

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
- 6 Use filters, effects and plug-ins. 21.06

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
