

Course Number CMN243

Course Title
Cinematography

Credits 3

Hours: Lecture/Lab/Other 2 Lecture/ 2 Lab Co- or Pre-requisite Pre-Requisite CMN142 Implementation Semester & Year Fall 2022

<u>Catalog description</u>: Covers directing, lighting and camera work through lecture and text materials. Includes an overview of cinematic production with attention given to the art of lighting and cinematography. Introduction to gimbals, camera lens systems, cinema lighting techniques and aerial cinematography.

General Education Category:
Not GenEd

Course coordinator: Barry Levy, 609-570-3465, levyb@mccc.edu

Required texts & Other materials:

This course is completely OER

Course Student Learning Outcomes (SLO):

Upon successful completion of this course the student will be able to:

- 1. Establish a methodology for lighting design [Supports ILG # 1, 4 11; PLO #1 6]
- 2. Develop an understanding of composition through lighting, camera, and color [Supports ILG # 2, 4, 11; PLO #1 6]
- 3. Develop new vocabulary related to digital cinematography. [Supports ILG # 2, 4, 11; PLO #5 6]
- 4. Demonstrate the ability to offer both technical and aesthetic criticisms of the work of peers and self [Supports ILG # 1 2, 6, 11; PLO #1 3 6]
- 5. Demonstrate practical working knowledge of gimbals [Supports ILG # 2, 4, 11; PLO #1 2 6]
- 6. Demonstrate practical working knowledge of a lens system for a HD image acquisition [Supports ILG #, 4, 11; PLO #1, 2, 6]
- 7. Explain how composition can be used to influence viewers' responses. [Supports ILG # 4, 6, 8 11 PLO #1 2 6]
- 8. Demonstrate practical working knowledge of aerial cinematography [Supports ILG # 4, 11; PLO #1 2 6]

Course-specific Institutional Learning Goals (ILG):

Institutional Learning Goal 1. Written and Oral Communication in English. Students will communicate effectively in both speech and writing.

Institutional Learning Goal 4. Technology. Students will use computer systems or other appropriate forms of technology to achieve educational and personal goals.

Institutional Learning Goal. 6. Humanities. Students will analyze works in the fields of art, music, or theater; literature; philosophy and/or religious studies; and/or will gain competence in the use of a foreign language.

Institutional Learning Goal 8. Diversity and Global Perspective: Students will understand the importance of a global perspective and culturally diverse peoples

Institutional Learning Goal 10. Information Literacy: Students will recognize when information is needed and have the knowledge and skills to locate, evaluate, and effectively use information for college level work.

Institutional Learning Goal 11. Critical Thinking: Students will use critical thinking skills understand, analyze, or apply information or solve problems.

Program Learning Outcomes for Digital Film & Television (PLO)

- 1. Write, produce, direct, and edit a variety of digital films and video productions.
- 2. Utilize digital and audio editing software to express their creative visions through vision and sound.
- 3. Analyze Films representing a wide range of historical and cultural perspectives.
- 4. Demonstrate technical proficiency in all aspects of a broadcast studio.
- 5. Manage the collaborative creative process, working within all aspects of the production process.
- 6. Create a professional portfolio to serve in the pursuit of further education or employment.

Units of study in detail – Unit Student Learning Outcomes:

<u>Unit I</u> Blocking/Mise-en Scene [Supports Course SLO # 1, 3, 5, 6] Learning Objectives

The student will be able to:

- Identify and define setting and composition of a film scene
- Define the function of settings on a narrative
- Explain the importance of composition in a digital film
- State the importance of color palette in digital film
- Explain and debate the advantages/disadvantages of different shot composition

<u>Unit II</u> Lighting [Supports Course SLOs # 1, 2, 3, 5,6]

Learning Objectives

The student will be able to:

- Demonstrate working knowledge of various types of lighting equipment
- Recognize key terms associated with lighting
- Create mood and emotion utilizing lighting equipment
- Create a traditional "film noir" look utilizing directional lighting
- Describe the importance of the iris in regard to lighting
- Integrate flex fills, diffusion material, reflectors and filters into a lighting grid
- Re-create lighting environments from feature films
- Prepare and implement an interior lighting plan for digital film productions
- Prepare and implement an exterior lighting plan for digital film productions

Unit III The Camera Lens [Supports Course SLOs #1, 2, 3, 6]

Learning Objectives

The student will be able to:

- Differentiate between various types of digital film lenses
- Recognize key terms associated with camera lenses
- Implement a camera lens system for hi-definition image acquisition
- Distinguish between the various types of lenses for hi-definition image acquisition
- Comprehend and describe the importance of depth of field for narrative story telling

Unit IV The Moving Camera [Supports Course SLOs #1, 2, 3, 6]

Learning Objectives

The student will be able to:

- Properly utilize a gimbal camera stabilization system
- Properly utilize a drone for aerial cinematography
- Analyze moving cameras and long take techniques in film
- Detail the benefits of a moving camera to reveal subject and setting
- Describe the importance of blocking with a moving camera
- Write and shoot a scene utilizing a moving camera
- Design a lighting grid for a scene utilizing a moving camera

<u>Unit V</u> Bringing it all together [Supports Course SLOs #1, 2, 3, 6]

Learning Objectives

The student will be able to:

- Implement a basic color correction strategy in a NLE
- Analyze and evaluate classic film scenes
- Re-create classic film scenes implementing proper lens, moving camera, color correction, and lighting
- Write, shoot and edit short scenes implementing proper lens, moving camera, color correction, and lighting
- State key terms associated with audio editing during post production
- Discuss the impact of MTV on sound editing and film editing

Evaluation of Student Learning
Students' achievements of the course objectives will be evaluated through the use of the following:

Evaluation Tools	Percentage of
	Grade
Film Analysis Reports	15%
Classic Film Lighting Recreation	15%
Color Correction Project	15%
Moving Camera Project	20%
Final Project – Write, Shoot and Edit 2 Minute Scene	25%
Class Participation & Journal Entry	10%