Florida CTE

Digital Cinema Production 1

Understand the history of cinema. The student will be able to: 01.0	1 **Understand the history and innovations of the motion picture industry.** 01.01
	2 **Identify the major technological changes that impacted the motion picture industry (silent, sound, color, widescreen, digital).** 01.02
	3 **Identify the major films and filmmakers that contributed to the aesthetic development of motion pictures.** 01.03
Understand intellectual property rights, copyright laws and plagiarism as each applies to creative assets. The student will be able to: 02.0	1 **Describe the limits and expectations of copyright protection.** 02.01
	2 **Understand the use of "fair use" and "fair dealing."** 02.02
	3 **Understand the transfer and licensing of creative works.** 02.03
	4 **Understand the use of "exclusive rights" to intellectual creations.** 02.04
	5 **Understand the importance of digital watermarks.** 02.05
Understand the production process. The student will be able to: 03.0	1 **Identify the job titles associated with the filmmaking process.** 03.01
	2 **Identify various tools and equipment used to produce narrative productions.** 03.02
	3 **Understand the stages of production.** 03.03
	4 **Identify the departments of a production studio.** 03.04
	5 **Understand production and department hierarchy.** 03.05
	6 **Demonstrate and understand proper set protocol.** 03.06
	7 **Understand production terms.** 03.07
	8 **Create and organize production paperwork for use in pitch and/or preproduction meetings.** 03.08
	9 **Demonstrate the proper use of standard filmmaking forms.** 03.09
De in	**dentify and understand workstation hardware and peripherals.** 04.01
	Demonstrate understanding of computer performance specifications. 04.02

Skip to main content

student will be able to: 04.0	**3** Compare and contrast differences between business and consumer workstations. 04.03
	4 Demonstrate best practices of computer safety and ergonomics. 04.04
	5 Demonstrate understanding of operating systems. 04.05
	6 Understand how to upgrade a workstation. 04.06
	7 Perform storage management operations (project/file). 04.07
	8 Identify the importance of computer maintenance. 04.08
	9 Demonstrate ability to troubleshoot computer hardware and software issues. 04.09
	10 Perform proper file organization and file naming when uploading and downloading files. 04.10
Demonstrate knowledge of production writing as it relates to narrative filmmaking. The student will be able to: 05.0	**1** Understand the role of a scriptwriter in the preproduction process. 05.01
	2 Understand the importance of target audiences, markets, and demographics when writing a script. 05.02
	3 Identify the elements of a script. 05.03
	4 Develop the intended message and/or theme of a script. 05.04
	5 Demonstrate ability to write a treatment. 05.05
	6 Demonstrate ability to write a professionally formatted short script. 05.06
	7 Understand how genre conventions affect a story. 05.07
	8 Identify the major characters and setting of a story. 05.08
	9 Understand the basic story structure of a feature film (3 Act structure, Hero's Journey). 05.09
	10 Demonstrate an understanding of character profiles. 05.10
	11 Create a character profile. 05.11
Demonstrate knowledge of the post-production process. The student will be able to: 06.0	**1** Identify the psychological effects of different types of edits. 06.01
	2 Demonstrate understanding of picture editing techniques 06.02
	3 Demonstrate an understanding of transitions. 06.03
	4 Demonstrate an understanding of sound editing techniques. 06.04

Skip to main content

	5 Understand the process of syncing sound elements to picture elements. 06.05
	6 Create sound effects using live Foley techniques. 06.06
	7 Identify the job titles and roles of the postproduction department. 06.07
	8 Formulate sound design for required sound effects and dialogue replacement to complete a motion picture soundtrack. 06.08
	9 Record dialogue replacement lines. 06.09
Demonstrate knowledge of postproduction editing software. The student will be able to: 07.0	1 Demonstrate understanding of file formats and storage options. 07.01
	2 Identify parts of the software interface (menus/palettes). 07.02
	3 Demonstrate ability to use each of the basic tool sets. 07.03
	4 Demonstrate ability to import, export, and save projects. 07.04
	5 Demonstrate understanding of layers and basic compositing. 07.05
	6 Edit a project using filters, effects and plug-ins. 07.06
	7 Demonstrate understanding of the rendering process. 07.07
	8 Demonstrate ability to manipulate digital images (crop, scale, color, opacity, and keyframing). 07.08
	9 Understand non-destructive and destructive operations. 07.09