Florida CTE

Digital Cinema Production 4

Demonstrate knowledge of cameras. The student will be able to: 19.0	1 **Demonstrate knowledge of mechanics and parts of the camera (shutter, f/stops, lenses, etc.).** 19.01
	2 **Analyze the aesthetic needs of a shot and accomplish them by using standard industry equipment.** 19.02
	3 **Analyze production requirements to determine camera equipment needs.** 19.03
	4 **Understand the difference between zoom and prime lenses.** 19.04
	5 **Demonstrate the proper use of neutral density filters and polarizers.** 19.05
	6 **Control lens, focal length, aperture, depth of field and exposure to obtain required effects.** 19.06
	7 **Control camera movement to obtain required effects.** 19.07
	8 **Perform basic and routine maintenance on camera equipment.** 19.08
	9 **Select appropriate acquisition formats (media, compression and frame rates) for a production.** 19.09
Demonstrate knowledge of art direction. The student will be able to: 20.0	1 **Demonstrate the ability to create moods through lighting and art direction.** 20.01
	2 **Understand the importance of art direction as it pertains to character development and theme.** 20.02
	3 **Understand the use of color in art direction.** 20.03
Demonstrate knowledge of image editing software. The student will be able to: 21.0	1 **Identify file formats and storage options.** 21.01
	2 **Identify parts of the software interface (menus/palettes).** 21.02
	3 **Use each of the basic tool sets.** 21.03
	4 **Import, export and save images** 21.04
	5 **Edit using layers and channels.** 21.05
	Use filters, effects and plug-ins. 21.06

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7 **Explain file presets.** 21.07

8 **Select portions of an image for manipulation.** 21.08

9 **Transform selections and images (crop, scale).** 21.09

10 **Color correct images (brightness, hue, contrast).** 21.10

11 **Utilize brushes for image creation and correction.** 21.11

12 **Understand non-destructive and destructive operations.** 21.12

13 **Demonstrate knowledge of the basics of still photography for photo editing software (e.g., composition, resolution, ISO, F-stop, and shutter).** 21.13

14 **Create a digital watermark.** 21.14