

VISION ARTS FILMMAKING PRACTICUM

A 2-Year Program for Uniquely Abled Aspiring Filmmakers

VISION ARTS FILM™
CREATE - SHOOT - EDIT

MarbleJam Inclusive Arts Center – Hackensack

VISION ARTS FILMMAKING PRACTICUM

OBJECTIVE

The objective of the 2-year filmmaking program is to prepare participants to become self-reliant media producers who can successfully obtain and retain employment in the filmmaking or communication industries or, alternatively, become self-employed producers.

To this end, the program aims to achieve the following:

- To deepen and expand students' technical knowledge of current digital media production tools, procedures and techniques;
- To provide students with a foundational knowledge of the history and ethics of media production methods as practiced in filmmaking and other audiovisual fields;
- To develop students' personal skills in order to prepare them for employment in a competitive, deadline-driven work environment;
- To assist students in producing a reel/portfolio/body of work that can best represent their strengths to potential employers, producers, funders, clients and distributors.

SCHEDULE

Vision Arts Curriculum is provided in three semesters per program year.

Semester 1 – Mid January – Mid April

Semester 2 – Mid April - Mid July

Semester 3 – Mid September – Mid December

Class Schedule 10am-1pm Monday - Thursday. Some classes may be accessed remotely.

Internships will be made available the 2nd course year Third Semester Students who have participated in the full curriculum.

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PROGRAM COMPONENTS

The program will seek to fulfill the above objectives through a series of hands-on, specialized courses that will target specific skills as proposed below:

- **VISUAL STORYTELLING** (8 weeks or 16 contact hours)

  This course introduces students to basic visual literacy, developing their understanding of how images convey ideas, thoughts, emotions, stories and beliefs. Moreover, students explore how images can persuade, transform, influence or manipulate viewers. Additionally, students dissect the fundamental ingredients and mechanics of stories as they develop their own.

  PROJECTS:

  - Print Ad
  - TV Ad
  - Storytelling Photo Slideshow
  - Silent Film
  - Public Service Announcement
  - Promo
  - Movie Trailer

  EQUIPMENT NEEDS: Digital Cameras, Mics, Lights, Photoshop, Premiere, Digital Storage

- **WRITING FOR THE SCREEN** (8 weeks or 16 contact hours)

  Building on *Visual Storytelling*, this course leads students into the process of writing scripts for a variety of projects with a strong emphasis on brainstorming techniques, text formatting and storytelling. Potentially, scripts developed during this course can be refined, recycled or developed into finished productions in later courses.

  PROJECTS:

  - 30 Second Commercial Script
  - News Segment Script
  - TV Pilot Script
  - Comedy Short Script

  EQUIPMENT NEEDS: Screenwriting Software (Celtx, preferably), Notebook

- **PRODUCING THE SCRIPT** (8 weeks or 16 contact hours)

  During this course students learn and practice how to turn a written script into a finished production. Students analyze scripts, identify themes, outline production needs (locations, actors, costumes, etc) and prepare a production schedule and plan they will then execute. Potentially, students can produce scripts they developed in the *Writing for the Screen* course or write new ones.

  PROJECTS:

  - TV Spots
  - Comedy Skits/Sitcom Episode
  - Short Film

  EQUIPMENT NEEDS: Notebook, MS Word, MS Excel, Premiere, Digital Cameras, Mics, Lights

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- **ADVANCED EDITING, POST-PRODUCTION & SPECIAL EFFECTS** (8 weeks or 16 contact hours)

  This course introduces students to advanced editing and post-production techniques that go beyond simply assembling raw footage in sequence. Students learn how to organize and manage raw media assets before they practice manipulating these to create dazzling visual spectacles through the use of filters, keying and compositing techniques.

  SUGGESTED PROJECTS:

  - Green Screen/Background Removal Project
  - Lightsaber Action Sequence
  - Rotoscoping
  - Music Video

  EQUIPMENT NEEDS: Premiere, After Effects, Cameras, Lights, Mics, Photo Backgrounds (Green Screen, etc)

- **ANIMATION & MOTION GRAPHICS** (8 weeks or 16 contact hours)

  This course introduces students to the principles of animation: the art of creating the illusion that otherwise still images appear to be lifelike and full of motion. Students practice storyboarding, keyframing and other foundational animation techniques.

  SUGGESTED PROJECTS:

  - Flipbook
  - Stop Motion
  - Kinetic Typography
  - Lightsaber Action Sequence
  - Animated short

  EQUIPMENT NEEDS: Photoshop, Adobe Animate, After Effects

- **DOCUMENTARY FILMMAKING** (8 weeks or 16 contact hours)

  This course introduces students to a type of filmmaking in which reality is the main source material. Students learn about various approaches to telling non-fiction stories, such as cinema verite, re-enactments, voiceover narration and interviews.

  PROJECTS:

  - Silent Film Poem in the style of Jorens Ivens' *Rain* or Dziga Vertov's *Man with a Movie Camera*
  - Cinema Verite Short Documentary
  - Errol Morris' styled Short Interview Documentary
  - "A Day in the Life" Short Documentary

  EQUIPMENT NEEDS: Premiere, Cameras, Lights, Mics

- **PERFORMING FOR THE CAMERA** (8 weeks or 16 contact hours)

  This course introduces students to performance techniques to develop their confidence and on-camera presence. Even for those who do not wish to be in front of the camera, understanding first-hand what actors or other on-camera talent go through when tasked with performing while the camera rolls, is vital to becoming better, more empathetic and efficient director. Perhaps this course could be combined or held in tandem with the *Producing the Script* course.

PROJECTS:

- Comedy Skit Show (Monty Python/SNL Style)
- Dramatic Short
- Famous Movie Scene Recreation (Or "Sweding")
- TV News Show
- Hosting a Late-Night Styled TV Interview

EQUIPMENT NEEDS: Premiere, Cameras, Lights, Mics

- **AUDIO PRODUCTION & SOUND EDITING** (8 weeks or 16 contact hours)

  This course may perhaps not seem as central to filmmaking, but since the advent of synchronized sound films the sound component of audiovisual productions is responsible for communicating 50% of any project's media content. In this course, students explore various ways in which sound can alter the meaning, tone or mood of images to cast a different effect on the audience and to recontextualize or repurpose a given set of footage.

  PROJECTS:

  - Adding Sound Effects to a Silent Film
  - Changing the Original Meaning of a Scene By Altering or Rescoring the Soundtrack
  - Producing a Podcast

  EQUIPMENT NEEDS: Premiere, Mics, Cameras/Sound Recorders

- **REEL/PORTFOLIO PRODUCTION & PROFESSIONAL DEVELOPMENT** (8 weeks or 16 contact hours)

  This course focuses on developing students' reel or portfolio to highlight their skills and strengths as they seek professional opportunities in film or other communication fields. Additionally, students explore various strategies to promote and present themselves to other professionals and competitors and how to disseminate their own through various outlets such as film festivals, TV and online video channels and platforms and the like.

  PROJECTS:

  - Reel/Portfolio Development
  - Resume Writing
  - Website Development
  - Job Search and Application
  - Mock Job Interviews

  EQUIPMENT NEEDS: Premiere, MS Word, SquareSpace (Or WordPress, or other web design tool).

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MARBLEJAM IN-HOUSE PRODUCTION DEPARTMENT

As Vision Arts Practicum evolves and develops, MarbleJam will develop its own small production company through which program participants will develop hands-on experience with real-life clients. MarbleJam would offer low-cost production services to external clients to produce short promotional videos, ads, PSAs and even radio spots or podcasts. Participants will build their resume' and be compensated on a per project basis.

Alternatively, MarbleJam will generate income through ad-supported online video channel that produces regular content or through a donor-supported program. MarbleJam would eventually produce a regular TV Show that focuses on the world of autism that advocates for people with special needs. The show will highlight a variety of themes, from success stories to initiatives and news currently taking place across the country or the world. In addition to an online TV Channel, MarbleJam will also produce a podcast that would also draw a strong donation base.

MarbleJam will seek grants to produce shorts or documentaries that advocate for people with special needs, which participants of the film program may lead and helm as directors and producers.

As part of this in-house production, MarbleJam Program students could also serve as interns or employees who maintain and organize equipment and play a key role in the producing, shooting, editing and delivery of professional works to clients in the community. Moreover, graduates may also play an important role as teaching assistants in future installments of the program in order to build a strong sense of community with incoming students.





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Program Tuition & Expectations

Program begins January 2022 with a limited enrollment of 8-10 students. *This program is for serious students interested in pursuing filmmaking as a career or participate to pursue it as an alternative means of employment. Career planning goals are embedded in the program for each student.*

Students are expected to complete 3 semesters (1st year) for certificate consideration and 6 semesters (2nd year) for internship opportunities and final course certification.

Fee Per Semester: 6,000.00 - Fee Per Year: 15,000.00 – Tuition paid in full at the start of the semester.

- Includes use of software licenses and all equipment.
- Second year students are expected to provide their own camera promoting independent filmmaking opportunities for the learner.
- Premiere of shorts on social media sites and submissions to film festivals.
- Support with internship and future employment opportunities.

Although all are welcome, students must complete the interview process in advance. Prerequisites apply. Please contact us to schedule a phone screening at 201-497-6512 or email info@marblejamkids.org

MarbleJam is a NJ DDD Authorized Provider. Private Pay is accepted. Financial assistance is to be explored privately. Scholarships may be available in the future.

Vision Arts Program stakes no guarantee of post program employment for participation. Program Directors will provide the tools and opportunities to the student to succeed. Adaptive learning and hands on experience allows the student to learn and retain knowledge in a multi-sensory environment.

Vision Arts employs devoted educators and versatile filmmakers, editors and digital artists with a background in Digital Film-making, Motion Graphics, and Visual Effects. Recognized for bringing a wealth of historical and technical knowledge to the classroom and for contributing a wide range of technical skills and an efficient storytelling vision to every production. Fluent in Final Cut Pro, Premiere Pro, Avid, After Effects, Photoshop, Flash, Maya, Dreamweaver, Illustrator, Sketchbook, Encore, DVD Studio Pro, HTML, and CSS. See website for current staff bios.

For more information, please contact us!
info@marblejam.org or call 201-497-6512

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MarbleJam is a 501c3 nonprofit organization established in 2007 to meet the needs of vulnerable children, youth, and adults through adaptive arts and enrichment opportunities. More information can be found at https://marblejam.org