

THE
LOS ANGELES®
FILM SCHOOL

Addendum



Catalog 2013
Jan 1, 2013-Dec 31, 2013

CATALOG ADDENDUM: 2013 CATALOG WITH EFFECTIVE DATE OF JANUARY 1, 2013- DECEMBER 31, 2013

The 2013 General Catalog contains The Los Angeles Film School official degree and program requirements, as well as campus policies. Its contents apply to you if you initiated your degree-seeking enrollment at The Los Angeles Film School during the 2013 academic year.

The purpose of this addendum is to report significant policy changes, additions or changes to degrees, programs, fee increases and other important updates that can affect your education if you are a newly arrived student in 2012-13. Please review the section on "Catalog Year" in this document carefully to understand your role in adhering to the published content in your current catalog.

Please note that it is the student's responsibility to maintain awareness of changes to programs and requirements, and to read all email alerts from academic advising offices. Students are expected to meet with their academic advisers at least once each semester, and to check for updates to the current General Catalog's content each term at www.LAFSCATALOG.com.

CATALOG YEAR

Official program requirements are listed in this catalog. Students are subject to requirements based on a particular catalog, referred to as the student's "catalog year." The catalog year is determined for new students as the catalog in effect at the time of their initial enrollment in courses at The Los Angeles Film School, provided there is no break of more than three consecutive terms (e.g., two semesters and one summer) in enrollment.

It is campus policy to introduce changes in graduation requirements such that students who began their careers with The Los Angeles Film School before the change will not be hindered substantially in the orderly pursuit of their degrees.

Requirement changes that increase the number or distribution of courses required normally will not be applied to students with earlier catalog years, provided there is no break in enrollment exceeding three terms.

The student's catalog year determines both the program and general education requirements for degree completion. Students can adhere to a different catalog year if they wish to follow the general education and major requirements listed in a catalog published subsequently to the one in place at the time of their initial enrollment; however, the student must note this in a petition to his or her Program Director.

Students transferring from other institutions may elect either those program requirements in effect at the time of transfer to The Los Angeles Film School; or those in effect up to two years before matriculation, provided their transcripts from earlier schools indicate commitment to the program within that period and that they have adequate preparation for upper-division coursework.

The following content does not appear in the print version of the 2013 Catalog with effective date of January 1, 2013- December 31, 2013, but is valid for the 2013 academic year.

ASSOCIATE OF SCIENCE IN COMPUTER ANIMATION

PROGRAM REQUIREMENTS (update: page 6)

The credit hours have been changed to 66 credit hours.

ASSOCIATE OF SCIENCE IN GAME PRODUCTION

PROGRAM REQUIREMENTS (update: page 18)

The credit hours have been changed to 66 credit hours.

BACHELOR OF SCIENCE IN ENTERTAINMENT BUSINESS

OVERVIEW (update: page 30)

The program overview description has been changed to the following:

The Los Angeles Film School's Entertainment Business Bachelor of Science Degree program is an 18-month course of study designed to allow individuals who hold an Associate Degree to continue their education and earn a Bachelor's Degree. The program provides a well-rounded study of the fundamentals of business with a focus on how that knowledge is applied in the entertainment industry. Students receive training in management, leadership, marketing, accounting, finance, intellectual property, and other aspects of contemporary business. Students explore topics that are specific to the business of entertainment – artist management, distribution, and more – providing insight into the inner workings of the industry. Additionally, the program emphasizes business ethics and corporate social responsibility as well as communication skills and the role personal values may play in the professional life of a business leader. Throughout the degree program, students work in a professional, project-based environment, designed to recreate the challenges and opportunities typical in the world of entertainment business.

To help you make that transition, we also have a team of Career Development professionals that can help you polish your interviewing skills and résumé and get you ready to enter the job market. In addition, our Career services and advisors will be available for support and assistance throughout your career – not just during your education.

PROGRAM REQUIREMENTS (update: page 30)

The Program requirements description has been changed to the following:

The B.S. in Entertainment Business is a 60 credit hour baccalaureate completion program 18 months in length. Students must have an earned Associate of Science or Associate of Arts degree from an accredited institution and complete all required program coursework with a minimum cumulative grade point average of 2.0.

EXTENDED STUDIES IN THE ENTERTAINMENT MEDIA INDUSTRY

INTERNSHIP COURSE OBJECTIVE (update: page 39)

The Internship Course Objective has been fixed:

To give students the opportunity to put all that they have learned into practice during a comprehensive, hands-on working experience in a real-world production environment. Graduates gain a solid understanding of their chosen field in the entertainment media industry.

Note: Students must graduate from a Los Angeles Film School Degree Program before applying for an Internship. A certificate is awarded upon successful completion of the Extended Studies in the Entertainment Media Industry program.

ACADEMIC & STUDENT AFFAIRS POLICIES AND PROCEDURES

ANTI-HAZING POLICY (update: page 59)

The Anti-hazing policy has been fixed:

The Los Angeles Film School does not allow hazing for any reason whatsoever. Students engaging in any potentially harmful activities will be disciplined and may be subject to suspension or termination.

ATTENDANCE REQUIREMENTS (update: page 60)

The Attendance Requirements has been deleted. Please see class syllabi for course attendance requirements.

CLASS SIZE (update: page 61)

The class size has been revised:

Our philosophy is to put students in environments with optimal student to instructor ratios. To achieve this, the student to lab specialist ratio in lab settings can vary from eight-to-one to twenty-four-to-one, depending on the degree program and the needs of students in a specific lab. Lectures vary in size from 6 to 100, depending on class subject.

STUDENT COMPLAINT/ GRIEVANCE PROCEDURE (update: page 70)

The websites have been underlined for emphasis.

ASSOCIATE OF SCIENCE IN MUSIC PRODUCTION

The Los Angeles Film School would like to introduce our new Associate of Science in Music Production program, effective September 1, 2013:

OVERVIEW

The Associate of Science in Music Production Degree Program provides an education track for individuals who would like to expand their passion for creating music into the production of music for diverse media applications using today's latest digital music technology. The demand for original music content in all media continues to increase as the entertainment industry expands the use of online delivery of programming and multi-media content.

The Music Production Degree Program's curriculum presents the learner with comprehensive courses that focus on music theory, genres, and composition programming; digital music production; and music recording for various media. Whether you are a novice or a veteran musician, this degree provides a formal education that prepares for a number of career paths in traditional music production and production for multimedia applications. Along with the courses that focus on music production, courses in professional communication and presentation, music theory and history, songwriting, copyright and publishing, and general education round out the program. These courses build a foundation for the student as a working professional in the entertainment industry.

The degree's content covers the many different procedures and applications found in the modern music production world. Through coursework that utilizes digital technology, including the student's Apple laptop computer and professional audio software programs, students gain the confidence and skills needed to succeed in a variety of music production environments after graduation.

To help the student make the transition into this industry, our team of Career Development professionals is ready to help students understand the unique employment conventions of the entertainment industry. The Career Development team assists students with resume development, interviewing and networking skills, and job search techniques.

OBJECTIVE

The Los Angeles Film School's goal is to provide the student with the knowledge and understanding of music production technology and the skills and concepts needed to qualify graduates for entry-level industry positions such as music recording engineers, postproduction audio engineers, MIDI/digital audio workstation operators and programmers, music editors, music arrangers, and composers for film, video games, multimedia content, and a variety of other positions in the audio and entertainment industries. In addition to gaining technical proficiency, the students' education will help them develop critical-thinking, problem-solving, and analytical and creative skills that contribute to lifelong learning. Students leave the program with tools to help sustain a long and productive professional career in the entertainment and media industry.

MPR 100 Music Theory (4 credits)

The goal of this course is to develop a solid basis for further musical understanding. Music Theory equips the student with the tools needed to effectively communicate fundamental musical concepts. Topics include note identification, interval recognition, major scale construction, basic rhythmic notation and ear training.

MPR 121 Musical Listening and Identification (3 credits)

Introduces the lifelong practice of developing musical and aural discernment. The goal of this course is to help the student develop the most vital instruments in the music producer's possession: his or her ears. Topics include identifying musical intervals, the transcription of simple melodies, chords, bass lines, and rhythmic identification. Basic song form ingredients are explored and differentiated.

MPR 130 Music Composition Programming (3 credits)

The process of capturing and developing new musical ideas. Students transcribe melodies and bass lines into musical notation with music composition software and learn to develop ideas using various compositional methods. Sequencing with professional audio software programs is utilized to provide each student with a powerful set of music content creation tools.

MPR 185 Digital Recording Principles (3 credits)

The fundamentals of digital audio software and hardware. Students form the foundations needed to obtain professional-sounding results from the laptop-based project studio environment.

MPR 201 Songwriting and Development (3 credits)

Songwriting in the production process. Basic songwriting techniques assist students in developing a strong sense of form, melody, harmony, and rhythm. Additional topics include lyrical considerations, modulation and modality, rhythm, rhyme and form. An overview of arrangement basics assists the learner in making appropriate technical and creative decisions based on the song and the artist.

MPR 213 Music Business Management (3 credits)

An overview of the music industry that includes industry money flow, corporate structure, management configuration and support companies that assist in the development and distribution of music. Additional topics include artist management, representation and development.

MPR 221 Musical Arrangement (3 credits)

Development of an understanding of the nature of acoustic and electronic instruments, as well as effective formulaic techniques for successful musical arrangement. The course addresses instrumentation and arranging techniques covering a variety of instrumental families including classical instrumentation. Additional topics include arrangement in scoring, and modern music genres.

MPR 230 Advanced Music Composition Programming (4 credits)

Building upon concepts encountered in previous creative, theoretical, and technical courses students will dig deep into the digital audio workstation and sequencing environment by exploring some ways composers and producers use such software creatively. Through extensive listening and analysis students develop new compositional perspectives.

MPR 231 MIDI (4 credits)

An introduction to the principles and theory of the Musical Instrument Digital Interface (MIDI) concept. Topics include MIDI control, synchronization, software based sequencing, troubleshooting, and the design of MIDI systems. Students also survey the effect of MIDI on the modern recording studio environment and examine live audio MIDI applications.

MPR 240 Music Copyright and Publishing (3 credits)

An overview of the business mechanisms affecting the use of music compositions. Topics include copyright and music publishing, the history of the music publishing industry, royalties, the songwriter's contract, publishing options and an overview of publishing companies, licensing, and protecting creative works.

MPR 241 Audio Workstations (4 credits)

An exploration of the digital audio workstation environment through an overview of digital audio concepts and practices. Students receive instruction and practical experience with powerful computer-based recording systems typically found in the modern audio and professional music composition environment.

MPR 262 Interactive Audio (4 credits)

An introduction to the application of music and audio in interactive media. The course provides an understanding of audio, computer, and synthesis fundamentals as they are applied to streaming audio, video games, and other interactive content.

MPR 270 Music Production for Media (4 credits)

Production of music for film, television, advertising and other media. Topics include industry workflow, conventions of scoring to picture, and music production techniques used in marketing and advertisement for traditional and online environments.



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