> DMS course design requirements > Basic Film

While each graduate student teaching a course has the liberty of putting together a personal flavor for his/her course, we require the inclusion of certain topics and skills that are important for undergrads as they pass through the program.

Here is a list of **topics** you must include in your course materials taking into account that this class is a basic introduction to **non-sync, silent 16mm B&W film production**.

1. film as distinct from video, the benefits and challenges
2. overview of production process and approach
3. image composition
4. basic editing theory (montage, long take, continuity editing)
5. film stocks and film stock speed, development process

Here is a list of **specific skills** you must include in your course

1. ability to work with light meters and understand light readings
2. lens properties (focus, aperture, f-stops, depth of field)
3. camera operation & care (Bolex H16) (basic mechanics of shutter and aperture, loading)
4. use of tripod
5. basic lighting effects
6. flatbed (Steenbeck) and reel-to-reel editing

In terms of **method**, teaching these topics and skills should occur through assignments that **combine concepts with techniques** as well as critique sessions where students describe and defend their work. DMS wants to see, even in the introductory classes, historical context and an attempt to connect to the language and culture of media making and critique.


You should attempt to ensure that students leave your course with some fluency in properly exposing, shooting and editing 16mm film.

Finally, we ask that you help us in giving the undergrads exposure to prior art in the field your course covers. For this course we ask that you make use of the **Media Study Film and Video Library** as well as the **University’s Library system**.