

GFA - GEORGIA FILM ACADEMY

GFA 1000 Introduction to On-Set Film Production (6-0-6)

Introduces students 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.

GFA 1040 Intro to Film & TV Post-Production (6-0-6)

Introduces students to the skills used in post-production, utilizing film-industry standard equipment, procedures, and software.

GFA 1500 Introduction to Digital Entertainment, Esports, & Game Development (6-0-6)

Introduces students to the basic skills related to digital media, Esports, and game development. The course exposes students to career path options and opportunities within the digital media, esports, & gaming industries.

GFA 2000 Film, Television, and Digital Entertainment Production Internship / Apprenticeship (2-12-6)

The course is designed to provide students with basic skills, knowledge, and experience working in the chosen certification pathway. Students will have networking and resume-building opportunities in their selected career pathway. Department Chair approval required.

Prerequisite(s): (GFA 1000 with a minimum grade of B or GFA 1040 with a minimum grade of B or GFA 1500 with a minimum grade of B) and (GFA 2010 with a minimum grade of B or GFA 2020 with a minimum grade of B or GFA 2030 with a minimum grade of B or GFA 2040 with a minimum grade of B or GFA 2050 with a minimum grade of B or GFA 2060 with a minimum grade of B or GFA 3010 with a minimum grade of B or GFA 3020 with a minimum grade of B or GFA 3060 with a minimum grade of B or GFA 3070 with a minimum grade of B or GFA 3080 with a minimum grade of B or GFA 3140 with a minimum grade of B or GFA 3310 with a minimum grade of B or GFA 3510 with a minimum grade of B or GFA 3520 with a minimum grade of B or GFA 4010 with a minimum grade of B or GFA 4020 with a minimum grade of B or GFA 4040 with a minimum grade of B)

GFA 2010 Set Construction & Scenic Painting (6-0-6)

Set Construction & Scenic Painting 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.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 2020 Lighting & Electric (6-0-6)

Lighting & Electric 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. Class projects include working with power distribution, set protocol and etiquette, properly setting lamps, how to light a set to feature film standards, motion picture photography, etc.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 2030 Grip & Rigging (6-0-6)

Grip & Rigging 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 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.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 2040 Fundamentals of Editing with Avid (6-0-6)

This course provides basic Avid-based activities designed to increase technical proficiency necessary to pass Avid certification exams. Course curriculum provides overview of the editing process, tools, project organization, digital file codecs, audio sample rate, color grading, and troubleshooting.

Prerequisite(s): GFA 1040 with a minimum grade of C

GFA 2050 Introduction to Special Makeup Effects (6-0-6)

This course teaches entry-level skills and industry-standard knowledge in practical Special Effects (SFX) Make Up for film and television production. Hands-on instruction covers fabrication, material safety, casting materials, professional make-up, sculpting, airbrushing, and design. Students will also attend open lab sessions to get more repetitious practice in order to refine their special FX make-up creation skills.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 2060 Production Accounting & Office Management (6-0-6)

Introductory course teaches fundamentals of working in production office or accounting department in the film and television industry.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 3010 Production Design I (6-0-6)

An introduction to the process of film and television production design. The course involves experiential learning components. Assigned projects provide hands-on industry relevant experience.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 3020 Motion Picture Set Lighting I (6-0-6)

An introduction to skills and knowledge of electrical distribution and set lighting on a motion picture or episodic television set. The course involves experiential learning components. Assigned projects provide hands-on industry relevant experience.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 3040 Intro to Editing with Avid Media Composer 100 (6-0-6)

This course provides Avid-based activities designed to increase technical proficiency necessary to pass Avid certification exams. Course curriculum provides overview of the editing process, tools, project organization, digital file codecs, audio sample rate, color grading, and troubleshooting. Additionally, the course focuses on the professional work environment processes for picture editing, audio mixing, audio effects, visual effects, color correction, and digital file delivery.

Prerequisite(s): GFA 1040 with a minimum grade of C

GFA 3060 GFA Production Management & Film Accounting (6-0-6)

This course provides students with a broad base of knowledge of the processes, protocols, and computer programs utilized within the Production Accounting and Production Office departments in the film and television industry, focusing on the knowledge, practical skills, and work routines required for entry-level jobs. Students also will gain a fundamental understanding of budget and scheduling procedures and an introduction to software platforms utilized for production.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 3070 Film & Television Costumes and Wardrobe (6-0-6)

This course is designed to provide students with the industry-standard knowledge and essential entry-level costuming and wardrobing skills that will help them advance in film/television production environments. Special emphasis is placed on design inspiration, construction techniques, set and department etiquette, working with actors, and professionalism.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 3080 Camera Department for Film and Television (6-0-6)

This course is designed to provide students with the knowledge and practical skills necessary to operate camera gear and to perform required job functions on a motion picture or episodic television set. The course provides students with fundamental understanding of the pre-production process, including shooting film, defending shot choices, and effectively transitioning in a multi-scene production environment.

Prerequisite(s): GFA 1000 with a minimum grade of C

GFA 3140 Introduction to Sound Design with Avid Pro Tools 100 (6-0-6)

This course provides underlying theory and practical applications in sound engineering designed to train and certify students for digital post production editing in the entertainment industry. Upon completion of this course, the student will be ready to enter the film industry as a working digital audio technician and/or assistant digital audio technician. Additionally, the student will have the opportunity to achieve globally recognized certification in Avid ProTools 100 level.

Prerequisite(s): GFA 1040 with a minimum grade of C

GFA 3310 Introduction to UNREAL ENGINE (6-0-6)

This course is designed to provide students with the knowledge and practical skills necessary to utilize UNREAL ENGINE for game development and virtual production at an entry level. Students will have opportunities to create their own mock virtual production environment. Topics include scripting, building sets, realtime vfx, optimization, and user interfaces.

Prerequisite(s): GFA 1500 with a minimum grade of C

GFA 3510 Digital Entertainment & Esports Event Design (6-0-6)

An advanced study and practice of digital entertainment and Esports events production, tournament operation / administration, event and talent management, and professional event marketing. Assigned projects provide hands-on industry relevant experience.

Prerequisite(s): GFA 1500 with a minimum grade of C

GFA 3520 GFC Digital Entertainment & Esports Creative Development (6-0-6)

This course is designed to provide students with the knowledge and practical skills required of a professional live-casting and hosting talent, including hosting interviews and analyst desks.

Prerequisite(s): GFA 1500 with a minimum grade of C

GFA 4000 Film, Television, and Digital Entertainment Internship/ Apprenticeship (2-12-6)

The course is designed to provide students with basic skills, knowledge, and experience working in the chosen certification pathway. Students will have networking and resume-building opportunities in their selected career pathway. Department Chair approval required.

Prerequisite(s): (GFA 1000 with a minimum grade of B or GFA 1040 with a minimum grade of B or GFA 1500 with a minimum grade of B) and (GFA 2010 with a minimum grade of B or GFA 2020 with a minimum grade of B or GFA 2030 with a minimum grade of B or GFA 2040 with a minimum grade of B or GFA 2050 with a minimum grade of B or GFA 2060 with a minimum grade of B or GFA 3010 with a minimum grade of B or GFA 3020 with a minimum grade of B or GFA 3040 with a minimum grade of B or GFA 3060 with a minimum grade of B or GFA 3070 with a minimum grade of B or GFA 3080 with a minimum grade of B or GFA 3140 with a minimum grade of B or GFA 3310 with a minimum grade of B or GFA 3510 with a minimum grade of B or GFA 3520 with a minimum grade of B or GFA 4010 with a minimum grade of B or GFA 4020 with a minimum grade of B or GFA 4040 with a minimum grade of B)

GFA 4010 Production Design II (6-0-6)

This course is designed to provide students advanced production design skills working with design concepts using predetermined scripts. Students will implement their roles as crew members of the art department and develop working relationships with other crew members, throughout the phases of production. Upon completion of the course, students will have a camera-ready and fully dressed set on which GFA film classes can shoot.

Prerequisite(s): GFA 1000 with a minimum grade of C and GFA 3010 with a minimum grade of C

GFA 4020 Motion Picture Set Lighting II (6-0-6)

This course is designed to provide students opportunities to participate in production scenarios working with lighting plots, location scouting, managing a crew, achieving proper exposure for camera settings, and aesthetic stylization. Specific focus is given to common lighting design productions that call for ability to rig, manipulate and control lighting required for common day / night lighting all the way to lighting to feature film standards. Film Production Nexus Pathway Course.

Prerequisite(s): GFA 1000 with a minimum grade of C and GFA 3020 with a minimum grade of C

GFA 4040 Advanced Editing with Avid Media Composer 200 (6-0-6)

This course is designed to provide advanced editing training utilizing Media Composer. With successful course completion and passing the embedded AVID Media Composer Professional Editing I (MC 20)1 and Media Composer Professional Editing II (MC 210), students can earn the Avid Certified Professional in Media Composer.

Prerequisite(s): GFA 1040 with a minimum grade of C and GFA 3040 with a minimum grade of C

GFA 4100 Production Crew Practicum (2-10-6)

This course is designed to provide students with experiential learning opportunities in areas of film and television production. In this course, students will work as crew on thesis films of graduate candidates. During this class, students will research film / television career paths and will develop a portfolio of work.

Prerequisite(s): GFA 1000 with a minimum grade of C and (GFA 2000 with a minimum grade of C or GFA 2010 with a minimum grade of C or GFA 2020 with a minimum grade of C or GFA 2030 with a minimum grade of C or GFA 2040 with a minimum grade of C or GFA 2050 with a minimum grade of C or GFA 2060 with a minimum grade of C or GFA 3010 with a minimum grade of C or GFA 3020 with a minimum grade of C or GFA 3040 with a minimum grade of C or GFA 3140 with a minimum grade of C or GFA 3510 with a minimum grade of C or GFA 3520 with a minimum grade of C or GFA 4000 with a minimum grade of C or GFA 4010 with a minimum grade of C or GFA 4020 with a minimum grade of C or GFA 4040 with a minimum grade of C)

GFA 4140 Advanced Sound Design with Avid Pro Tools 200 (6-0-6)

The advanced curriculum is designed to incorporate the industry-standard Avid Pro Tools Certified Training. The course combines curriculum, advanced production textbooks, and hands-on practice opportunities that will enhance students' successful passing of Avid's two certification exams, thereby increasing employer desirability for sound editors in feature film and broadcast television.

Prerequisite(s): GFA 1040 with a minimum grade of C and GFA 3140 with a minimum grade of C

GFA 6000 GFA Proseminar in Film and Television Production for Key Creatives (1-6-4)

This foundational GFA course reinforces appropriate on-set procedures for Key Creative positions (i.e., Producer, Director, Director of Photography, Production Designer, Screenwriter and/or Editor) and provides them opportunities to utilize industry-standard equipment.

GFA 6010 GFA Art Direction for Production Design in Film and Television I (1-6-4)

In this course, students assume leadership roles from design concept to producing a predetermined script. In this environment, students learn the roles of the art department and their working relationships with other crew members, production phases and on-set production. Upon course completion, students will have a camera-ready set on which future classes can shoot.

GFA 6020 GFA Camera & Lighting for Cinematographers (1-6-4)

This course equips 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 location scouting to ascertain all resources needed – equipment, manpower and time-- and will choose a numerous-scene script they will light and “shoot” as a creative team.

GFA 6040 GFA Post-Production For Storytellers I (1-6-4)

Course showcases industry standard workflows and best practices in film and television post production for editing in Avid Media Composer. Editing techniques focus on technical skills for implementing a creative vision at a professional level, from media organizational structure to completed deliverables.