



5055 Santa Teresa Blvd  
Gilroy, CA 95023

---

### Course Outline

**COURSE:** FTVE 26                      **DIVISION:** 10                      **PREVIOUSLY KNOWN AS:** MCTV 26

**TERM EFFECTIVE:** Spring 2025                      **CURRICULUM APPROVAL DATE:** 10/8/2024

**SHORT TITLE:** INTRO 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

---

Out of Class Hrs:                      72.00

Total Learning Hrs:                      162.00

---

#### **COURSE DESCRIPTION:**

This course is an exploration of cinematography. The intent is to assist students in developing their filmmaking abilities generated by the current practice of the medium through advanced lighting techniques, camera movement, and concept development. Previously known as MCTV 26.

**PREREQUISITES:**

**COREQUISITES:**

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

#### **GRADING MODES**

L - Standard Letter Grade

P - Pass/No Pass

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

## SCHEDULE TYPES:

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

## STUDENT LEARNING OUTCOMES:

By the end of this course, a student should:

1. Demonstrate the technical and aesthetic aspects of film and digital cinema production and demonstrate knowledge of basic production techniques.
2. Operate film/digital cinema equipment correctly to produce quality products.

## COURSE OBJECTIVES:

By the end of this course, a student should:

1. Know how to use all the lighting equipment, including c-stands, gels, scrims, diffusion, dimmable LEDs, HMIs, dimmable fluorescents, Arri 2K & 4K, etc.
2. Know camera basics, including white balance, ND filters, adjusting aperture, ISO, and shutter speed, etc.
3. Know the difference between zoom and prime lenses and when to use each.
4. Know how to properly make a lens swap.
5. Be able to demonstrate proficiency using a steadycam.
6. Know all the different ways (tools & techniques) to pull focus.
7. Be able to demonstrate proficiency using a variety of dolly systems (especially dolly & doorway).
8. Be able to demonstrate proficiency using a jib for a variety of cameras and genres.
9. Have basic knowledge about flying a drone for filmmaking.

## COURSE CONTENT:

CURRICULUM APPROVAL DATE: 10/8/2024

### 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.

**COURSE CONTENT (Continued):**

**LECTURE CONTENT (Continued):**

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

6 HOURS

CONTENT: Steadicam & other stabilizers - balancing and operating  
Jibs & Drones - Bird's Eye View & how to get it. FAA rules & licenses

2 HOURS

Final Exam

**COURSE CONTENT (Continued):**

LAB CONTENT

6 HOURS

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

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

6 HOURS

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

6 HOURS

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

6 HOURS

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

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

6 HOURS

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

6 HOURS

Use Steadicam & other stabilizers - balancing and operating

6 HOURS

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

**METHODS OF INSTRUCTION:**

Lecture (extensive use of overhead projection and video). Student participation in actual film productions. Film/video presentation to supplement lectures. Guest speakers when appropriate and available.

**OUT OF CLASS ASSIGNMENTS:**

Required Outside Hours 72

Assignment Description

Every student must make an individual film, which will include writing a script, storyboarding the shot list, casting, lighting, filming, editing, and streaming their project.

**METHODS OF EVALUATION:**

Skill demonstrations

Evaluation Percent 50

Evaluation Description

Students will work with the group to make several class films.

Students will also make an individual film of their own.

Writing assignments

Evaluation Percent 30

Evaluation Description

Students will write in the weekly discussion boards, to demonstrate their understanding of key concepts and skills.

Objective examinations

Evaluation Percent 20

Evaluation Description

Students must demonstrate their skills and knowledge in the exams.

**REPRESENTATIVE TEXTBOOKS:**

Cinematography: Theory and Practice: For Cinematographers and Directors, Blain Brown, Routledge, 2021 or a comparable textbook/material.

ISBN: 978-0367373450

Rationale: Great text for all elements covered in a cinematography class.

13 Grade Verified by: Grant Richards

**OTHER MATERIALS:**

Instructor created materials.

Equipment manuals.

**ARTICULATION and CERTIFICATE INFORMATION**

Associate Degree:

CSU GE:

IGETC:

CSU TRANSFER:

Transferable to CSU, effective 202530

UC TRANSFER:

Transferable to UC, effective 202530

**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: CCC000646897

Sports/Physical Education Course: N

Taxonomy of Program: 061220