

Cinematography programme (10 hours)

A creative and interpretive process that culminates in the authorship of an original work of art rather than the simple recording of a physical event. Cinematography is not a subcategory of photography. Rather, photography is but one craft that the cinematographer uses in addition to other physical, organizational, managerial, interpretive and image-manipulating techniques to effect one coherent process.

In addition to developing the following skills in camera craft, pupils will have the opportunity to develop a personal piece reflecting those skills as the course progresses.

Cinematography Programme Overview:

Session 1: Exploring the Camera

Learning opportunities include:

Camera choice

Controls

Resolution

Session 2: Lenses

Learning opportunities include:

Different lenses: normal/wide/ultra wide/telephoto/zoom: features and use

Session 3: Image Sensor – How it works

Learning opportunities include:

Sensor resolution

Frame Rate

Storage Devices

Session 4: Keeping the Camera Steady

Learning opportunities include:

Rig system/Steadicam

Dolly

Tripod/monopod

Crane

Session 5: Sound

Learning opportunities include:

Internal audio

Portable audio

Microphone – directional/shotgun/lavalier/on camera

Session 6: Creativity: Shooting Skills

Learning opportunities include:

Focus

Focal Length

Depth of field

Shooting to Edit

Session 7: Creativity: Camera Angles

Learning opportunities include:

Camera angles

Filters

Session 8: Lighting

Learning opportunities include:

Natural Light

Artificial light

Temperature of light

Lighting kits

Reflectors

Session 9: Composition

Learning opportunities include:

Rule of Thirds

Framing

Aspect Ratio

Session 10: Editing

Learning opportunities include:

Software

Sound

Special effects

Green Screen

Time Lapse