

Cinematography & Film/Video Production
Level I Unit Outline

Unit 1: Professional Development/Safety/Classroom Rules

- Identify and discuss professionalism in the Cinematography & Film/Video Production studio.
- Discuss and practice safety in the Cinematography & Film/Video Production studio.
- Discuss classroom procedures safety, evacuation, and fire drills.
- Identify materials and tools in the Cinematography & Film/Video Production studio.
- Identify and practice time management skills to increase productivity and learning.
- Begin to create video projects.
- Begin first video project.
- Review classroom rules and expectations.

Unit 2: Introduction to Image Processing on Windows

- Resolution
- Pixel value
- Basic commands

Unit 3: Digital Video Cameras

- Identify power on for recording and playback positions.
- Identify vari-focal and prime lenses, lens cover and zoom control.
- Perform smooth camera motion tracking.
- Identify camera microphone and understand performance limitations.
- Identify recording control.
- Engage and record a scene.
- Perform on set review.
- Identify the LCD screen and perform open and close function.
- Review a videotaped scene on the LCD screen.
- Adjust output volume of a recorded scene.
- Identify camera grip and proper hand/eye placement.
- Identify various camera mounts and their functions.

Unit 4: Crew Positions

- Students will be able to act and perform the responsibilities of a production crew.
- Director, assistant and technical director, audio technician, floor manager, camera person, talent, tape operator.

Unit 5: Storyboarding and Script Writing

- Students will learn to structure concise, informative and entertaining scripts for presentation in digital media.
- Students will understand the basic principles of transferring ideas into camera ready storyboards.
- Students will be able to create, compare and understand the various types of script formats.

Unit 6: Lighting

- Identify types of portable and fixed lighting.
- Locate controls.
- Perform proper placement of lighting and reflectors in studio or remote productions.
- Manipulate the light output for effects.
- Light effectively for 3-dimensional modeling, and to create atmosphere to support story content.

Unit 7: Software

- Understand the interface of Adobe Creative Suite.
- Create edited video productions.
- Scaling, distortion, color and sharpening correction.
- Output formats and files sizes.
- Create animations and graphics.
- Apply and research royalty free graphics, music, and sound effects.
- Create and maintain audio and visual websites.
- Create and edit music and sound effects.
- Develop knowledge of copyright law.
- Create and edit graphics and photos for video editing.

Unit 8: Safety/Equipment Care and Maintenance

- Identify and follow safety procedures with all electrical components.
- Identify necessary maintenance and performance capabilities of all hardware.
- Perform proper procedures in transport of all hardware.

Unit 9: Critique

- Review network and internet programming; educational and entertainment.
- Evaluate artistic qualities.
- Critique program format, film, lighting, sound, special effects, lengths, topics and issues.
- Critique his/her video work and the work of others.
- Understand the reasons for critique.

- Demonstrate skill in the critique process.
- Identify areas of expressive and technical strength and weakness.
- Selection of student work for competition.
- Problem-solve technical and creative issues.
- Generate ideas.
- Use proper vocabulary.
- Explore innovative, varied responses to visual problems.
- Experiment with unusual camera angle, dramatic lighting and unique settings.
- Create video productions using the guidelines and principles of still photography for scene composition.
- Placement of lighting within frame.
- Composition of the center(s) of interest for the most visual attention. Selection of uncomplicated backgrounds.
- Selection of camera viewpoint when working with backgrounds that contain lines.
- Framing with consideration to the center(s) of interest and objects in the foreground to properly show depth.
- Rule of thirds: Off-center placement of subject(s) in a scene. Scene area is divided into thirds horizontally and vertically. Intersections of the imaginary lines offer four options for placing the center(s) of interest.
- Balance of subject matter and placement to the camera viewpoint.
- Awareness and avoidance of distracting mergers between subject(s) and background.
- Understanding of requirements of assignment prior to submission.

Unit 10: History

- Display an understanding and appreciation of film and television history.
- Work of famous film directors.
- Interpretation of themes throughout filmmaking history.
- Interpretation of social and political events throughout filmmaking history.
- Influence of world events on television.
- Technological advances in equipment, software and hardware.

Unit 11: Career Opportunities

Demonstrate an understanding of professional career opportunities in production, technology, talent and creative areas.

- Technical
- Talent
- Camera Person
- Graphics Person
- Writer
- Editor

- Sound Technician
- Lighting Technician
- Director
- Producer

Cinematography & Film/Video Production
New Jersey Student Learning Standards (NJSL)

NJ Learning Standard 9.3

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| CONTENT AREA: | STANDARD 9.3 CAREER AND TECHNICAL EDUCATION |
| ARTS, A/V TECHNOLOGY & COMMUNICATIONS CAREER CLUSTER[®] | |
| Number | Standard Statement |
| <i>By the end of Grade 12, Career and Technical Education Program completers will be able to:</i> | |
| CAREER CLUSTER[®]: | ARTS, A/V TECHNOLOGY & COMMUNICATIONS (AR) |
| PATHWAY: | A/V TECHNOLOGY & FILM (AR-AV) |
| 9.3.12.AR-AV.1 | Describe the history, terminology, occupations and value of audio, video and film technology. |
| 9.3.12.AR-AV.2 | Demonstrate the use of basic tools and equipment used in audio, video and film production. |
| 9.3.12.AR-AV.3 | Demonstrate technical support skills for audio, video and/or film productions. |
| 9.3.12.AR-AV.4 | Design an audio, video and/or film production. |
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