

Visual Effects within Cinematography programme (10 hours)

Session 1: Physical Effects

Learning opportunities for pupils include:

- Learning how to take effective digital portrait photographs
- Participating in a group project to create a digital 'distortion' photograph
- Organising colours to create different moods
- Photography compositions

Session 2: Stop Trick

Learning opportunities for pupils include:

- How it works
- History
- Film examples

Session 3: Digital Animation

Learning opportunities for pupils include:

- Learning the basics of animation
- Understanding how animation started and how it developed to how we know it today
- Discussing animation based on their first-hand experience of cartoons
- Looking at Zoetropes and how these are similar to film projectors
- Making their own animations from basic methods, for example Thaumatrope and flick books.

Session 4: Lighting Effects

Learning opportunities for pupils include:

- Organizing Colour: Colour & Colour Theory – harmonious colours
- Photography Lighting:
 - 'Rembrandt' lighting
 - Key light
 - Fill light and Back light

- One light portrait
- Open loop vs. Closed loop
- Short lighting vs. Broad lighting
- Two lights portraits
- Three lights portraits

Session 5: Digital Effects

Learning opportunities for pupils include:

- 'Panning' techniques
- 'Zoom Burst' techniques
- 'Painting with Light' techniques

Session 6: Camera Angles

Learning opportunities for pupils include:

- Forced Perspective
- Viewpoints
- Depth of Field

Session 7: Optical Effects

Learning opportunities for pupils include:

- Exploring what a visual effects expert 'sees'?
- Leading Lines and Blocking In
- Objective Vs. Subjective optical effects (through photography)

Session 8: Filters

Learning opportunities for pupils include:

- White balance
- Coloured filters
- 'Day for Night'

Session 9: Variable Speed Action

Learning opportunities for pupils include:

- Bullet Time
- Time Lapse

Session 10: Compositing and Matte Painting

Learning opportunities for pupils include:

Impressionistic effects - employs photographic techniques that result in images that have vague or elusive qualities. They are less tangible and more unreal, while still retaining their values that make them landscape pictures. The viewer is given the impression of an image rather than the clear reality of one.

Abstract effects - referred to as the 'graphic style', since the components of scenery are treated by the photographer as graphic elements, arranged for their compositional values. Shape and form take priority. These areas include:

- Silhouettes
- Advanced framing techniques for matte painting practical's