

### Course Outline

**COURSE:** MCTV 26                      **DIVISION:** 10                      **ALSO LISTED AS:**

**TERM EFFECTIVE:** Fall 2021                      **CURRICULUM APPROVAL DATE:** 05/11/2021

**SHORT TITLE:** INTRO TO CINEMATOGRAPHY

**LONG TITLE:** Introduction to Cinematography

<u>Units</u>	<u>Number of Weeks</u>	<u>Type</u>	<u>Contact Hours/Week</u>	<u>Total Contact Hours</u>
3	18	Lecture:	2	36
		Lab:	3	54
		Other:	0	0
		Total:	5	90

**COURSE DESCRIPTION:**

This course is an exploration of cinematography. The intent is to assist students in developing their moviemaking abilities generated by the current practice of the medium through advanced lighting techniques, camera movement, and concept development.

**PREREQUISITES:**

**COREQUISITES:**

**CREDIT STATUS:** D - Credit - Degree Applicable

**GRADING MODES**

L - Standard Letter Grade

**REPEATABILITY:** N - Course may not be repeated

## SCHEDULE TYPES:

- 02 - Lecture and/or discussion
- 03 - Lecture/Laboratory
- 04 - Laboratory/Studio/Activity
- 047 - Laboratory - LEH 0.7
- 05 - Hybrid
- 71 - Dist. Ed Internet Simultaneous
- 72 - Dist. Ed Internet Delayed
- 73 - Dist. Ed Internet Delayed LAB
- 737 - Dist. Ed Internet LAB-LEH 0.7

## STUDENT LEARNING OUTCOMES:

By the end of this course, a student should:

1. Demonstrate both the technical and aesthetic aspects of film and digital cinema production and demonstrate knowledge of basic production techniques.
2. Operate film/digital cinema field recording equipment correctly to acquire quality products.
3. Demonstrate a hands-on ability to perform appropriate critical thinking needed for successful teamwork in television, film or other media employment.

## CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Curriculum Approval Date: 05/11/2021

### LECTURE CONTENT:

4 HOURS

CONTENT:

Camera Basics - film vs. video, film stock, developing, resolution, digital cameras, etc.

Camera Basics - white balance, focus, zoom, shutter speed, aperture, focus, iris, exposure, gain, matt boxes and filters, etc.

4 HOURS

CONTENT: Camera Basics - Lenses (Zoom vs. Primes), Pulling focus, Remote follow focus, Depth of Field, F-stop, etc.

4 HOURS

CONTENT: Camera Basics - framing, Rule of Thirds, the 180 Degree Rule, etc.

4 HOURS

CONTENT: Lighting Equipment - light meters, HMIs, bounce cards, C- stands, scrims, barn doors, gels, ballasts, fluorescent lights, soft lights, umbrellas, cookies, etc.

4 HOURS

CONTENT: Lighting Techniques and Jobs - Cinematographer, Gaffer, Key Grip, 3- point lighting, key light, back light, fill light, daylight balance, flares, night scenes, contrasts, shadows, color temperature, rain, smoke, fire, etc.

4 HOURS

CONTENT: Basic Camera Movement - panning, tilting, tracking, jibs & cranes, steadicam, handheld, etc.

4 HOURS

CONTENT: Dollies - Carpet dolly vs. Duty Dolly and other possible options

4 HOURS

CONTENT: Steadicam & other stabilizers - balancing and operating

4 HOURS

CONTENT: Jibs & Drones - Bird's Eye View & how to get it. FAA rules & licenses

Watch final projects

Final Exam

**LAB CONTENT:**

6 HOURS

CONTENT:

Camera Basics - film vs. video, film stock, developing, resolution, digital cameras, etc.

Camera Basics - white balance, focus, zoom, shutter speed, aperture, focus, iris, exposure, gain, matt boxes and filters, etc.

6 HOURS

CONTENT: Camera Basics - Lenses (Zoom vs. Primes), Pulling focus, Remote follow focus, Depth of Field, F-stop, etc.

6 HOURS

CONTENT: Camera Basics - framing, Rule of Thirds, the 180 Degree Rule, etc.

6 HOURS

CONTENT: Use Lighting Equipment: light meters, bounce cards, C- stands, scrims, barn doors, gels, ballasts, fluorescent lights, HMIs, soft lights, umbrellas, cookies, etc.

6 HOURS

CONTENT: Practice Lighting Techniques and Jobs: Cinematographer, Gaffer, Key Grip, 3- point lighting, key light, back light, fill light, daylight balance, flares, night scenes, contrasts, shadows, color temperature, rain, smoke, fire, etc.

6 HOURS

CONTENT: Practice Basic Camera Movement: panning, tilting, tracking, jibs & cranes, steadicam, handheld, etc.

6 HOURS

CONTENT: Use Dollies: Carpet dolly, Duty Dolly, and other options

6 HOURS

CONTENT: Use Steadicam & other stabilizers - balancing and operating

6 HOURS

CONTENT: Use Jibs & Drones - Bird's Eye View & how to get it.

Watch final projects

**METHODS OF INSTRUCTION:**

1. Lecture (extensive use of overhead projection and video) 2. Student participation 3. Film/video presentation to supplement lectures. 4. Guest speakers when appropriate and available.

**OUT OF CLASS ASSIGNMENTS:**

Required Outside Hours: 32

Assignment Description:

Weekly Individual assignments for specific filmmaking skills.

Required Outside Hours: 40

Assignment Description:

Final film project, which must be submitted to the Gavilan Film Showcase.

**METHODS OF EVALUATION:**

Objective examinations

Percent of total grade: 30.00 %

Final Exam

Skill demonstrations

Percent of total grade: 70.00 %

Numerous projects done with class and individually

**REPRESENTATIVE TEXTBOOKS:**

Tania Hoser. Introduction to Cinematography: Learning Through Practice. Routledge,2018.

ISBN: ISBN-13: 978-1138235144

Reading Level of Text, Grade: 13 Verified by: Grant Richards

**ARTICULATION and CERTIFICATE INFORMATION**

Associate Degree:

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 202170

UC TRANSFER:

Not Transferable

**SUPPLEMENTAL DATA:**

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education: N

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department:

CSU Crosswalk Course Number:

Prior to College Level: Y

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: D

Maximum Hours:

Minimum Hours:

Course Control Number: CCC000625656

Sports/Physical Education Course: N

Taxonomy of Program: 060420