite: GFA 1500 Credit Hours: 6-0-6 This course 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 broadcasting (aka "live 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 3511. Event Des Live Prod & eSports. (6 Credits)

This course focuses on the advanced study and practice of live 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. Building upon foundational production knowledge, students will engage in workflows, decision-making, and problem-solving that mirror professional live entertainment and esports production environments. Students will utilize industry-standard equipment and software during class exercises and projects.

GFA 3520. Dgtal Ent & Esport Create Dev. (6 Credits)

Prerequisite: GFA 1500 Credit Hours: (6-0-6) This course 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 live casting 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 3521. Creat Dev Live Prod & Esports. (6 Credits)

This course is designed to examine the process and techniques of professional hosting and livecasting for entertainment events 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 live entertainment and esports casting as they create an industry-standard professional pitch, including a demo reel.

GFA 4000. Film, Television, and Digital. (6 Credits)

Students develop the practical skills and fundamental knowledge for entry-level job positions in professional film and television productions or esports and game development industries through hands-on experience when placed in a dedicated craft-specific apprenticeship. The apprenticeship placement will be in conjunction with the student's certification pathway: Film & Television Production," "Film & Television Post-Production," or "Digital Entertainment, Esports & Game Development." Students document their acquired knowledge through journals and reports. The course emphasizes career development through networking opportunities, guest speakers, creation of resumes and portfolios, OSHA-certified safety training, career research, and job search techniques in required asynchronous weekly lessons that include required readings, written assignments, tests and other individual activities. Because of the compressed and sometimes unusual scheduling nature of film production and digital entertainment industries, students must have flexibility in their own schedules to be able to work on these projects. To be selected to participate in an apprenticeship, a student must commit to working, as scheduled, the full term of the project and must follow all professional standards. Students who cannot meet those standards will not be permitted to continue on the project.

GFA 4010. Production Design II. (6 Credits)

Prerequisite: GFA 2020 Credit Hours: (6-0-6) 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 Pict Set Light II. (6 Credits)

Prerequisite: GFA 2020 Credit Hours: (6-0-6) This course equips students with advanced 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. Adv Edit Avid Media 200. (6 Credits)

Prerequisite: GFA 2040 Credit Hours: (6-0-6) This course is 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 I (MC 201) and Professional Editing 2 (MC 210) courses. During the course, students will have the opportunity to certify as an Avid Certified Professional.