Glendale Unified School District School

High School

April 2, 2019

Department:	Career Technical Education
Course Title:	Cinematography 1-2 (revision)
Course Code:	2229V/2230V
Grade Level(s):	9-12
School(s) Course Offered:	Glendale High, Crescenta Valley, Clark Magnet
UC/CSU Approved (Y/N, Subject):	Pending, "f" Fine Art credits
Course Credits:	10
Recommended Prerequisite:	None
Recommended Textbook(s):	Video: Digital Communication & Production, 4th Edition, by Jim Stinson, 2018 Lynda.com
Course Overview:	Cinematography 1-2 is the introductory course for the Arts, Media and Entertainment industry sector, Design, Visual and Media Arts pathway. Students enrolled in Cinematography 1-2 will be introduced to the basic art, history, theory, and technique of cinematography. Instructional emphasis is placed on the creation, evaluation, adaptation, and interpretation of the following: (i) production safety and crew responsibilities, (ii) storytelling, (iii) pre-production, production, and post production stages, (iv) genre and history of film and television. In every lesson unit, students will analyze and apply film production elements and academic principles in demonstrating their mastery of a filmmaker's knowledge and skills via project-based learning opportunities. Students are also guided through in-depth academic learning through study in significant historical events in film, genre analysis, and auteur study. The overall objective of this class is for students to acquire a strong foundation of knowledge of film production at a professional level and to prepare them for university coursework or a career work path in film/television

production. In addition, the competencies in this course are aligned with the Common Core State Standards and the California Career Technical Education Model Curriculum Standards. This is the first course in the Cinematography pathway and is a UC approved Fine Arts (f) course.

First Semester-Course Content

Unit 1: **Camera Basics & Safety**   *(4 weeks)*

STANDARDS
California State Visual and Performance Art:
Standard 1-Artistic Perception: 1. Analyze the environment and be able to interpret and explain theirs and others ideas.
Standard 2-Creative Expression: 2. Understand the tools and mechanics of cinematography.
Standard 5-Connections, Relations and Application: 2. Explore various careers available in the movie making industry.
Arts, Media & Entertainment Career Ready Standards: 1, 2, 6, 9
Production and Managerial Arts Pathway Standards: C1.0, C1.2, C1.3, C1.4, C3.0, C3.1
Common Core Standards: CCSS LS; CCSS RSIT; CCSS WS:

A.   The impact of the role of a Director of Photography or Cinematographer is analyzed in relation to the various occupations in the Arts, Media and Entertainment/Production & Managerial Arts Industry sector. Shot framing and composition, camera movements. Classroom policies, procedures, emergency situations, and workplace safety are reviewed for assessment and comprehension. The purpose of this project is to give students hands-on experience with the camera, focusing on the material and techniques taught in lessons.

B.   Sample Assignments:
- Create a poster explaining the Safety Rules and procedures
- Shoot a single-camera short film using linear editing
- Evaluate films and reflect on how the cinematography impacts the message of the film
- Storyboard a short film using proper camera framing and movement.
- Film a space using a range of different shots.
- Identify shots in a short film, and reflect upon the reason these shots were used.

Unit 2: **Lighting for Film** *(4 weeks)*

STANDARDS
California State Visual and Performance Art:
Standard 1-Artistic Perception: 1. Analyze the environment and be able to interpret and explain theirs and others ideas.
Standard 2-Creative Expression: 2. Understand the tools and mechanics of cinematography.
Standard 5-Connections, Relations and Application: 2. Explore various careers available in the movie making industry.
Arts, Media & Entertainment Career Ready Standards: 1, 2, 6, 9
Production and Managerial Arts Pathway Standards: C1.0, C1.2, C1.3, C1.4, C3.0, C3.1
Common Core Standards: CCSS LS; CCSS RSIT; CCSS WS:

     A.   Students will learn and basic elements of exposure, three point lighting, and how to evaluate a scene for lighting. Students will learn the differences associated with color temperature, hard light v. soft light, and the importance of white balancing.

     B.   Sample Assignments:
- Demonstrate proper exposure and white balance on both a scene taking place indoors and one outdoors
- Use hard light and soft light sources to light a scene. Explain how each affects your scene.
- Identify the tools needed to properly light a scene.

Unit 3: **Editing (Set-up, Import, Basics)** *(4 weeks)*

STANDARDS
California State Visual and Performance Art:
Standard 2-Creative Expression: 3. Develop reading comprehension by using instructional material to follow computer applications.
Standard 4-Aesthetic Valuing: 1. Demonstrate the importance of ongoing evaluation from preliminary sketch through finished product and presentation.
Arts, Media & Entertainment Career Ready Standards: 4
Production and Managerial Arts Pathway Standards: C2.3, C4.3, C4.4
Common Core Standards: CCSS LS; CCSS RSIT; CCSS WS:

     A.   Students will be introduced to non-linear editing and learn how to use industry standard editing software. Practical math-solving skills will be acquired and practiced through direct application to problem solving entailing measurements and precise timing. Lastly, there will be an emphasis on communication and teamwork skills.

B.   Sample Assignments:
- Storyboard a music video planning out pacing and transitions as appropriate for song
- Read and follow an instructional manual to edit a project
- Shoot and edit a music video or other simple non-sync story
- Evaluate films and reflect on how the editing impacts the message of the film

Unit 4: **Storytelling and Storyboarding**   *(6 weeks)*

STANDARDS
California State Visual and Performance Art:
Standard 1-Artistic Perception: 2. Use the art elements and principles of design to solve social and environmental problems in inventive ways.
Standard 2-Creative Expression: 4. Demonstrate a continuity of thought from pre planning to the completed artwork.
Standard 3-Historical and Cultural Context: 4. Develop an awareness of the role of movies and storytelling in historical and contemporary world periods.
Standard 4-Aesthetic Valuing: 2. Demonstrate the steps of art criticism through oral and written reports.
Arts, Media & Entertainment Career Ready Standards: 10
Production and Managerial Arts Pathway Standards: C4.1, C5.1
Common Core Standards: CCSS LS; CCSS RSIT; CCSS WS:

A.   The purpose of this project is to get students to think about their visual storytelling and the traditional 3 act structure to create an experience for the viewer. Students will watch and critique films on the 3 act structure. They will write their own outline, treatment, or script that demonstrates the 3 act story structure and character development.

B.   Sample Assignments:
- Develop a main character and write a film treatment
- Write a script using proper script format
- Storyboard a silent film using cinematography and visual design to communicate the story to the audience
- Shoot and edit a silent film
- Evaluate films and reflect on how the cinematography, editing, and visual design communicates the message of the film.

Second Semester-Course Content

Unit 1: **Genre History** *(4 weeks)*

STANDARDS
California State Visual and Performance Art:
Standard 1-Artistic Perception: 3. Continue developing an understanding the basic concepts of the principles of design, including pattern, contrast, emphasis, balance, movement, rhythm and unity.
Standard 3-Historical and Cultural Context: 1. Explore and relate the role of movies in culture. 2. Recognize a variety of cultures and the influence they have on movies. 6. Connect their assignments with various historical periods.
Standard 5-Connections, Relations and Application: 1. Make the connection between cinematography and their other classes by incorporating writing, history, math, etc. into their assignments.
Arts, Media & Entertainment Career Ready Standards: 5, 11, 12
Production and Managerial Arts Pathway Standards: C2.1, C4.2, C7.3, C7.4
Common Core Standards: CCSS LS; CCSS RSIT; CCSS WS:

> A. Students will acquire a condensed knowledge of filmmaking from the innovation of motion picture through sync sound. The assignments are to specifically address genres such as comedy, horror, advertising, and non-fiction/documentary. Students will recognize how historical/cultural factors and technological advances influenced filmmaking.
>
> B. Sample Assignments:
> - Evaluate early silent comedians and compare how sync sound influenced the comedy genre
> - Evaluate the genre of horror and analyze the filmmaking techniques used to create drama/suspense
> - Evaluate documentary filmmaking and identify ways in which non-fiction can be structured to tell a story

Unit 2: **Intro to Audio Production** *(4 weeks)*

STANDARDS
California State Visual and Performance Art:
Standard 1-Artistic Perception: 3. Continue developing an understanding the basic concepts of the principles of design, including pattern, contrast, emphasis, balance, movement, rhythm and unity.
Standard 3-Historical and Cultural Context: 1. Explore and relate the role of movies in culture. 2. Recognize a variety of cultures and the influence they have on movies. 6. Connect their assignments with various historical periods.
Standard 5-Connections, Relations and Application: 1. Make the connection between cinematography and their other classes by incorporating writing, history, math, etc. into their assignments.
Arts, Media & Entertainment Career Ready Standards: 4

Production and Managerial Arts Pathway Standards: C2.3, C4.3, C4.4
Common Core Standards: CCSS LS; CCSS RSIT; CCSS WS:

    A.   Students will learn how a microphone records sound, pick up patterns, and how to select a microphone for recording. During production students will learn proper placement of a microphone on set and how to set recording levels. In post production students will mix on camera dialog, voice over, music, and sound effects tracks balancing levels and ducking music as needed to provide a rich sound for production.

    B.   Sample Assignments:
- Select microphones and mix sound for a live multi-camera production
- Select microphones and record sound for single camera short film
- Select microphones and record sound for a news package that includes voice over and on camera interviews
- Mix sound for a short film
- Mix sound for a news program

Unit 3: __Genre in Practice__   *(4 weeks)*

STANDARDS
California State Visual and Performing Art:
Standard 1-Artistic Perception: 3. Continue developing an understanding the basic concepts of the principles of design, including pattern, contrast, emphasis, balance, movement, rhythm and unity.
Standard 3-Historical and Cultural Context: 1. Explore and relate the role of movies in culture. 2. Recognize a variety of cultures and the influence they have on movies. 6. Connect their assignments with various historical periods.
Standard 5-Connections, Relations and Application: 1. Make the connection between cinematography and their other classes by incorporating writing, history, math, etc. into their assignments.
Arts, Media & Entertainment Career Ready Standards: 5, 11, 12
Production and Managerial Arts Pathway Standards: C2.1, C4.2, C7.3, C7.4
Common Core Standards: CCSS LS; CCSS RSIT; CCSS WS:

    A.   Students will practice what they have learned about genre, and engage in projects where they execute the production theory and practice studied in the Genre History unit.

    B.   Sample Assignments:
- Script and storyboard a short comedy, horror, suspense, or advertisement.
- Shoot a short comedy, horror, suspense, or advertisement.
- Evaluate peer created projects based on elements from the genre studied

Unit 4: **Single Camera Narrative Sync Sound**   *(6 weeks)*

STANDARDS
California State Visual and Performance Art:
Standard 1-Artistic Perception: 4. Expand knowledge of the art elements, including line, shape, form, texture, value, color and space.
Standard 2-Creative Expression: 1. Develop and use imagery in two and three-dimensional work to express personal beliefs, interests and perception of the visual world.
Standard 3-Historical and Cultural Context: 3. Relate how movies express and reflect culture. 5. View, discuss, analyze and write about movies as a unique form of expression throughout history.
Standard 5-Connections, Relations and Application: 3. Learn to manage time and resources, as well as work as a team in a movie production
Arts, Media & Entertainment Career Ready Standards: 3, 7, 8
Production and Managerial Arts Pathway Standards: C5.2, C6.3, C6.4, C6.5, C7.2
Common Core Standards: CCSS LS; CCSS RSIT; CCSS WS:

A.   The approach into sync sound will begin with comprehending key terms in basic audio properties such as sound waves, vibrations, and the process of how sound is recorded. Analysis of storytelling through sound will be reinforced through guided discussions of underscoring and reinforcement (microphones). Design principles will be explored such as recording sound, electrical and other safety provisions, XLR cabling, amplification and speaker positioning, and scoring. Students will need to use their knowledge of filmmaking to work within time restraints managing their time effectively and creating a final project that meets time limits. Students to demonstrate their knowledge of production from start to finish.

B.   Sample Assignments:
   - Create a commercial that meets specific time limit requirements
   - Create a non-fiction documentary film using narration and visuals to communicate information researched
   - Create a short film incorporating sound design for specified genre.