

DIPLOMA IN MEDIA POST-PRODUCTION - NEW!

Want to put together larger-than-life interactive digital installations at the ArtScience Museum? Or work on producing light art installations and multimedia shows at events such as iLight Singapore? You could very well do so, when you join the Diploma in Media Post-Production (MPP).

From pacing to music and scene transitions, postproduction is essential in weaving images and sound to propel the story, engage the audience and create a multisensory experience. Through MPP, you will learn cutting-edge techniques to shape, craft and enhance stories through sound, images and text. You will also learn to design, plan and manage live or virtual shows and events.

Acquire the fundamentals

In your first year, you will be introduced to the fundamentals of post-production, including creating and editing motion graphics, audio, video and studio multi-camera production. You will also learn storytelling techniques and design principles. With the skills you have gained, you will be able to start developing your portfolio of motion graphic videos.

Master the craft

In your second year, you will master the craft of projecting your creativity on the “live” stage. You will learn to set up audio visual, stage lighting and dynamic effects systems for live events. You will also hone your skills in immersive content development by creating 3D motion graphics. In addition, you will pick up skills and knowledge in the various projection technologies, and be ready to project your works on stage and in an immersive environment.

Get great exposure

In your final year, you will learn the key aspects of managing a media business and the skill sets you need to navigate the gig economy. You will also undertake a 16-week internship and complete a capstone project to round off your learning experience.

Broad-based training with hybrid skills

This is a snapshot of the core skills, comprising visual graphics, post-production and Production Technical Services, you will learn over the three years. The hybrid core skills, together with the entrepreneurial skills you will pick up in your final year, will open doors to a wide variety of opportunities in the media and arts industries.

YEAR 1 COURSE MODULES

LEVEL 1.1

Storytelling Techniques

This module focuses on how students can create meaning through stories that reflect their own lives and imagination. Using a three-act dramatic structure, students develop compelling short story ideas with the basic storytelling tools of observation, memory and experience, preparing them for content creation in visual storytelling medium.

Post-Production Fundamentals

This module provides introductory knowledge in the area of post-production as well as hands-on editing experience. Students will learn the finer details of editing for a narrative-driven project. Through exercises and reflection, they will have many opportunities to become familiar with the various concepts of editing.

Video Production

This module is an introduction to single-camera film-style video production with an aim to provide students a basic theoretical and practical introduction to video production equipment. Through projects under our Service-Learning Framework, production techniques, aesthetics, planning and organising the video production are put into practice.

Visual Communication

This module aims to develop an awareness of design principles for the purpose of visual communication. Students will be introduced to graphic design concepts, colour theory, typography and layout techniques for print media such as pamphlets and posters. The skills and knowledge acquired provide the support and practical applications to subsequent modules in the course.

LEVEL 1.2

Audio Production

Students are taught the knowledge and skills from analogue to digital audio production here. They will learn the basic principles and technical concepts of sound production and technology. Foundational production skills developed in recording, overdubbing, processing and mixing can be applied to produce audio for video, television, film, radio and music products.

Introduction to Production Management

This module introduces students to the production workflow for location and venue setup, focusing on a range of activities from liaison with other vendors to scheduling of rehearsals, performance as well as post-event activities such as crowd control and environmental logistics.

Motion Graphics Production

This module is designed to introduce students to motion graphics in digital media and understand workflow to apply skills for broadcast project. Students will be equipped with skills in media design such as visual design in motion, computer generated graphics and video production. Project-based practice is planned to design project and create commercial video and infotainment product.

Studio Multi-Camera Production

Students are introduced to multi-camera studio production techniques and technical operations. Topics include TV studio camera operation and setup, studio lighting, audio and sound control, the character generator, teleprompting, vision mixing, digital effects and production roles. The module is designed to help students acquire the basic knowledge and skills to fill various studio positions competently. There is a focus on developing creativity and continuity in planning and executing live studio-based television programmes.

Career & Professional Preparation 1

This module gives students a foundational introduction to their three-year diploma course curriculum and how it prepares them for industry. It will help them to embark on their course with the end in mind, through guided reflection of their personal characteristics and producing an overall game plan for their future education and career goals. The module aims to deepen students’ commitment to the sector that the course prepares them for.

YEAR 1 COURSE CURRICULUM

Module Name	Credit Units
Level 1.1 (20 hours per week)	
Post-Production Fundamental	4
Storytelling Techniques	4
Video Production	5
Visual Communication	4
Innovation Made Possible^	3
English Language Express*	NA
Level 1.2 (21 hours per week)	
Audio Production	4
Introduction to Production Management	4
Motion Graphics Production	4
Studio Multi-Camera Production	4
Career & Professional Preparation 1	1
Exploring Contemporary Issues^	3
Health & Wellness^	1

Notes:

^ For more details on Interdisciplinary Studies (IS) electives, please log on to www.np.edu.sg/is *

This module is only offered to students who are weaker in the English Language.

IS Modules

The School of Interdisciplinary Studies (IS) delivers a broad-based curriculum, which nurtures a new generation of professionals with multidisciplinary skills and an innovative and entrepreneurial spirit to meet the challenges of a knowledge economy. IS offers both prescribed modules and electives to challenge boundaries. Prescribed modules develop students’ competencies in core areas such as Communication, Innovation and Enterprise, Culture and Communication, and Personal Mastery and Development, while elective modules provide insights into Arts and Humanities, Business, Design, and Science and Technology.

YEAR 2 COURSE MODULES

LEVEL 2.1

3D Motion Graphics

Students conduct research to understand the concept and obtain ideas and visual references to create simple 3D models for the environment, inanimate objects and characters. They also learn to refine 3D models iteratively to achieve the artistic vision and production requirements.

Audio Recording & Mixing

Students will learn the various sound recording set-up and manage the operations during recording, balancing the levels of combined sound elements to create engaging audio mixes for production. Customising the set-up as required and applying sound processing techniques to achieve various dynamic ranges.

Lighting

This module enables students to learn the technical and creative aspects of stage lighting. Topics include basic design, colour and exposure theory, types of lighting instruments, power distribution, control, safety, proper hanging, connection, focus, and control of instruments. Upon completion of this module, students will be able to perform creative lighting layout, install concert lighting, explain colour theory, integrate lighting control instrumentation, and set up a variety of motion lighting instruments.

Live Sound

This hands-on module teaches students the concepts and technical skills required for live event sound reinforcement. Topics include the operation of a basic sound system using interconnected components such as consoles, amplifiers, speakers, processors and microphones. Upon completion of this module, students will be able to apply the concepts of live sound reinforcement to set up and operate a small to medium-scale sound system for a live event, and to customise a recording set-up based on the ambience and multimedia requirements.

Career & Professional Preparation 2

This module is part of the Education and Career Guidance framework to provide students with the tools and resources necessary for their further career and/or education. In this module, students will explore basic job search strategies, practice writing effective resumes and cover letters, and learn interview skills. Students will also learn professional and intercultural communication skills to prepare them for a dynamic and diverse workplace.

LEVEL 2.2

Audio Post-Production

Students will learn the basic knowledge and skills needed for capturing good sound on location in support of sound design. They will also learn the different techniques employed by professional sound recordists and discover how location sound can be enhanced in audio post-production via sound design. With an introduction to ProTools, students will be able to produce basic soundtracks for short films through location sound recording, sound design, editing and mixing.

CG Fundamentals

Students are introduced to dynamic effects systems and the workflow of live projections with basic chroma keying, rotoscoping and compositing techniques to expand their repertoire of basic computer graphics and visual storytelling skills.

Location Multi-Camera Production

Students build on the multi-camera studio production skills and bring this set of skills to locations and venues. They will be exposed to various forms of location multi-camera setup and edit multi-stream content to produce trailers and highlights of events.

Video Post-Production

From building knowledge in basic non-linear video editing to more advanced post-production skills such as colour correction, online and offline workflow, this module will provide students with a thorough education in editing skills and post-production – with every student working on their own post-production system.

Video Projection & Delivery

In this module, students learn the characteristics of various projections technology from LED panel to laser projector, appreciating the technology and its limitation. They also learn to convert traditional content for multi-panel display as well as multi-platform delivery such as concurrent live streaming, digital recording and projection.

YEAR 2 COURSE CURRICULUM

Module Name	Credit Units
Level 2.1 (21 hours per week)	
3D Motion Graphics	4
Audio Recording & Mixing	4
Lighting	5
Live Sound	4
Career & Professional Preparation 2	2
World Issues: A Singapore Perspective^	2
Level 2.2 (21 hours per week)	
Audio Post-Production	4
CG Fundamentals	4
Location Multi-Camera Production	5
Video Post-Production	4
Video Projection & Delivery	4

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YEAR 3 COURSE MODULES

LEVEL 3.1

Capstone Project

Using the conceptual and applied knowledge learnt in Year 1 and 2, students hone and integrate their skills through managing and operating business units, working with external clients on real-time projects, working on their own projects in various disciplines and across disciplines or carrying out freelance engagements. All projects will provide students with hands-on experience in incorporating various skills, platforms and mechanisms to achieve the desired impact in the marketplace.

Media Entrepreneurship

This module introduces students to the key aspects of managing a media business, including understanding concepts such as ROI and profit and loss statements. Students will learn the skillsets of a successful media entrepreneur such as opportunity recognition, market sizing and product market fit, pivoting and innovation, HR skills and ethics in business. Students will also be introduced to the gig economy and the business of freelancing and to skills such as contract negotiation, employment rights and invoicing practices.

LEVEL 3.2

16-Weeks Internship (Local/Overseas)

Students will be placed on an internship with companies and agencies matching their abilities and interests. The internship gives students opportunities to apply their acquired knowledge and skills to the work environment. Students gain valuable work experience and exposure to the rigour, demands and excitement of the media industry, enabling them to adapt effectively to future employment. Many of our students are offered employment by these same companies.

YEAR 3 COURSE CURRICULUM

Module Name	Credit Units
Level 3.1 (20 hours per week)	
Capstone Project	12
Media Entrepreneurship	4
Project ID: Connecting the Dots [^]	4
Level 3.2	
16-Weeks Internship (Local/Overseas)	16

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Official (Closed) - Non Sensitive

School of Film & Media Studies