

Cinematography and Video Production

Course Competencies.

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SCORING KEY

1 Not familiar

2 Introduced

3 Have experience

4 Can do independently

5 Can teach to somebody else

1.0 Cinema Composition

- / ___ 1.1 Define and demonstrate the rule of thirds
- / ___ 1.2 Define and demonstrate static composition
- / ___ 1.3 Define and demonstrate dynamic composition
- / ___ 1.4 Define and demonstrate single center of interest
- / ___ 1.5 Define and demonstrate shifting the center of interest
- / ___ 1.6 Define and demonstrate leading the subject
- / ___ 1.7 Define and demonstrate controlling the number of prime objects
- / ___ 1.8 Define and demonstrate maintaining tonal balance
- / ___ 1.9 Define and demonstrate balance of mass
- / ___ 1.10 Define and demonstrate frame central subject matter
- / ___ 1.11 Define and demonstrate Form vs. Content

2.0 Cinema Camera Operation and Control

- / ___ 2.1 Define video resolution
- / ___ 2.2 Define and demonstrate use of camera mounts and tripod use
- / ___ 2.3 Properly Operate camera pan heads
- / ___ 2.4 Demonstrate basic camera moves (i.e., pan/tilt/dolly/truck/pedestal)
- / ___ 2.5 Define and demonstrate black balancing and white balancing
- / ___ 2.6 Define and demonstrate use of shutter speed
- / ___ 2.7 Demonstrate control of exposure through the use of f-stops, shutter speed and ISOs
- / ___ 2.8 Define and demonstrate use of frame rate (fps)
- / ___ 2.9 Define and demonstrate f-stops/iris
- / ___ 2.10 Define and demonstrate safe area
- / ___ 2.11 Describe the types of lenses
- / ___ 2.12 Define and demonstrate angle of view
- / ___ 2.13 Describe zoom ratio
- / ___ 2.14 Demonstrate use of camera viewfinder
- / ___ 2.15 Define and demonstrate control of depth of field
- / ___ 2.16 Define and demonstrate focusing/follow focus/rack focus/macro focus
- / ___ 2.17 Define and demonstrate image stabilization
- / ___ 2.18 Define and demonstrate use of Aspect Ratios

3.0 Cinema Camera Gear and Rigs

- / ___ 3.1 Define and demonstrate use of different Tripod Heads
- / ___ 3.2 Define and demonstrate Viewfinder/external monitoring
- / ___ 3.3 Define choice of Camera Lens
- / ___ 3.4 Define and demonstrate proper Hand-Held Shooting
- / ___ 3.5 Define and demonstrate proper Tripod Shooting
- / ___ 3.6 Define and demonstrate Boom and Jib Shooting
- / ___ 3.7 Define and demonstrate Dolly Shooting
- / ___ 3.8 Define and demonstrate Camera Care and Maintenance
- / ___ 3.9 Define and demonstrate different methods for Follow Focusing

4.0 Cinema Pre-Production

- / ___ 4.1 Define and demonstrate "The Concept"
- / ___ 4.2 Define and demonstrate creating a Treatment
- / ___ 4.3 Define and demonstrate Scripting
- / ___ 4.4 Define and demonstrate Storyboarding
- / ___ 4.5 Define and demonstrate use of a Shot List

/ student score

Example 1.0

/ z3 ___ 1.1 can grade properly

- /____ 4.6 Define and demonstrate Location Survey and Permits
- /____ 4.7 Define and demonstrate Scheduling
- /____ 4.8 Define and demonstrate a proper Equipment List
- /____ 4.9 Define and demonstrate Rig Design and Prep
- /____ 4.10 Define and demonstrate Read Through and Rehearsal
- /____ 4.11 Define and demonstrate use of release forms
- /____ 4.12 Define and demonstrate Schematic Diagrams and Conceptual Designs
- /____ 4.13 Define and demonstrate Camera Tests and Shot Tests
- /____ 4.14 Define and demonstrate production proposal
- /____ 4.15 Define and demonstrate costing out a production

5.0 Cinema Production

- /____ 5.1 Define and demonstrate Set-up
- /____ 5.2 Define and demonstrate "The Shoot"
- /____ 5.3 Define and demonstrate location Ingesting
- /____ 5.4 Define and demonstrate "Dailies"
- /____ 5.5 Define and demonstrate Striking

6.0 Cinema Post Production

- /____ 6.1 Define and demonstrate Media Convergence
- /____ 6.2 Define and demonstrate Configuring the WorkStation
- /____ 6.3 Define and demonstrate Rough Cut
- /____ 6.4 Define and demonstrate Marking clips and audio
- /____ 6.5 Define and demonstrate Lock Picture
- /____ 6.6 Define and demonstrate Color Correction
- /____ 6.6 Define and demonstrate Exporting (different formats)
- /____ 6.7 Define and demonstrate use of Codecs
- /____ 6.8 Define and demonstrate DVD Production
- /____ 6.9 Define and demonstrate use of Web File Types
- /____ 6.10 Define and demonstrate Special Effects
- /____ 6.11 Define and demonstrate continuity editing
- /____ 6.12 Define and demonstrate continuity techniques
- /____ 6.13 Define and demonstrate editing cutaways
- /____ 6.14 Define and demonstrate relational and thematic editing
- /____ 6.15 Define and demonstrate bridging jumps in action (jump cuts)
- /____ 6.16 Define and demonstrate bridging interview edits
- /____ 6.17 Define and demonstrate using shot angles
- /____ 6.18 Define and demonstrate audio continuity
- /____ 6.19 Define and demonstrate maintaining consistency in action and detail
- /____ 6.20 Define and demonstrate operation of software-based editors
- /____ 6.21 Define and demonstrate use of linear and non-linear editing systems
- /____ 6.22 Define and demonstrate use of time-code

7.0 Cinema Script Writing

- /____ 7.1 Define and demonstrate writing Form vs. Content
- /____ 7.2 Define and demonstrate Character Development
- /____ 7.3 Define and demonstrate Story Arc
- /____ 7.4 Define and demonstrate The Basics of Scripting
- /____ 7.5 Define and demonstrate Creating Drama or Comedy
- /____ 7.6 Define and demonstrate use of Locations
- /____ 7.7 Define and demonstrate Twists
- /____ 7.8 Define and demonstrate Mystery

8.0 Cinema .0 Crew Positions

- / 8.1 Define and demonstrate the role of Director
- / 8.2 Define and demonstrate the role of Producer
- / 8.3 Define and demonstrate the role of DP
- /____ 8.4 Define and demonstrate the role of Editor

- /____ 8.5 Define and demonstrate the role of Gaffer
- /____ 8.6 Define and demonstrate the role of Grip
- /____ 8.7 Define and demonstrate the role of Foley Artist
- /____ 8.8 Define and demonstrate the role of Audio / Boom
- /____ 8.9 Define and demonstrate the role of PA
- /____ 8.10 Define and demonstrate the role of Talent
- /____ 8.11 Define and demonstrate Finding Crew People
- /____ 8.12 Define and demonstrate Desired Characteristics and Attitudes of a crew member
- /____ 8.13 Define and demonstrate Special Skills of a crew member
- /____ 8.14 Define and demonstrate Selecting the Director and Producer

9.0 Cinema Casting, Make Up, Costumes

- /____ 9.1 Define Talent Agencies
- /____ 9.2 Define Local Theaters
- /____ 9.3 Define Open Auditions
- /____ 9.4 Define Stage Makeup
- /____ 9.5 Define and demonstrate Video Makeup
- /____ 9.6 Define and demonstrate Application Techniques of makeup
- /____ 9.7 Define Makeup Products
- /____ 9.8 Define and demonstrate Makeup Removal

10.0 Cinema Production Overview.

- /____ 10.1 Describe video production careers
- /____ 10.2 Explain production overview
- /____ 10.3 Complete production proposal and treatment for a production
- /____ 10.4 Define scriptwriting guidelines
- /____ 10.5 Explain costing out a production
- /____ 10.6 Define world video standards
- /____ 10.7 Define HDTV standards

11.0 Cinema Directing

- /____ 11.1 Define and demonstrate Script Breakdown
- /____ 11.2 Define and demonstrate Marking the script
- /____ 11.3 Define and demonstrate Shooting for Editing
- /____ 11.4 Define and demonstrate Multiple Takes
- /____ 11.5 Define and demonstrate Organization Skills
- /____ 11.6 Define and demonstrate “Eye on the big Picture, hand on the detail”
- /____ 11.7 Define and demonstrate Direction Vocabulary
- /____ 11.8 Define and demonstrate Capabilities of Equipment.
- /____ 11.9 Define and demonstrate Working with an Actor
- /____ 11.10 Define and demonstrate Working with a DP
- /____ 11.11 Define and demonstrate Working with an Editor
- /____ 11.12 Define and demonstrate Working with a Crew

12.0 Cinema Set Building, Dressing and Scenery

- /____ 12.1 Define and demonstrate set design and building
- /____ 12.2 Define and demonstrate use of props
- /____ 12.3 Define and demonstrate backdrops

13.0 Cinema Video Lighting

- /____ 13.1 Define and demonstrate hard and soft lighting
- /____ 13.2 Define and demonstrate color temperature
- /____ 13.3 Define and demonstrate intensity control through varying distance and defusers
- /____ 13.4 Define and demonstrate use of lighting instruments
- /____ 13.5 Define and demonstrate use of attachments to lighting instruments
- /____ 13.6 Define and demonstrate three point lighting (i.e., key/ fill/ back light)
- /____ 13.7 Define and demonstrate lighting ratios
- /____ 13.8 Define and demonstrate contrast ratios
- /____ 13.9 Define and demonstrate use of back light intensity

- /____ 13.10 Define and demonstrate subject-to-background distance
- /____ 13.11 Define and demonstrate area lighting
- /____ 13.12 Define and demonstrate the use of existing (natural) light
- /____ 13.13 Define and demonstrate drawing of a light plot
- /____ 13.14 Define and demonstrate lighting controls
- /____ 13.15 Define and demonstrate calculation of on-location power needs
- /____ 13.16 Define and demonstrate types of lamps

14.0 Cinema Audio Gear and Process

- /____ 14.1 Define and demonstrate the frequency-loudness relationship
- /____ 14.2 Define and demonstrate use of room acoustics
- /____ 14.3 Define and demonstrate differentiation of major microphone designs
- /____ 14.4 Define and demonstrate directional characteristics
- /____ 14.5 Define and demonstrate handheld and personal microphones
- /____ 14.6 Define and demonstrate positioning microphones
- /____ 14.7 Define and demonstrate identifying audio connectors
- /____ 14.8 Define and demonstrate positioning of microphones cables
- /____ 14.9 Define types and uses of wireless microphones
- /____ 14.10 Describe phase cancellation
- /____ 14.11 Describe methods of creating the stereo effect
- /____ 14.12 Describe digital audio
- /____ 14.13 Describe analog audio
- /____ 14.14 Demonstrate operation of audio mixer controls
- /____ 14.15 Describe issues of using audio from a PA system
- /____ 14.16 Describe production communication systems

15.0 Cinema Video Media Recording Devices, Process and Codecs

- /____ 15.1 Describe the videotape recording process
- /____ 15.2 Describe hard drive based recording
- /____ 15.3 Describe disk-based camcorders
- /____ 15.4 Define solid state memory storage
- /____ 15.5 Describe video servers
- /____ 15.6 Describe consumer video formats
- /____ 15.7 Define digital compression
 - /____ 15.7.1 Describe MPEG-2
 - /____ 15.7.2 Describe MPEG-4
 - /____ 15.7.3 Describe JPEG
- /____ 15.8 List professional video formats
- /____ 15.9 Describe fields and frames
- /____ 15.10 Define interlaced and progressive scanning
- /____ 15.11 Describe analog and digital signals
- /____ 15.12 Describe component and composite video signals
- /____ 15.13 Demonstrate use of waveform monitor and vector-scope
- /____ 15.14 Define and demonstrate principles of color

16.0 Cinema Graphics

- /____ 16.1 Describe titling
- /____ 16.2 Describe character generator

17.0 Cinema Special Effects

- /____ 17.1 Define and demonstrate green/blue screen shooting (chroma key)
- /____ 17.2 Define and demonstrate computer generated effects
- /____ 17.3 Define and demonstrate layering
- /____ 17.4 Define and demonstrate compositing

18.0 Cinema DVD Production

- /____ 18.1 Define and demonstrate DVD map/storyboard
- /____ 18.2 Define and demonstrate investigation of existing DVDs
- /____ 18.3 Define and demonstrate determining your target audience and playback method

- / ___ 18.4 Define and demonstrate designing menus and buttons
- / ___ 18.5 Define and demonstrate changing VBR to modify playback quality
- / ___ 18.6 Define and demonstrate preparing assets for DVD compliance
- / ___ 18.7 Define and demonstrate exporting media through Compressor
- / ___ 18.8 Define and demonstrate regulating size of a DVD

19.0 Cinema Location Production

- / ___ 19.1 Define and demonstrate complete a location survey
- / ___ 19.2 Define and demonstrate camera placement on location
- / ___ 19.3 Define and demonstrate microphone placement for on-location audio
- / ___ 19.4 Define and demonstrate on-location lighting techniques
- / ___ 19.5 Define and demonstrate on-location production communication
- / ___ 19.6 Define and demonstrate multiple-camera production
- / ___ 19.7 Define and demonstrate single-camera production
- / ___ 19.8 Define and demonstrate film-style dramatic production
- / ___ 19.9 Define and demonstrate live event production
- / ___ 19.20 Define and demonstrate insert and cutaway shots

20.0 Cinema Budgeting, Business, Distribution, Funding

Budgeting

- / ___ 20.1 Define budgeting categories
- / ___ 20.2 Budget Cast and Crew
- / ___ 20.3 Budget Set Construction
- / ___ 20.4 Budget Wardrobe
- / ___ 20.5 Budget Makeup and Hair
- / ___ 20.6 Budget Lighting Supplies
- / ___ 20.7 Budget Cameras and Related Equipment
- / ___ 20.8 Budget Location Costs
- / ___ 20.9 Budget Food
- / ___ 20.10 Budget Sound Equipment
- / ___ 20.11 Budget Sound Effects and Foley

Business

- / ___ 20.12 Define Funding
- / ___ 20.13 Define Insurance
- / ___ 20.14 Define Legal Liability
- / ___ 20.15 Define Copyrights
- / ___ 20.16 Define Tax Obligations

Distribution

- / ___ 20.17 Define Distribution Stream
- / ___ 20.18 Define Distributors
- / ___ 20.19 Define Film Markets
- / ___ 20.20 Define and Research Film Festivals
- / ___ 20.21 Define and demonstrate Website Promotion
- / ___ 20.22 Define and demonstrate Posting on the Web
- / ___ 20.23 Define and demonstrate Online marketing
- / ___ 20.24 Define and demonstrate Self Distribution
- / ___ 20.25 Define and demonstrate Home Video Distribution

Funding

- / ___ 20.26 Define Investors
- / ___ 20.27 Define Credit Cards
- / ___ 20.28 Define Grants
- / ___ 20.29 Partnerships
- / ___ 20.30 Sponsors

Total Competency Score: _____ /1175