

PFR606: Cinematography (CFS)

Status	Approved
Module Name	Cinematography (CFS)
Module Code	PFR606
Credit Value	60
Level	6
Pre-requisites	
Named Module Leader	Marshall, Kingsley

Module Aim

This elective specialism module aims to prepare you for the Cinematographer's role on the graduation films.

Summary Module Description

The elective specialism modules prepare you to confidently undertake the duties, responsibilities and workflows of the role that you will be assessed on.

This module is delivered through practical and theory-based workshops that teach you the fundamental principles, duties and responsibilities of the Cinematographer's role that underpin pre-production, production and post-production of the graduation films.

A Cinematographer collaborates with all craft departments in pre-production, production and post-production. The Cinematographer, (in collaboration with the Director), designs the photography that best serves the visual storytelling. The duties and workflow of a Cinematographer include: script breakdown; visualisation and design - including camera and lighting plans; kit lists; and management of the camera department personnel.

A Cinematographer requires a range of practical, personal and professional skills, as they oversee the entire photographic workflow, from pre-production through to the final grading of the picture.

Module-Specific Employability Skills

The module will offer you an opportunity to practice the following skills that can be used in professional settings in film, television and creative industries, as well as in academia and beyond:

Industry & Business Knowledge: You will develop an ability to recognise and apply relevant terminologies, technologies and processes to your creative practice or evaluation of others' work.

Critical Thinking & Analysis: You will develop an ability to look below the surface of film and television, make connections and reflect on different social and creative perspectives. Through this process, you will build a more profound understanding not only of film and television but also of values and attitudes in contemporary global societies that influence what you see on the screen.

Expanded Worldview: You will appreciate a range of diverse creative practices and modes of expression. You will also develop social and political sensitivity, especially regarding representation.

Ethical and Legal Responsibilities: You will progress your understanding of how to work professionally within industry-standard ethical and legal frameworks.

Health and Safety: You will enhance your awareness of health and safety guidelines and apply them in professional settings.

Problem Solving and Innovation: You will grow your capability to logically and critically evaluate the currently available film and television practices and progress your creativity towards innovation by applying conceptual models to practical challenges.

Imagination and Creativity: You will gain confidence to determine your potential contribution to the creative industries, finding the courage to use artistic solutions and produce unique and original work.

Collaboration and Team Working: You will develop a positive attitude when working with others in a respectful, organised and collaborative manner.

Organisation: You will advance your project and time management skills.

Entrepreneurial skills: You will learn to identify and take advantage of professional and personal opportunities. You will develop your business awareness and understand what effort is required should you choose to work as a freelancer.

Communication skills: You will practice an ability to articulate your ideas in writing and speech in a coherent and clear manner that can be understood by non-specialist audiences.

Personal Development: You will be advised on how to define your priorities, manage your time effectively, develop an understanding of personal strengths and weaknesses and find ways of responding to constructive criticism and feedback. Your ability to forge productive relationships with others and to understand the essential elements of how creativity is fostered in team environments will go on to support you and your ambitions in your academic career and beyond.

Learning Outcomes

LO #	Learning Outcome Name	Learning Outcome Description	Assessment Criteria Category
BAPFMASFU01 BA(Hons) Practical Filmmaking (2 year) - CFS v1.2			
1	Technical	Evaluate ideas, creative elements, processes and techniques appropriate to a project	PROCESS
2	Collaboration	Evaluate constructive relationships and work effectively in the conception and delivery of a team project	COLLABORATION
3	Communication	Evaluate professional communication and presentation skills	ANALYSIS
4	Professionalism	Evaluate self-management skills and set priorities for personal and professional progression	ORGANISATION
5	Research	Evaluate research, resources and methodologies that inform a project	None
6	Analysis	Evaluate and analyse specialist information and practices and formulate reasoned arguments	ANALYSIS
7	Innovation	Evaluate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	INNOVATION
8	Industry	Evaluate industry vocabulary and knowledge to enable you to present your work and support your engagement with the commercial marketplace	None
BAPFMISFU01 BA(Hons) Practical Filmmaking with Integrated Foundation Year (3 years) - CFS v1.2			
1	Technical	Evaluate ideas, creative elements, processes	PROCESS

		and techniques appropriate to a project	
2	Collaboration	Evaluate constructive relationships and work effectively in the conception and delivery of a team project	COLLABORATION
3	Communication	Evaluate professional communication and presentation skills	ANALYSIS
4	Professionalism	Evaluate self-management skills and set priorities for personal and professional progression	ORGANISATION
5	Research	Evaluate research, resources and methodologies that inform a project	None
6	Analysis	Evaluate and analyse specialist information and practices and formulate reasoned arguments	ANALYSIS
7	Innovation	Evaluate problem solving techniques, independent enquiry, practice and experimentation in the realisation of a project	INNOVATION
8	Industry	Evaluate industry vocabulary and knowledge to enable you to present your work and support your engagement with the commercial marketplace	None

Assessment Methods

Assessment Method	Description of Assessment Method	%	Learning Outcomes Assessed	Compulsory or Compensatable
PC	Individual on-set assessment of specialism role	60	CLO: 1 , 2 , 4 , 7 , 1 , 2 , 4 , 7	Compulsory
PW	Reflective Presentation	40	CLO: 3 , 4 , 6 , 3 , 4 , 6	Compulsory

The following codes for assessment methods apply	
PC	Practical (PC)
PW	Presentation of Work

Modes of delivery

Module Target Learner Hours: 600	
Activity	Hours
Lecture	30
Seminar	24
Tutorial	12
Project supervision	24
Demonstration	12
Practical classes and workshops	24
Supervised time in studio/workshop	24
Guided independent study	450

Indicative list of resources

Reading List

ALTON, J. 2013. ***Painting With Light***. University of California Press.

BRYAN J. Y. 1986. ***Cameras in the Quest for Meaning***. Kidlington: Focal Press.

CARLSON S & CARLSON V. 2nd ed. 1991. ***Professional Lighting Handbook***. Kidlington: Focal Press.

HAPPE L.B. 1975. ***Your Film & the Lab***. New York: Hastings House Publisher.

HERSHEY F. 1996. ***Optics and Focus for Camera Assistants: Art, Science and Zen***. Kidlington: Focal Press.

MALKIEWICZ K & MULLEN M.D. 3rd ed. 2005. ***Cinematography***. New York: Simon and Schuster.

MILLERSON G. 3rd ed. 1991. ***The Technique of Lighting for Television and Film***. Focal Press

Refer to the Module Guide for a range of up-to-date resources e.g. films, scripts, journal articles, websites and podcasts.

Named Awards

Course
BAPFMASFU01 BA(Hons) Practical Filmmaking (2 year) - CFS
BAPFMISFU01 BA(Hons) Practical Filmmaking with Integrated Foundation Year (3 years) - CFS