Florida CTE

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
	Understand the principals of photography. 17.03
	Compare the techniques used in studio and location shooting. 17.04

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	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