Drone Cinematography

Level 3

(FVM 2013)

Educator and students must comply with FAA regulations. FAA 107 is required for commercial use.

Description

Using drones: Cinematography elucidates the integration of lighting, camera movement, visual aesthetics and actor blocking necessary for narrative development and character revelation in the translation of script to screen. This course focuses on how entire scenes may captured in a single dynamic camera movement ("sequence shot") that enhances the dramatic presentation of narrative flow and character arc through exploration of the three dimensional set of the scene and its interpretation to the two dimensional space of the screen.

Required Course Learning Outcomes:

- Identify responsibilities of Director of Photography
- Critically evaluate, analyze and asses scripts to determine correct format, camera and supporting gear for visual storytelling
- Apply and demonstrate cinematography skills to shoot a script
- Analyze, breakdown shots, storyboard a script for shooting
- Select, judge and recommend camera department crew
- Predict, estimate, and discuss possible issues and consequences in advance of production
- Solve problems during production using creative methods and concepts
- Drone safety & flying
- Overview of Cinematography
- 1. Responsibilities of Cinematographer
- 2. How does the Cinematographer fit into the production
- 3. Working with other departments
- 4. Pre-production expectations
- 5. Mise en scène
- 6. Using drones in digital media & communication
- II. The Cinematographer and Camera Department

1.	Choice of crew
2	Crew member functions/responsibilities
3.	Set Protocol
4.	Choice of drone
III.	The Cinematographer and Lighting
1.	Exposure
2.	Metering
3.	Contrast ratios
4.	Hard vs. soft light
5.	Color contrast
6.	Creating tone and mood through light
7.	
VI.	The Cinematographer and Blocking
1.	Fixed camera
2.	Moving Camera
3.	Action sequences
4.	Sequence shots
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1.	Aspect ratio
2.	Composition ¿ Rule of thirds
3.	Lens choice/Depth of Field
4.	Color
5.	Exposure
6.	Revealing narrative development through lens and light
7.	Coverage for editing
VI.	The Cinematographer and gear
1.	Cranes and dollys
2.	Gearheads and fluid heads
3.	Track
4.	Glidecam/Steadicam
5.	Hand held
6.	Camera choice
7.	Format film/HD/video
8.	Drones