

Advisory Committee Meeting
Friday 5/17/24

Main Meeting Attendance:

Eric Swelstad, LAVC Cinema/Media Arts Faculty
Chad Sustin, LAVC Cinema/Media Arts Faculty
Brian Paumier, LAVC Photography Faculty
Jason Perez, Photography Professional
Jason Williams, LAVC TV-Broadcasting Faculty
Jonathan Burnett, LAVC Cinema/Media Arts Faculty
Jason Beaton, LAVC Radio-Broadcasting Faculty
Carrie Wilson, LAVC Media Arts Faculty
Arantxa Rodriguez, LAVC Cinema/Media Arts Faculty
Linda Beal, LAVC Cinema/Media Arts Faculty
Chris Childs, LAVC Cinema/Media Arts Faculty
Jon Stout, LAVC Cinema/Media Arts Faculty
Kokayi Ampah, Entertainment Professional
Krystal Hill, Entertainment Professional
Myron Cotton, Entertainment Professional
Jeff Murphy, LAVC Media Arts Faculty
David Murphy, Entertainment Professional
Valeria Covarrubias, LAVC Academic Affairs
Amanda Davies, LAVC Academic Affairs
Greg Zakowski, Entertainment Professional

Cinema/Media Arts Breakout Room

Overall discussion

Kokayi: Virtual production location scouting and practical locations. Practical location scouting still important as independent filmmakers don't have the budget for virtual production.

Chad: Question about VocEd Location Scouting class?

Kokayi: "That would be great!" Shared ideas about what a class like that would look like.

Linda: I would title it "Location Management" since there is more to it than just scouting.

Chad: Presented our current curriculum for Producing then asked what we are missing.

Greg: Understanding the specifics of the producing roles (many producers in the credits) and the integration of these roles. Understanding of unions, financing, locations, gap funding/bonds, etc.

Jeff: Reiterated what Greg said about unions and bonds. Stressed the business side of producing knowledge.

Greg: How to interview crew. Working with agents. Marketing films in different places.

Jeff: Social media influencers' integration in the marketing of films.

Gaming discussion

Chad: Looking to take advantage of a grant to fund the creation of gaming program. Photo to capture assets (lidar and drones) to VFX and Unreal for creation of the gaming world.

Jeff: All storytelling – Call of Duty to now, gaming companies hiring filmmakers from screenwriters to VFX artists.

Jonathan: Reiterated writing, graphics, and actors as part of the gaming process.

Carrie: IP is the most important thing in the industry. Screenwriters need to build the skills in writing for gaming.

Overall back and forth about the importance of developing a gaming program with all aspects included from development/writing to producing to the technical aspects of creating it then marketing it.

New planned degrees/certificates

Chad: It's been seven years since we revamped our programs. We are looking to add a degree/certificate in Cinematography, Editing, and Sound Design specifically. This would then render our Post Production program redundant. Feedback? Ideas?

David: Great idea – students need to show specific training.

Jeff: Sound is a great place to expand. Will there be more advanced classes?

Chad: The idea is to add (bring back) specific advanced classes as part of the new programs.

Jonathan: The updated programs should include updated courses to reflect newer technology.

Jeff: How about Production Design and Art Direction? Hair & Make-Up, etc.?

Chad: Yes, there is an interest in this as well as Animation but those might have to wait for the next revamp. So, it looks like our advisors are suggesting that we continue to pursue degrees and certificates in Cinematography, Editing, and Sound Design?

Responses to the affirmative all around.

Various topics

Chad: Anything else we may be missing that we should look into in order to prepare our students for various roles in the entertainment industry?

Jonathan: The process of developing IP (publish book first, etc.).

Carrie: Separate class for writing film and long form episodic. Spec script class. Beginning writing class for long form episodic

Arantxa: Production design (films and gaming). Casting and casting for games (voice over and mocap human movements)

David: Definitely need Movie Magic Budgeting and Scheduling for Producing

Greg: The program Scriptation use should be looked at for use in Producing

David: VOC class, marketing your film, what to do after your film is done. Acting for TV and Film – behind the scenes, dealing with SAG

Kokayi: Festivals – learning the process including cost.

Jeff: “Careers” (above the line) Production Design, Costuming, Make-up

Chris: Reiterated what Jeff said about production design