uc3m Universidad Carlos III de Madrid

Audiovisual Crafts

Academic Year: (2021 / 2022) Review date: 28-06-2021

Department assigned to the subject: Communication and Media Studies Department

Coordinating teacher: MEJON MIRANDA, ANA MARIA

Type: Compulsory ECTS Credits: 3.0

Year: 1 Semester: 1

OBJECTIVES

COMPETENCIAS OFICIOS DEL AUDIOVISUAL

-To possess and understand key knowledge to be able to be original in the development and application of ideas, often

within a research context.

- -Capacity to apply knowledge and solve problems in new environments within wider contexts (or multidisciplinary) related to the area of study.
- -Capacity to express knowledge, convey reasoning and reach conclusions to specialized and non-specialized audiences in
- a clear, unambiguous fashion.
- -Capacity to learn in order to keep studying in an autonomous fashion.
- -Produce, manage and organize audiovisual productions for cinema and television.
- -Evaluate and organize the economic management of productions.
- -Identify the roles and human resources relations within the context of audiovisual productions.
- -Define exploitation and commercialization pathways for audiovisual productions.
- -Identify, select and develop proposals for film and television projects.
- -Capacity to create viability studies, package creation and budgets.
- -Capacity to identify funding opportunities and solve economic and financial problems for audiovisual projects.
- -Create and explain audiovisual projects in pitching sessions.
- -Identify and classify the appropriate technical and working crews for each phase of the project: preproduction, shooting

and postproduction.

- -Control the amortization processes of audiovisual productions.
- -Supervise and manage the postproduction and finalization processes.

DESCRIPTION OF CONTENTS: PROGRAMME

- 1. THE CHARACTERIZATION PROCESS
- 2. CASTING DIRECTING

	% end-of-term-examination:	60
	Final essay	
٩	SSESSMENT SYSTEM Class attendance and participation	
	8. DIRECTION: WRITING IN IMAGES	
	7. THE EDITING CRAFT	
	6. ART DIRECTION: CREW AND ROLES	
	7. ANIMATION: PRODUCTION AND MANAGEMENT	
	6. EDITING	
	5. FILM DIRECTING CRAFT	
	4. SOUND AND MUSIC IN THE CINEMA	

% of continuous assessment (assignments, laboratory, practicals...):

3. CINEMATOGRAPHY CRAFT

40