

# **CINEMATOGRAPHY I**

## **UNIT 1. CINEMATOGRAPHY FUNDAMENTALS**

- Working With Camera
- Understanding exposure
- Understanding lighting ratio
- Lensing
- Understanding visual Grammar

## **UNIT 2. WORKING ON LIGHTING AND SHOOTING ON MISE- EN SCENE**

- Idea
- Concept development
- Planning the visual look
- Preparation for shooting
- Lighting
- Shooting

## **UNIT 3. WORKSHOP ON LIGHTING AND SHOOTING A SCENE**

- Idea
- Concept development
- Planning the visual look
- Preparation for shooting
- Lighting
- Shooting

## **UNIT 4. WORKSHOP ON ADVERTISEMENT LIGHTING**

- Idea
- Concept lighting
- Preparation for shooting
- Lighting
- Shooting

# **CINEMATOGRAPHY II**

## **UNIT 1. BASICS OF VISUAL GRAMMER**

- Exercise on camera angel
- Exercise on camera movement
- Exercise on camera composition

## **UNIT 2. BASICS OF MOTION PICTURE PRODUCTION**

- Exercise on camera shots
- Exercise on camera focus
- Exercise on camera blocking
- Exercise on camera Hyperlapse and Timelapse

## **UNIT 3. BASICS OF IDEA GENERATION AND SCREENPLAY**

- Exercise on visualization and observation
- Exercise on screen writing
- Exercise on character development
- Exercise on documentary writing

## **UNIT 4. BASICS OF LIGHTING**

- Exercise on three point lighting
- Exercise on four point lighting
- Exercise on mood lighting
- Exercise on source lighting

## **UNIT 4. BASICS OF ART DIRECTION**

- Exercise on miniature creation
- Exercise on manipulation of space
- Exercise with costume

## **UNIT 4. BASICS OF SOUND OPERATIONS**

- Exercise on camera sound recording
- Exercise on Boom mic operation

# **CINEMATOGRAPHY III**

## **UNIT 1. WRITING WITH MOTION**

- Persistence of vision
- Conceptual tools for cinematography
- Understanding the visual world

## **UNIT 2. SHOOTING METHOD**

- Understanding cinematics
- The frame
- The shots
- Building blocks of a scene
- Character shots
- Master scene method
- Montages
- Point of view

## **UNIT 3. CINEMATIC CONTINUITY**

- Types of continuity
- Screen direction
- Cheating the turnaround
- 180 rule

## **UNIT 4. LIGHTING**

- Fundamentals of lighting
- Lighting techniques
- Inverse square law of light
- Exposure
- Aspects of light
- Motivated light

## **UNIT 5. LIGHTING SOURCES**

- HMI units

# **CINEMATOGRAPHY IV**

## **UNIT 1. LIGHT SOURCES**

- Choice of light source
- Tungsten and tungsten light source
- Operating practices and safety
- Fluorescent source

## **UNIT 2. LAMINATES**

- The fresnel spotlight or soft edged spotlight
- Control of light intensity on location
- Spotlight principles
- Use of diffusion
- Open – faced luminaires
- Par lights
- Special lights

## **UNIT 3. DIMMERS ON LOCATION**

- Dimmers
- Control on dimmers

## **UNIT 4. LIGHTING GRIP EQUIPMENT**

- Basics
- Stand accessories
- Super clamps and telescopic poles
- Clamps

## **UNIT 5. ELECTRICAL ESSENTIALS**

- Electrical main supplies
- Installations
- Electrical safety
- Use of generator

# **CINEMATOGRAPHY V**

## **UNIT 1. INTRODUCTION TO CINEMATOGRAPHY**

- Persistence of vision
- Conceptual tools of cinematography

## **UNIT 2. THE MOTION PICTURE CAMERA**

- Shutter speed
- Shutter angle
- Exposure control
- Frames rates
- Understanding internal structure of film camera and intermittent movement

## **UNIT 3. LENSES**

- Types of lenses
- Angle of view
- Lens ratio
- Depth of field
- Focal length
- Exposure control

## **UNIT 4. VISUAL LANGUAGE**

- Visual grammar
- Shot types
- Composition
- Framing

## **UNIT 5. CINEMATIC CONTINUITY**

- Types of continuity
- Screen direction
- Cheating the turnaround
- The 180 rule

# **SCREEN WRITING**

## **UNIT 1. BASICS OF SCREEN WRITING**

- Writing proposals
- Synopsis
- Treatment
- Step outline
- Longlines and outliner
- Spec scripts

## **UNIT 2. STORY AND CHARACTER**

- Script writing formulas
- Characterization
- Character designing
- Personality
- Goal
- Characters Arc – change and transformation

## **UNIT 3. CONFLICT**

- Internal and external
- Motivation
- Reluctant hero
- Iron will
- Underdog
- Imperfections

## **UNIT 4. NARRATIVE STRUCTURE**

- Plot and sub plot
- Time and space
- Three act structure
- Conflict and drama in narrative
- Non-linear structures and multiple narrative
- Parallel and hybrid narrative

## **UNIT 5. FORMATTING AND DESIGNING OF SCRIPT**

- Script elements
- Writing dialogues
- Point of view
- Parenthesis
- Transition
- location

## **UNIT 6. AUDIENCE**

- identifying class
- connecting your story
- audience identification and voyeurism
- key flaws
- secondary characters

# **EDITING**

## **UNIT 1.ELEMENTS OF VIDEO EDITING SOFTWARE**

- Elements of video editing software
- Applying keyboard structure
- Using editing tools
- Applying rough cut techniques
- Developing terminology of editing

## **UNIT 2. EDITING TECHNIQUES**

- Rough cut techniques
- Fiction and non-fiction
- Multi camera editing perspectives
- One camera editing
- Shots inserting nodding cutaways
- Sync matching
- Adding transition

## **UNIT 3. WORKING WITH GRAPHICS**

- Text credits graphics aston band scroll
- Shot composition
- Color correction
- Montage
- Filters and transition
- Subtitles

## **UNIT 4. WORKING WITH SOUND**

- Master audio
- Sound effects
- Importance of video audio effects
- Audio sync matching
- Music balancing



# **SOUND DESIGN**

## **UNIT 1. PHYSICS OF SOUND**

- Sound and vibration
- Propagation of sound
- Frequency of sound
- Wavelength of sound
- Amplitude of sound

## **UNIT 2. FILE MANAGEMENT FOR THE TRACK**

- Importing and exporting files
- Project settings
- Vst connections
- Tools
- Tempo testing

## **UNIT 3. WORKING OF MICROPHONES AND SOUND CARD**

- Types of microphones
- Sound card setting
- Software mixer levels
- Perfect place of microphone

## **UNIT 4. VOICE NARRATIVE**

- Demo video management
- With script or without script
- Voice over recording
- Dialogue recording

## **UNIT 5. OUTDOOR RECORDING PRACTICAL**

- Location sound
- Precaution for recording outdoor
- Equipment used in outdoor recording

## **UNIT 6. FOREGROUND SOUNDS**

- Foley effect