

Digital Cinema Production 3

Demonstrate understanding of special effects lighting techniques and equipment. The student will be able to: 14.0

- 1 Demonstrate the ability to create lighting effects. 14.01
- 2 Understand the challenges of lighting a green/blue screen. 14.02
- 3 (Optional) Demonstrate the proper use of fog machines. 14.03
- 4 Demonstrate both high-key and low-key lighting techniques. 14.04
- 5 Demonstrate how to incorporate lighting into exterior day setups. 14.05
- 6 Demonstrate use of gels and diffusions. 14.06
- 7 Demonstrate the use of hard (direct) lighting and soft (indirect) lighting. 14.07

Demonstrate understanding of grip principles. The student will be able to: 15.0

- 1 Identify the descriptions of the grip crew. 15.01
- 2 Identify the functions of dollies, cranes and other camera mounts as required for production. 15.02
- 3 Identify relevant grip cues from production notes. 15.03

Demonstrate understanding of camera movement. The student will be able to: 16.0

- 1 Utilize various camera stabilizers and rigs to create moving shots (e.g., cranes, gimbals, jibs, dollies, sliders, arms, and etc.). 16.01
- 2 Demonstrate proper safety using camera stabilizers and rigs. 16.02
- 3 Identify commonly used camera stabilizers and rigs. 16.03
- 4 Understand the proper use of drones and corresponding drone laws. 16.04
- 5 Demonstrate proper handheld camera techniques. 16.05
- 6 Demonstrate proper focus pulling techniques. 16.06

Demonstrate knowledge of cinematography. The student will be able to: 17.0

- 1 Identify different responsibilities within the camera department. 17.01
- 2 Execute a lighting plan. 17.02
- 3 Understand the principals of photography. 17.03
- 4 Compare the techniques used in studio and location shooting. 17.04

5 Manage resources and personnel in order to meet production deadlines. 17.05

6 Understand the difference between film and digital camera technology. 17.06

Demonstrate knowledge of directing. The student will be able to: 18.0

1 Identify the psychological effects of different types of angles (composition). 18.01

2 Analyze a script and create a shot list. 18.02

3 Demonstrate knowledge of blocking, dynamic composition, and screen direction. 18.03