

NOXTROM DIGITAL MEDIA

TV AND MOVIE PRODUCTION PROGRAM

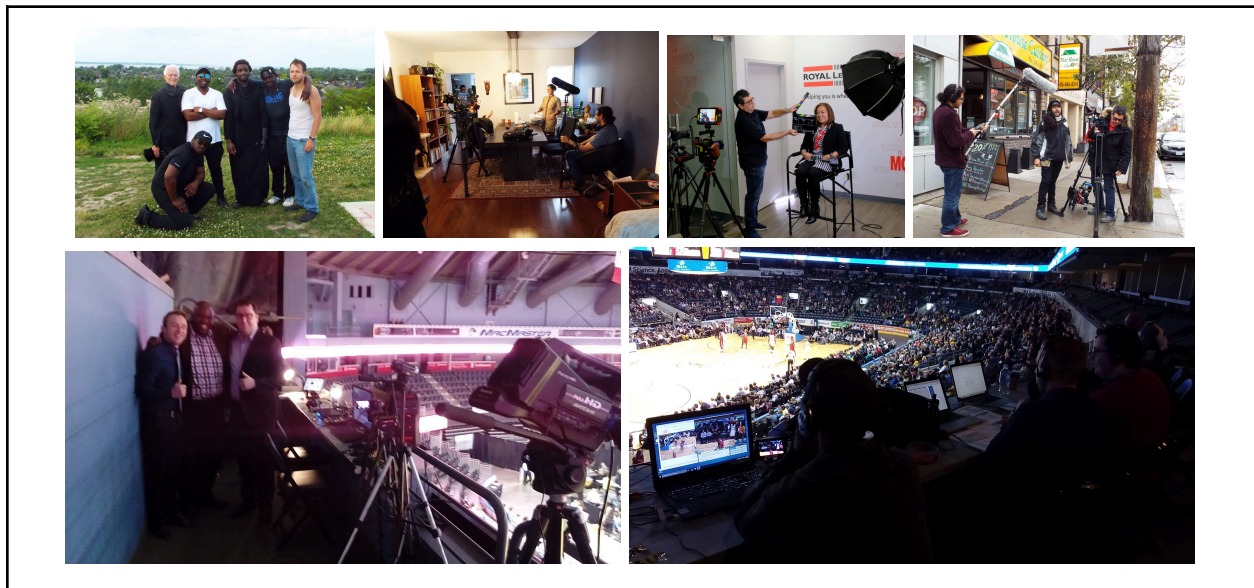
2026 ASD Film and TV Program

Program 2026 English

- Program youth: [Group 10-16 years old]
 - Weekly class 90 minutes.
- Program young adults [Group 17-32 years old]
 - Weekly class 90 minutes.
- Program adults [Group 32 > years old]
 - Weekly class 90 minutes.

PROGRAM CONTENT

The Film and TV ASD program's unique strengths are the technical, hands-on and artistic approach that will be significant for the student's artistic development and experience. Students will have fun on the film projects they participate in and will have a film production experience. ASD students will have a safe and relaxed environment to expand their social interaction and evolve, get more comfortable learning and practicing new activities.



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Topics included in the full program * (All in English)

<ol style="list-style-type: none"> 1. Protecting yourself, peer pressure and self worth in the industry <ol style="list-style-type: none"> 1.1. Self-esteem and self-protection <ol style="list-style-type: none"> 1.1.1. Changing your mind if it doesn't feel right is OK 1.1.2. Acknowledge small victories is important 1.2. Mental health in the film industry 1.3. Endurance and discipline 1.4. Rejections <ol style="list-style-type: none"> 1.4.1. Understanding rejections 1.4.2. Overcoming rejections 1.5. Perseverance and handling success 1.6. What is privacy and what is private <ol style="list-style-type: none"> 1.6.1. Private conversations in Ontario and recording conversations 1.6.2. Shooting locations and video recording 1.7. Sexual harassment and rights to report 1.8. Black mail is against the industry 1.9. Dangers of substance abuse and stay safe from peer pressure 2. Live streaming <ol style="list-style-type: none"> 2.1. Broadcast cameras setup 2.2. Hardware, switcher, video cards and audio interface. 2.3. Audio mixers 2.4. Audio setup <ol style="list-style-type: none"> 2.4.1. Ambient sound 2.4.2. Play by play, color commentator 2.4.3. Guests 2.5. Live stream software <ol style="list-style-type: none"> 2.5.1. Setup stream 2.5.2. Going live 2.6. Wireless mics, audio 2.7. Crew communication and production 2.8. Wireless cameras and sideline interviews 2.9. Graphics 2.10. Live production 	<ol style="list-style-type: none"> 3. Important aspects of filmmaking and live stream productions <ol style="list-style-type: none"> 3.1. Storytelling 3.2. Visuals 3.3. Music 3.4. Score 3.5. Sound 4. Elements to make a Film or a live stream production <ol style="list-style-type: none"> 4.1. Story 4.2. Funds 4.3. Pre production 4.4. Marketing 4.5. Production 4.6. Post production 4.7. Distribution 5. Story and Storytelling <ol style="list-style-type: none"> 5.1. What is a screenplay 5.2. The story <ol style="list-style-type: none"> 5.2.1. Plot 5.2.2. Main objective 5.3. Acts 5.4. Hero or protagonist 5.5. Villain or antagonist 5.6. Catalyst 5.7. Support characters 5.8. Character arc <ol style="list-style-type: none"> 5.8.1. Character introduction 5.8.2. Normal life 5.8.3. Trigger 5.8.4. Character challenges 5.8.5. Antagonist and setting the stakes 5.8.6. Battles 5.8.7. Main battle 5.8.8. Character reborn 5.8.9. Triumph or Tragedy 5.8.10. New beginning 5.9. Subplots
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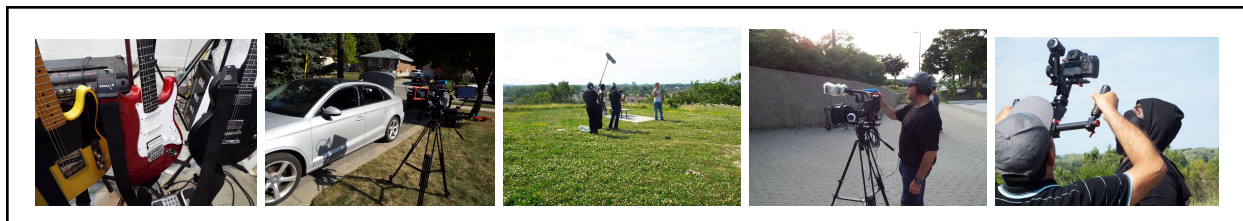
<ul style="list-style-type: none"> 6. Story structure <ul style="list-style-type: none"> 6.1. Elements for the story 6.2. Write for budget and locations 6.3. Executive producer input 6.4. Producer input 6.5. Size of a scene 6.6. What is a scene <ul style="list-style-type: none"> 6.6.1. Objective of a scene 6.6.2. Emotional structure of the scene 6.7. Show don't tell 6.8. How to move the story forward 6.9. Use score or music to tell or describe emotion 6.10. More story topics 7. Funding <ul style="list-style-type: none"> 7.1. Number of scenes 7.2. Number of locations 7.3. Product placement 7.4. Premiere sponsorship 7.5. Executive producer credits 7.6. Characters and supporting characters 7.7. Extras 7.8. Catering 7.9. Insurance 7.10. Shooting schedule 7.11. Pre-production budget 7.12. Post-production budget 7.13. Marketing budget <ul style="list-style-type: none"> 7.13.1. Distribution 7.13.2. Film festivals 7.13.3. Merchandise 8. Marketing <ul style="list-style-type: none"> 8.1. Social media 8.2. Radio 8.3. Trailers 8.4. Film festivals 8.5. Posters 8.6. Merchandise 8.7. Distribution deals 8.8. Closed captions in different languages/dubbing 	<ul style="list-style-type: none"> 9. Pre production <ul style="list-style-type: none"> 9.1. Deciding film name <ul style="list-style-type: none"> 9.1.1. Check IMDB 9.1.2. Check website 9.2. What is IMDB? <ul style="list-style-type: none"> 9.2.1. IMDB film registration 9.2.2. Add credits 9.2.3. Updates to IMDB records 9.3. Setup film website 9.4. Organizing scenes by locations 9.5. Location scouting 9.6. Continuity 9.7. Storyboard 9.8. Shooting list 9.9. Reading session 9.10. Shooting schedule 9.11. Location management 9.12. Planning transportation 9.13. Planning call-sheets 9.14. Planning equipment checklist <ul style="list-style-type: none"> 9.14.1. Equipment inventory and management 9.15. Storage and backup management 9.16. Crew assembly 9.17. Contracts, waivers and permits 9.18. Insurance 10. Production <ul style="list-style-type: none"> 10.1. Planning for the scene 10.2. Call-sheets 10.3. Storyboard <ul style="list-style-type: none"> 10.3.1. Planning the shots 10.4. Shot list 10.5. Director <ul style="list-style-type: none"> 10.5.1. Camera movements 10.5.2. Shot types 10.5.3. Lens angle 10.5.4. Intent 10.5.5. Visual meanings
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10.6.	Cinematographer or DOP	10.12.	MUA
10.6.1.	Tools for camera movements	10.12.1.	Provide make up for actors
10.6.1.1.	Steadicam	10.12.2.	Keep continuity on character appearance
10.6.1.2.	Gimbal	10.13.	Wardrobe and continuity manager
10.6.1.3.	Slider	10.14.	Main characters in the scene
10.6.1.4.	Crane	10.15.	Supporting characters and extras
10.6.1.5.	Tripod	10.16.	Shooting the scene
10.6.1.6.	Car mount	10.16.1.	Directing the scene
10.6.1.7.	Wireless monitor	10.16.2.	Marks
10.6.1.8.	Wireless focus	10.16.3.	Marker and keep track of takes
10.6.2.	Cinematic masterpiece	10.16.4.	Keeping track of video file and audio file
10.6.3.	Isolation and lens aperture	10.16.5.	Reviewing the scene
10.6.4.	Motion blur	10.16.6.	Moving the camera by shot list
10.6.5.	Iso and dynamic range	10.16.7.	Log the progress
10.6.6.	White balance and continuity	10.16.8.	BTS
10.6.7.	Low light and noise	10.17.	Backup dailies and store originals
10.6.8.	False color, waveform and histogram	10.18.	Scene wrap up, and prepare for next scene
10.6.9.	Triangle of exposure: FPS, aperture, ISO	10.19.	Equipment storage checklist and log
10.6.10.	Vectorscope	11.	Post production
10.6.11.	Focus intent and DOF (Depth Of Field)	11.1.	Organizing media
10.6.12.	AC / focus puller	11.2.	Building the story
10.7.	Assistant director	11.3.	Edit
10.8.	Production manager	11.3.1.	Selecting the shots per scene
10.9.	Production assistant	11.3.2.	Synch visuals and audio
10.9.1.	Slate	11.3.3.	Cuts and transitions
10.9.2.	Set coordination	11.3.4.	Assembling the story
10.9.3.	Walkie talkies management	11.4.	Color grading
10.9.4.	Runner	11.4.1.	Color balance
10.10.	Sound	11.4.2.	Shadows and highlights
10.10.1.	Sound recordist	11.4.3.	Vectorscope
10.10.2.	Boom operator	11.4.4.	Waveform / waveform parade
10.10.3.	Wireless mics operator	11.4.5.	Skin color
10.11.	Gaffer	11.4.6.	Grading with intent
10.11.1.	Lights setup	11.4.6.1.	Drama
10.11.2.	Coordination with cinematographer on scene lightning	11.4.6.2.	Horror
10.11.3.	Light equipment checklist and management	11.4.6.3.	Scifi
		11.4.6.4.	Comedy
		11.4.6.5.	Thrill



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11.5.	VFX		12.	Film festivals	
11.5.1.	Introduction to VFX		12.1.1.	Budget	
11.5.2.	Green screen		12.1.2.	Review requirements	
11.5.3.	Blue screen		12.1.3.	Submissions	
11.5.4.	VFX fire		13.	Distribution	
11.5.5.	VFX Explosions		13.1.1.	DCP Deliverables	
11.5.6.	VFX Gun fire		13.1.2.	Feature film distribution	
11.5.7.	Makeup VFX and fake blood		13.1.3.	Short film distribution	
11.5.8.	Virtual sets		13.1.4.	Self distribution	
11.5.9.	Other tools		13.1.4.1.	Monetization tools	
11.6.	Dialogs		13.1.4.2.	Platforms	
11.6.1.	Dialog cleaning using software		14.	Practice making a film	
11.6.2.	Dubbing dialog in studio		14.1.	Story	
11.6.3.	Synching dialog in post		14.2.	Casting	
11.7.	Score and Music		14.3.	Locations	
11.7.1.	Licensing		14.4.	Schedule filming	
11.7.2.	Registering proprietary music		14.5.	Filming	
11.7.3.	Requesting permissions for using music		14.6.	Edit	
11.7.4.	Adding emotions through score		14.7.	Release	
11.7.5.	Secrets of emotional impact using score		14.8.	Planning premiere	
11.7.6.	When using music and when score		14.9.	Promoting premiere	
11.8.	Sound design		14.10.	Red carpet	
11.8.1.	Ambient		15.	Film premiere screening	
11.8.2.	Special sound effects		15.1.	Graduation and certification	
11.8.3.	Stereo effects				
11.9.	Closed captions				
11.9.1.	CC Formats and standards				
11.9.2.	CC Tools in editors				
11.9.3.	CC Different languages				
11.9.4.	Platform auto generated CC				
11.10.	Posters				
11.10.1.	Resources				
11.10.2.	Font				
11.11.	Trailers				
11.11.1.	Short trailer				
11.11.2.	Long trailer				

NOXTROM DIGITAL MEDIA INC. is an independent media company that makes films, documentaries, photography and live streams providing private training, industry platform and exposure to students 13+ in Windsor, Ontario.



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