Advanced Camera and Lighting
Instructor: Tim Sorel
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Office Hours: Monday 11-12, Wed 1-3 and by appointment
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Weekly Schedule:
Wednesdays Periods 3-5  G001 Weimer or Room G215 editing lab as indicated on weekly schedule.
Class begins at 9:35 SHARP!

Course Prerequisite: C or better RTV 3320, RTV3200, RTV 2100

Text:

Course Description:
Advanced Camera and lighting is intended to give career-path production students hands-on experience in advanced lighting, camera and field recording techniques. Students will be expected to compare the human eye’s capability to that of an average video camera. Students will learn about various lighting instruments and various strengths and weaknesses of each particular lighting instrument. Students are expected to know the Kelvin color temperature scale and how different types of light will affect camera imagery.

While learning the craft of lighting, students will be creating several short scenes that will challenge them as filmmakers. A short 8-12 minute movie will be the final project. This is not a school project; rather, a true professional experience under real-world conditions and constraints. Team assignments will depend on the number of students in the class. You will be expected to take your work to the next level and produce professional quality productions.

This course requires in-class participation and 5-7 hours of work outside of class per week. This class is intended for students who are serious about careers in digital cinema. Students are expected to be proficient with FINAL CUT PRO although we will be working with Premiere Pro as well.
THE CHASE SCENE MOVIE
Students will work in teams of two or three and create a two-minute short film that involves a chase of some sort. Specific attention to proper story development, camera angle, variety of shots, editing, pacing, use of sound and color correction are critical to a successful project. The team will present a draft script and treatment that includes synopsis, suggested locations, casting plan, rehearsal schedule and shooting schedule.

THE FILM PROJECT comedy or dramatic narrative

Students will work in teams of three or four and create an 8-12 minute movie. The team will present a draft script and treatment that includes synopsis, suggested locations, casting plan, rehearsal schedule and shooting schedule.

Below is how a typical panel that funds independent projects would review your proposal. You should consider and answer these questions within your treatment.

Partial Treatment Requirements from ITVS

1. What is the overall quality of the project? Is the idea well conceived? Is the subject matter compelling? Does the approach make sense as a TV program?

2. What is the quality of the treatment? Is it well written? Is the storyline clearly delineated? How does it address the visuals, structure and style?

3. Is this project innovative? Does the subject matter present an untold story? In terms of format and presentation, how does the program take creative risks?

4. Does the proposal identify a target audience? Will this program serve the needs and interests of an under-represented audience?

5. How experienced and capable is the production team? Would the team be able to produce the program on time and for the amount of funding requested?

Basic Script Writing: beginning/middle/turn/end
Beginning sets up film: asks a question of some kind, makes audience curious
Middle: development -sets some type of pattern/issue/conflict-
Turn: Changes direction, twist
End: Payoff (or not) what does the audience walk away with?
TEAM POLICY FOR FILM PROJECT
If a team member is not contributing in a significant way to the overall success of the Film Project, team members can write a letter to Professor Sorel asking for that team member to be removed from the team. If this were to occur, the team member that was removed has two options. Option 1: would be to self-produce a project. Option 2: drop the class.

Absentee and Tardiness Policy
Students are allowed one unexcused absence during the semester. The second unexcused absence will result in a 1-point deduction from your final grade. The third unexcused absence will result in an additional 3-points from your final grade. The fourth unexcused absence will result in an additional 6-points from your final grade.

Students are allowed one tardiness during the semester. A second tardiness will result in a 1/2 point deduction from your final grade. A third tardiness will result in an additional 2-points from your final grade. A fourth tardiness will result in an additional 6-points from your final grade.

Needed Supply
Firewire 400 external hard drive. 100-320 gig should be plenty. DO NOT Purchase a USB external hard drive. They are too slow for Final Cut Pro.

Suggested Supplies:
Leather Work Gloves
Multi-purpose tool (Leatherman)

I will distribute your SDHC card.
Equipment Policy
All students who use Department of Telecommunication or WUFT-TV equipment must follow all established access policies. Failure to do so may result in suspension and/or revocation of privileges, and/or grade deductions in the course in which the student is enrolled. Borrowers will also be required to pay for damage to or loss of equipment.

Equipment Checkout
When you pick up equipment, you must allow enough time to thoroughly inspect and test each piece before leaving the Equipment Room. You are financially responsible for all equipment that you check out. It is imperative that you fully examine the equipment before removal and have any missing parts or damage noted in your loan agreement by an Equipment Room employee. WHEN YOU SIGN FOR THE GEAR, YOU ARE ACKNOWLEDGING THAT IS FULLY FUNCTIONING, UNDAMAGED, AND THAT ALL PARTS ARE THERE. Once you leave the Equipment Room, you are financially responsible for all of the equipment listed on your paperwork, so it is in your best interest to make sure you have everything you are supposed to have and it is working properly.

Equipment Return
During check-in, any damaged, broken or missing parts will be noted on the borrower’s loan agreement and the borrower will be required to pay for any damage or loss. The borrower will also face the appropriate suspension and/or revocation of privileges.

Late Return
Gear returned more than FIFTEEN MINUTES late will result in the following:

*first offense: suspension of privileges until student meets with instructor of record to have privileges restored.

*second offense: suspension of privileges for two weeks

*third offense: suspension of privileges for the rest of the semester

Such suspension of privileges could result in the student missing lab shifts or turning in assignments late. Students will not be allowed to make up said lab shifts or request an extension of project deadlines in such cases. Lab grades and project grades will be penalized according to the instructor’s rules regarding missed lab shifts or late assignments.

While this lateness policy may seem harsh, students must understand that their failure to return equipment on time can (and often does) result in irreparable harm to the work of
students waiting to check out the late gear. This is a serious offense and cannot be taken lightly because other students’ academic success may be affected by the offending student’s disregard for the rules.

**Policy Violations**

Habitual disregard for the equipment and the rules of the Equipment Room may result in the loss of privileges. Violations of Policy include:

*Late return of equipment

*Return of equipment in unacceptable condition

*Taking equipment out of town without authorization

*Using equipment for work other than that required by the student’s instructor

*Providing equipment access to suspended students, to students who do not qualify for equipment, or to non-students

**Penalties**

Penalties for damage to equipment or loss of equipment will vary, depending upon the nature and cost of the violation, and will be determined by the course instructor. If there is any cost involved in repairing or replacing the equipment, the student will be held responsible for repair/replacement costs and will lose equipment access privileges until said costs are recovered by the Department or Station.

Other policy violations will result in the loss of equipment privileges and possibly a deduction of points from the student’s overall grade in the course of record. Penalties will be determined on a case-by-case basis.

**These penalties can carry over into the new semester.**

**Length of Checkout**

**4929C Sorel:**

Gear may be checked out at 10am and be kept for two days. All gear must be returned by promptly by **9am**. Students must wait at least one day before re-signing out equipment.
**Parking Policy**
Outside near the newsroom entrance there is a loading and unloading zone for students checking in or checking out equipment. **DO NOT PARK IN THIS SPACE FOR MORE THAN 10 MINUTES.** Leaving your car parked in the loading/unloading space for more than 10 minutes will result in up to 10 points off of your final grade. Yes, we are serious about this.

**Week One – August 22**
Meet in G001
The importance of knowing the camera
New HD Cameras
Lighting and blocking a scene, hands on workshop.
Pick up SDHC Card
Projects for the course explained.
Movie treatment and script explained
Meet your classmates. Search for project team members.
PP, AVID, FCPX and FCP7 Why?
Block and shoot horror scene.

Homework 1a: Follow a person from interior lighting to exterior lighting and back while along the way adjusting saved white balance, ND filters and iris.

Homework 1b: Create short movie using at least all of the different shot types described on page 68, 69, 70, 72 and one of the high angle shots on page 72. Use the rule of thirds! **BRING SHOOTING CARD TO NEXT CLASS.**

**Week Two - August 29**
Meet in room G215 editing lab
READ: Chapter 1 and chapter 4 for quiz
Homework 1 due on SDHC Card. Log and transfer into PP for Tim to view.
Discussion: Production Value. Shot Types.
Study of the film *Good Will Hunting*
Storytelling techniques *WASP*
Create chase scene teams. Begin developing treatments and scripts
Editing for story telling. Types of edits
How to send HW to drop box.
Intro to Premiere Pro (PP)
Homework 2 due next week: Edit Horror scene footage shot in lab week 1. By the evening of August 25th, all of the shots taken in class will be in a folder on the lab workstations. The media will be in the *instructor media folder.* The folder will say 4929F12 horror shots.
**Week Three—September 5**

Meet in room **3032**

Homework 2 Horror Edit Due. Export as QT time and submit to drop box.

Working in mixed color temperature

Intro to Arri Light kit -Intro to Kino Flo 5600k kit

CTB color correction gels

Flags and C Stands

Demo a dialogue scene basic scene coverage. Master shot- dirty and clean singles.

**Week Four—September 12**

Meet in room **G215**

READ CHAPTER 2 and 3 reading quiz

Editing HW 2 due as QT Movie. Upload to drop box

PP train 2

Pre-Visualization of your films. Storyboarding.

Editing Dialogue/movie “News Radio” Cutting Points What are they?

Looking at Dailies/ “Feel the Cut”/Audiences desire to see something else

Split edits, L CUTs working with dialogue

Homework 3: Edit “Blind Date”

**Week Five—September 19**

Meet in room **3032** Class splits in half. I will assign you to A group 9:35 or B group 11:00

Read chapters 6 & 7 Reading Quiz

HW 3 due. Export and submit to drop box.

Motivating light sources for realism, mood and focus.

In groups of 3:

HW 4: You will light 2 scenes on location with three variations. 1) A person in bed, morning. 2) person in bed, sleeping-moon 3) Person in bed reading with reading lamp. 4) person on couch morning 5) person on couch night-moon 6) person on couch with reading lamp.

shooting strategies for the chase sequence. Interesting shots. Coverage. Shooting more angles, inserts and POVs. Hand held for chaos.
Week Six- September 26
Meet G001  Class splits in half.  I will assign you to A group 9:35 or B group 11:00
HW 4 Lighting due.
Read chapter 7  Reading Quiz
Audio recording techniques Proper mic placement.  Plant mics strategy and technique
Scene strategies for audio coverage. Line/mic using house PA for events
Room tone. Practice dialogue scene.

HW 5 Shoot a scene between two characters according to provided script.  Radio mics if used are to be hidden. Shotgun mics are to be as close as possible.  Room tone is to be recorded.  Edit the scene with seamless audio that is completely understandable and does not draw attention to itself.

Week Seven-October 3rd
Meet in G215 lab
HW 5 Due as QT I drop box
PP editing 3

Week Eight-October 10th
Meet Room G215 lab
Read chapter 8 Reading Quiz
Adobe Audition and round tripping from PP.

CHASE SCENE MOVIE DUE AS QT at 9:35.  Late projects will have 50% reduction in points
HW: Scripts due next week.  You should have locations and actors in mind at this point for your final project.

Week Nine-October 17
Meet in room G215 lab
Treatments, scripts due for final project
PP Editing 2
Advanced PP color correction, filters and effects
HW: You should be shooting your final project

Week Ten-October 24
Meet in Room G001
READ CHAPTER 3  Reading quiz chapter 3
Dolley movement workshop.  Why/When/tracking motion/emotion with motion
Creative movements and devices.
HW: You should be shooting your final project

Week Eleven-October 31
Meet in Room G215 lab
Brief introduction to After Effects/visual effects
HW: You should be shooting your final project

Week Twelve-November 7
Meet in room G215 lab
Introduction to Encore, Media encoder

In-class edit session. Discuss with Tim.

Week Thirteen-November 14
Meet in room G215 lab
DEADLINE-ASSEMBLY EDIT for grade. Hand in on disc at 9:35am
Your various scenes should be laid out in order! This will be shown to class for comment. 50% points off for late projects.
Lecture: Organizing the project in FCP. Work on editing project.

Week Fourteen-November 21
No class this week

Week Fifteen- November 28
Meet in room G215 lab
DEADLINE Second View (this is a finished movie due at the beginning of class. Audio should be clean and video should be color corrected- Critique)

Week Sixteen- December 5th
Meet in room G215 lab
DEADLINE Movie Projects due at 9:35. 50% points off for late projects.

Hand in on disc. We will view in class. Students will evaluate and critique in writing other students projects. Your observation and written critique of other students work will be graded. It is an important skill to learn how to give and how to receive feedback. NO PROJECTS WILL BE ACCEPTED AFTER THIS DATE.

Grading Scale:
A 94-100
A- 90-93
B+ 87-89
B 84-86
B- 80-83
C 75-79
D 70-74
E 0-69
Grading:
HW 1a Camera iris practice  2.5
HW 1b Shot types  2.5
HW 2 Horror Edit  5
HW 3 Edit Blind Date  5
HW 4 Lighting HW  10
HW 5 Audio recording  10
Chase Scene  15
Assembly Edit  20
Final View  20
Reading Quizzes  10

Academic Honesty:
In 1995 the UF student body enacted a new honor code and voluntarily committed itself to the highest standards of honesty and integrity. When students enroll at the university, they commit themselves to the standard drafted and enacted by students.

Preamble: In adopting this honor code, the students of the University of Florida recognize that academic honesty and integrity are fundamental values of the university community. Students who enroll at the university commit to holding themselves and their peers to the high standard of honor required by the honor code. Any individual who becomes aware of a violation of the honor code is bound by honor to take corrective action. The quality of a University of Florida education is dependent upon community acceptance and enforcement of the honor code.

The Honor Code: We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity.

On all work submitted for credit by students at the university, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment."

The university requires all members of its community to be honest in all endeavors. A fundamental principle is that the whole process of learning and pursuit of knowledge is diminished by cheating, plagiarism and other acts of academic dishonesty. In addition, every dishonest act in the academic environment affects other students adversely, from the skewing of the grading curve to giving unfair advantage for honors or for professional or graduate school admission. Therefore, the university will take severe action against dishonest students. Similarly, measures will be taken against faculty, staff and administrators who practice dishonest or demeaning behavior.

Student Responsibility. Students should report any condition that facilitates dishonesty to the instructor, department chair, college dean or Student Honor Court.

Violation of the Student Honor Code will result in an automatic 'E' grade for the assignment and may result in an E grade for the course.