**Course Code**: DF2003  
**Course Title**: Cinematography I  
**Pre-requisites**: NIL  
**No of AUs**: 3  
**Contact Hours**: 52 Contact Hours (26 LECTURE-26 STUDIO)

### Course Aims

This course is aimed for those who have already taken DF2000 Digital Film Production I and/or DN1015 Practical Digital Filmmaking and have had prior experiences of working with a camera for moving image. In this module you will learn in more depth about the responsibilities and skills of a cinematographer and how they oversee colour, light, camera movement and composition in order to interpret the script and communicate a story with moving images. This course provides training which is essential for future production and cinematography-based modules and projects.

### Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe the roles, duties and technical considerations required of a cinematographer and the camera crew.
2. Articulate the key principles of the composition and lighting and how they are used to have an impact on the visual story-telling process.
3. Produce a short sequence of shots based on a script in order to create an emotional impact on the audience using cinematography.
4. Critically discuss and analyze the visual aspects of films.
5. Constructively critique your peers and contribute to the collaborative aspects of cinematography.

### Course Content

Through hands-on project based practice, this course develops your ability to work with other members of the production crew, as well as developing the important skill-sets and responsibilities required of the cinematographer within a film production.

**Duties of a cinematographer**

The main duty of a cinematographer is to make images for storytelling. To achieve this you will learn to manipulate tools such as cameras, lenses, lights and sets. You will learn the basic craft of cinematography in order to be able to create moving images that are part of a narrative.

**Composing a shot**

The basic techniques such as setting up a light, framing and following an action will be acquired during this class. The content of a script has to be translated into visual elements that make up a shot. All these elements are lined up in front of the camera and lit to compose a shot.

**Storytelling images**
A cinematographer shoots shots with the edit in mind. In collaboration with the director and the art director they will break down the script and decide on the tempo, style, action and so on. You will learn the basic rules of storytelling with images in order to tell the story fluently and coherently.

Class assignments
There are two group projects. You will change roles so each of you will have the opportunity to bear responsibility for the outcome of the project. Teamwork is an important aspect of the job of a cinematographer.

Assessment (includes both continuous and summative assessment)

<table>
<thead>
<tr>
<th>Component</th>
<th>ILO Tested</th>
<th>Programme LO</th>
<th>Weighting</th>
<th>Team/ Individual</th>
</tr>
</thead>
<tbody>
<tr>
<td>Continuous Assessment</td>
<td>1,2,3,4</td>
<td>--</td>
<td>20%</td>
<td>Individual</td>
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<tr>
<td>Painting posting</td>
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<tr>
<td>Analysis of a picture</td>
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<tr>
<td>Exercise 1:</td>
<td>1,2,3,4</td>
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<td>30%</td>
<td>Team</td>
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<tr>
<td>Analyse and re-create a painting with three shots</td>
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<tr>
<td>Exercise 2:</td>
<td>1,2,3,4</td>
<td></td>
<td>30%</td>
<td>Team</td>
</tr>
<tr>
<td>Interpret and analyse a given scene from a film script and shoot it</td>
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<tr>
<td>Continuous Assessment: Participation</td>
<td>5</td>
<td>--</td>
<td>20%</td>
<td>Individual</td>
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<tr>
<td>Total</td>
<td></td>
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<td>100%</td>
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Reading and References

Course Policies and Student Responsibilities
(1) General

You are expected to complete all assigned readings, activities, assignments, attend all classes punctually and complete all scheduled assignments by due dates. You are expected to take responsibility to follow up with assignments and course related announcements. You are expected to participate in all project critiques, class discussions and activities.

(2) Punctuality

You are expected to be punctual for all classes. If you are more than 30 minutes late, you will be deemed as absent and will not be able to sign on the attendance register.

(3) Absenteeism

In-class activities make up a significant portion of your course grade. Absence from class without a valid reason will affect your participation grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU’s approved activities supported by an excuse letter from the relevant bodies. There will be no make-up opportunities for in-class activities.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU’s shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the academic integrity website for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Planned Weekly Schedule*

*Subject to adjustment by instructor according to the teaching situation, students’ progress, public holidays and unforeseeable circumstances. A revised schedule will be issued to you at the start of the semester.

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Course LO</th>
<th>Readings/ Activities</th>
</tr>
</thead>
</table>
| 1    | Duties of the cinematographer  
The nature of light + equipment  
studio protocol                  | 1, 2,                  | Introductory Lecture  
In-class discussion on personal craft  
and knowledge in image-making  
Assigned Project 1:  
Select and bring a picture that you like |
| 2 | Visual Language | 1, 2,4, 5 | Lecture: Analyse a picture Studio  
Setting up a light  
Shoot a portrait. |
|---|-----------------|-----------|---------------------------------------------------------------------|
| 3 | The Camera-the format- CCD | 1, 2, 4 | Studio: White balance Colour temperature  
Studio Exercise: White balance - gels correction indoor out door - playing with colour and colour temperature |
| 4 | Lens Language | 1, 2, 4 | Studio: Foreground and background focus - focus pull  
Studio Exercise: focal length + focal pull +shutter |
| 5 | Camera Movement | 1, 2, 3, 4 | Studio: Setting up a track, handling a dolly  
Studio Exercise: Film a moving person with a camera movement |
| 6 | Preproduction for project 1  
Shooting for edit  
Blocking of project 1 | 1, 2, 3, 4 | Studio: Light Continuity, blocking  
Studio Exercise: Light and shoot two shots |
| 7 | Shoot  
Project 1 | 1, 2, 3, 4 | Project 1: A painting  
Shoot three shots to re-create the chosen painting. |
| 8 | Student Presentations of project 1 | 1, 2, 3, 4, 5 | Students present, discuss and critique their filmed projects |
| 9 | Knowing your tools  
Key light tests and waveform monitor | 1, 2, 3, 4, 5 | Conduct a key light test, handle a lightmeter |
| 10 | Preproduction for project 2  
Storytelling with images  
Blocking of project 2  
The team proposes and explain the blocking and the preproduction of the film-script given (post online) | 1, 2, 3, 4, 5 | Project 2: the emotions of a script  
Studio Exercise: Light and shoot two shots |
| 11 | Shoot Project 2  
Film project 2 | 1, 2, 3, 4, 5 | Shoot project 2 |
| 12 | **Screening and critique of project 2**  
Review and feedback on project 2 | 1, 2, 3, 4, 5 | **Studio Exercise:**  
Green screen and blue screen set up  
Lighting and shooting for compositing |
| 13 | **Final Presentation** | 1, 2, 3, 4, 5 | **Student Presentations** on final assignment with critique and feedback |