Utah System of Higher Education
Film and Videography Production Technician
FY2027 / 30 Credits (900 Clock-Hours)

Foundational Courses

Foundational

TEDF 1010 Foundations of Cinema Production **3 Credits / 90 Clock-Hours**

This foundational course introduces students to the core principles of film production, set etiquette, and standard industry safety protocols. Students establish basic skills in camera operations, standard production roles, and working collaboratively in a crew setting.

Objectives:
o Demonstrate excellent use of universally acknowledged cinematography principles (composition, framing, depth of field).
o Identify and assume standard crew roles (Director, DP, Gaffer, Sound Recordist) in a production team environment.
o Safely configure and operate entry-level digital cinema cameras and basic grip equipment.
o Create or interpret the map out of a production workflow from initial script breakdown to final media asset transfer.

TEDF 1110 Lighting and Cinematography Techniques **3 Credits / 90 Clock-Hours**

This course builds on basic camera operation by introducing additional principles of lighting design, color temperature, and exposure control. Students learn to manipulate light sources to match a script's mood, texture, and visual narrative.

Objectives:
o Execute industry-standard 3-point lighting setups using LED, tungsten, and fluorescent light fixtures.
o Modify and control natural and artificial light utilizing flags, scrims, nets, and diffusers.
o Maintain appropriate light metering and exposure control to ensure pristine digital image data capture.
o Match lighting schemas across multiple scene setups to ensure visual continuity throughout a production.
o Drone operations

TEDF 1210 Non-Linear Video Editing **3 Credits / 90 Clock-Hours**

An introduction to post-production workflows utilizing industry-leading non-linear editing (NLE) applications. Students will practice technical editing skills, file management organization, and pacing strategies for storytelling.

Objectives:
o Demonstrate proficiency navigating NLE software, utilizing program shortcuts, hotkeys, and timeline management tools.
o Execute continuous continuity edits, match cuts, jump cuts, and montage editing techniques.
o Maintain proper file structure, metadata input, and asset organization strategies on local and cloud storage.
o Export finished video sequences utilizing correct codecs, aspect ratios, and compression formats for diverse playback platforms.

TEDF 1310 Audio Acquisition, Field Recording, and Sound Design **3 Credits / 90 Clock-Hours**

Focusing on the "sound" half of film production, this course covers the physics of sound, microphone styles (shotgun, lavalier, omni), and external field recording hardware. Students learn to capture crisp location dialogue and ambient soundbeds.

Objectives:
o Select and deploy appropriate field microphones based on environmental acoustic constraints.
o Operate external, multi-track digital audio recorders and monitor gain staging to prevent digital clipping.
o Execute dual-system audio recording techniques and sync location audio tracks precisely with video files.
o Diagnose and mitigate environmental audio interference (wind noise, hums, room reflections) during a live recording.

TEDF 1410 Production Design **3 Credits / 90 Clock-Hours**

This course introduces the visual planning and construction of environments for film and media production. Students explore production design, art direction, set decoration, props, costumes, color palettes, location selection, and visual continuity. Emphasis is placed on understanding the vision of the director and assisting in translating a script into a cohesive visual concept while working within production schedules, budgets, and safety requirements.

Objectives:
● Analyze scripts to identify visual, environmental, and practical production-design requirements.
● Develop visual concepts using research, mood boards, sketches, color palettes, and design plans.
● Select, create, and coordinate sets, locations, props, costumes, and set dressing to support narrative and character.
● Apply principles of composition, color, texture, scale, and visual continuity across scenes.
● Prepare production-design budgets, materials lists, schedules, and documentation for film projects.
● Collaborate with directors, cinematographers, lighting crews, and other production departments to execute a unified visual style.
● Follow appropriate safety practices when constructing, modifying, and dressing production environments.

TEDF 1510 Screenwriting and Narrative Development **3 Credits / 90 Clock-Hours**

Students explore the mechanics of dramatic visual storytelling. This course focuses on script formatting, story structure, character arcs, and translating a written text into visual storyboards and director's shot lists.

Objectives:
o Draft and properly format an industry-standard short narrative script using specialized screenwriting software.
o Outline character objectives, plot turns, and three-act narrative structures.
o Translate script pages into detailed storyboards, floor plans, and functional directorial shot lists.
o Pitch concepts and deliver structured, professional critique on peer narratives in a writer's room setting.

TEDF 1610 Post-Production Visual Effects and Color **3 Credits / 90 Clock-Hours**

This course covers the basics of narrative image enhancement, focusing on color correction, stylized grading, and green-screen compositing. Students learn to correct visual mistakes and implement visual effects.

Objectives:
o Execute primary color correction (balancing exposure, contrast, and white balance) using video scopes.
o Apply stylized secondary color grades to convey specific emotional tone or match specific cinematic styles.
o Conduct clean green-screen chroma-key extractions and construct professional multi-layered image composites.
o Utilize motion tracking software to integrate simple visual effects assets smoothly into live-action plates.

TEDF 1650 Live Production and Multi-Camera Workflows **3 Credits / 90 Clock-Hours**

This course explores real-time, fast-paced media formats including live events, studio broadcasts, streaming, and episodic television. Students learn to handle multi-camera switchers, intercom communication, and signal distribution setups.

Objectives:
o Install and troubleshoot video matrix routes, SDI/HDMI feeds, and multi-camera physical layouts.
o Act as a Technical Director in order to understand the use of hardware switchers to cut a live studio show smoothly in real-time.
o Standardize color profiles across multiple cameras to ensure image uniformity during multi-cam ingest.
o Set up and manage live digital encoding systems to distribute video streams directly to online platforms.

TEDF 1710 Documentary and Non-Fiction Production **3 Credits / 90 Clock-Hours**

Students dive into the workflow of non-fiction filmmaking, covering interview techniques, investigative research, observational shooting (cinema verité), and assembling a story from unscripted B-roll assets.

Objectives:
o Conduct professional, compelling, and well-lit single and dual-camera sit-down interviews.
o Curate and log extensive B-roll packages designed to dynamically illustrate unscripted dialogue themes.
o Piece together a compelling "radio edit" narrative purely from interview tracks and ambient field audio.
o Address ethical considerations, legal releases, and copyright clearances inherent to non-fiction filmmaking.

TEDF 1810 Profssional Capstone and Portfolio Building **3 Credits / 90 Clock-Hours**

The ultimate program preparation course. Students receive supervisory direction and assemble cinematography, editing, and sound reels into an online professional digital portfolio. Crew networking, and assisting with pitch strategies are also covered.

Objectives:
o Critique, trim, and organize previous class media into a high-quality, professional video or audio master showreel.
o Design and publish a personalized online portfolio landing page showcasing technical competencies.
o Generate and assist crew management with client rate sheets, production contracts, and industry resumes.
o Simulate real-world job interview loops and understand the process of program pitches to regional creative directors and media houses.