Course Title:Digital Cinema Production 1Course Number:8201010Course Credit:1

Course Description:

This course covers competencies in the history of cinema, production process, intellectual property rights, computer skills, photo editing software and production writing.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE S	tandards and Benchmarks	FS-M/LA	NGSSS-Sci
04.0	Understand the history of cinemaThe student will be able to:		
	04.01 Understand the history of cinema (silent, sound, color).		
05.0	Understand the production process-The student will be able to:		
	05.01 Identify the job titles associated with the filmmaking process.		
	05.02 Identify various tools and equipment used to produce narrative productions.		
	05.03 Understand speed and efficiency concepts.		
	05.04 Understand a production pipeline.		
	05.05 Identify the departments of a production studio.		
	05.06 Understand the interrelationships between departments.		
	05.07 Understand basic communication concepts (verbal, memos, paperwork).		
	05.08 Identify the stages of production.		
	05.09 Understand studio terms and jargon.		

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
	05.10 Create and organize production paperwork into production bibles or prepare for presentations.		
	05.11 Demonstrate the proper use of standard filmmaking forms.		
06.0	Understand intellectual property rights, copyright laws and plagiarism as it applies to creative assets-The student will be able to:		
	06.01 Understand the limits and expectations of copyright protection.		
	06.02 Understand the use of "Fair use and Fair Dealing".		
	06.03 Understand the transfer and licensing of creative works.		
	06.04 Understand the use of "exclusive rights" to intellectual creations.		
	06.05 Demonstrate the use of digital watermarking.		
07.0	Demonstrate proficiency in computer skillsThe student will be able to:		
	07.01 Identify all computer parts.		
	07.02 Demonstrate understanding of computer performance specifications.		
	07.03 Compare and contrast difference between business machines and workstations.		
	07.04 Demonstrate best practices of computer safety and ergonomics.		
	07.05 Demonstrate understanding of operating systems.		
	07.06 Perform software installation and setup.		
	07.07 Perform peripheral device installation and setup.		
	07.08 Perform computer upgrades (memory/hard disk/cards).		
	07.09 Perform storage management operations (project/file).		
	07.10 Demonstrate knowledge of computer maintenance.		
	07.11 Demonstrate ability to troubleshoot computer hardware and software issues.		
08.0	Demonstrate knowledge of photo editing softwareThe student will be able to:		
	08.01 Demonstrate understanding file formats and storage options.		
	08.02 Identify parts of the software interface (menus/palettes).		

CTE S	standards and Benchmarks	FS-M/LA	NGSSS-Sci
	08.03 Demonstrate ability to use each of the basic tool sets.		
	08.04 Demonstrate ability to import, export and save images.		
	08.05 Demonstrate understanding of layers and channels.		
	08.06 Demonstrate understanding of filters, effects and plug-ins.		
	08.07 Demonstrate understanding of file presets.		
	08.08 Demonstrate ability to select portions of an image for manipulation.		
	08.09 Demonstrate ability to transform selections and images (crop, scale).		
	08.10 Demonstrate ability to color correct images (brightness, hue, contrast).		
	08.11 Demonstrate ability to use brushes for image creation and correction.		
	08.12 Understand non-destructive and destructive operations.		
	08.13 Demonstrate the basic use of video in Photoshop		
	08.14 Design and print a business card.		
09.0	Demonstrate knowledge of production writing as it relates to narrative filmmakingThe student will be able to:		
	09.01 Understand the job of a scriptwriter.		
	09.02 Identify target audiences, markets, and demographics.		
	09.03 Identify the elements of a script.		
	09.04 Develop the intended message of a script.		
	09.05 Demonstrate ability to write a treatment.		
	09.06 Demonstrate ability to write a professionally formatted (submission) script.		
	09.07 Identify the genre of a story.		
	09.08 Define characters and setting for a story.		

Course Title:Digital Cinema Production 2Course Number:8201020Course Credit:1

Course Description:

This course covers competencies in production management, art direction, character development, storyboarding, and funding presentations and pitches.

	a Standards	Correlation to CTE Program Standard #
01.0		trategies for using Florida Standards for grades 09-10 reading in Technical
		Ident success in Digital Cinema Production.
	01.01 Key Ide	
	01.01.1	technical texts, attending to the precise details of explanations or descriptions.
		LAFS.910.RST.1.1
	01.01.2	explanation or depiction of a complex process, phenomenon, or concept; provide an accurate summary of the text.
		LAFS.910.RST.1.2
	01.01.3	Follow precisely a complex multistep procedure when carrying out experiments, taking measurements, or performing technical tasks, attending to special cases or exceptions defined in the text. LAFS.910.RST.1.3
	01.02 Craft ar	nd Structure
	01.02.1	Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 9–10 texts and topics. LAFS.910.RST.2.4
	01.02.2	Analyze the structure of the relationships among concepts in a text, including relationships among key terms (e.g., force, friction, reaction force, energy). LAFS.910.RST.2.5
	01.02.3	Analyze the author's purpose in providing an explanation, describing a procedure, or discussing an experiment in a text, defining the question the author seeks to address.

Florid	la Stand	lards		Correlation to CTE Program Standard #
			LAFS.910.RST.2.6	serrelation to one mogram standard "
	01.03	Integration of	Knowledge and Ideas	
		01.03.1	Translate quantitative or technical information expressed in words in a text into visual form (e.g., a table or chart) and translate information expressed visually or mathematically (e.g., in an equation) into words. LAFS.910.RST.3.7	
		01.03.2	Assess the extent to which the reasoning and evidence in a text support the author's claim or a recommendation for solving a scientific or technical problem. LAFS.910.RST.3.8	
		01.03.3	Compare and contrast findings presented in a text to those from other sources (including their own experiments), noting when the findings support or contradict previous explanations or accounts. LAFS.910.RST.3.9	
	01.04	Range of Rea	ding and Level of Text Complexity	
		01.04.1	By the end of grade 9, read and comprehend literature [informational texts, history/social studies texts, science/technical texts] in the grades 9–10 text complexity band proficiently, with scaffolding as needed at the high end of the range.	
		01.04.2	By the end of grade 10, read and comprehend literature [informational texts, history/social studies texts, science/technical texts] at the high end of the grades 9–10 text complexity band independently and proficiently. LAFS.910.RST.4.10	
02.0	Subjec	cts for student s	es for using Florida Standards for grades 09-10 writing in Technical success in Digital Cinema Production	
	02.01	Text Types an		
		02.01.1	Write arguments focused on discipline-specific content. LAFS.910.WHST.1.1	
		02.01.2	Write informative/explanatory texts, including the narration of historical events, scientific procedures/experiments, or technical processes. LAFS.910.WHST.1.2	
	02.02	Production an	d Distribution of Writing	
		02.02.1	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. LAFS.910.WHST.2.4	
		02.02.2	Develop and strengthen writing as needed by planning, revising, editing, rewriting, or trying a new approach, focusing on addressing what is most significant for a specific purpose and audience. LAFS.910.WHST.2.5	
		02.02.3	Use technology, including the Internet, to produce, publish, and update individual or shared writing products, taking advantage of technology's	

Florid	la Stand	lards			Correlation to CTE Program Standard #
			capacity to link to other information and to display	information flexibly	
			and dynamically.	,	
				LAFS.910.WHST.2.6	
	02.03	Research to B	uild and Present Knowledge		
		02.03.1	Conduct short as well as more sustained research	projects to answer a	
			question (including a self-generated question) or s		/
			or broaden the inquiry when appropriate; synthesiz		
			the subject, demonstrating understanding of the su	ibject under	
			investigation.		
		00.00.0		LAFS.910.WHST.3.7	
		02.03.2	Gather relevant information from multiple authorita		
			sources, using advanced searches effectively; ass each source in answering the research question; ir		
			into the text selectively to maintain the flow of idea		
			and following a standard format for citation.	s, avoiding plagiansm	
			and following a standard format for station.	LAFS.910.WHST.3.8	
		02.03.3	Draw evidence from informational texts to support		
			and research.	, ·,	
				LAFS.910.WHST.3.9	
	02.04	Range of Writi	ing		
		02.04.1	Write routinely over extended time frames (time for		
			revision) and shorter time frames (a single sitting of		
			range of discipline-specific tasks, purposes, and a		
				_AFS.910.WHST.4.10	
03.0			es for using Florida Standards for grades 09-10 Matl	hematical Practices in	
			r student success in Digital Cinema Production.		
	03.01	Make sense o	f problems and persevere in solving them.	MAFS.K12.MP.1.1	
	03.02	Posson abstr	actly and quantitatively.	IVIAF3.K12.IVIF.1.1	
	03.02			MAFS.K12.MP.2.1	
	03.03	Construct viah	le arguments and critique the reasoning of others.		
	00.00		ie arguments and entique the reasoning of others.	MAFS.K12.MP.3.1	
	03.04	Model with ma	thematics.		
	22101			MAFS.K12.MP.4.1	
	03.05	Use appropria	te tools strategically.		
				MAFS.K12.MP.5.1	
	03.06	Attend to prec	ision.		
				MAFS.K12.MP.6.1	
	03.07	Look for and n	nake use of structure.		
				MAFS.K12.MP.7.1	

Florida Standards

03.08 Look for and express regularity in repeated reasoning.

MAFS.K12.MP.8.1

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
10.0	Demonstrate knowledge of production managementThe student will be able to:		
	10.01 Demonstrate ability to breakdown a script into production elements (cast, props).		
	10.02 Understand the job of a production manager.		
	10.03 Create a production board.		
	10.04 From a script - create a budget (quote) from local vendors.		
	10.05 Ability to write a casting call.		
	10.06 Participate in the casting process.		
	10.07 Scout a location and perform a site survey.		
	10.08 Acquire a permit for shooting on location.		
11.0	Demonstrate knowledge of art directionThe student will be able to:		
	11.01 Develop the overall visual appearance of an animation.		
	11.02 Demonstrate the ability to create moods with style.		
	11.03 Determine the geographic location and time period of the story.		
	11.04 Understand the importance of art direction as it pertains to the message.		
	11.05 Understand the use of color in art direction.		
	11.06 Document the technical aspects of art direction for use in production.		
	11.07 Perform the various assignments in a professional manner according to industry standards.		

standards and Benchmarks	FS-M/LA	NGSSS-Sci
Demonstrate knowledge of character developmentThe student will be able to:		
12.01 Demonstrate and understanding of character profiles.		
12.02 Demonstrate the ability to develop character resumes/profiles.		
Demonstrate knowledge of storyboardingThe student will be able to:		
13.01 Demonstrate understanding of visual storytelling and how storyboards are used during production.		
13.02 Identify common aspect ratios and how to calculate ratios.		
13.03 Demonstrate understanding of camera framing and camera movement.		
13.04 Develop a visual style using the art direction.		
13.05 Break down a script into the various camera shots and character action.		
13.06 Demonstrate understanding of perspective and depth of field.		
13.07 Demonstrate knowledge of lighting and color use.		
13.08 Demonstrate ability to sketch a storyboard including characters.		
13.09 Demonstrate ability to use storyboarding software or illustration software.		
13.10 Demonstrate the ability to create side (storyboard thumbnail pages).		
Demonstrate knowledge of funding presentations and pitchesThe student will be able to:		
14.01 Understand the ecosystem associated with product distribution.		
14.02 Identify the job titles and roles of the distributors.		
14.03 Identify potential markets, target audiences, and products.		
14.04 Develop the materials needed to effectively convey the message.		
14.05 Effectively communicate a message or pitch.		
14.06 Attend an educational seminar outside of class.		
14.07 Attend a film festival.		
14.08 Acquire a domain name.		
	 12.01 Demonstrate and understanding of character profiles. 12.02 Demonstrate the ability to develop character resumes/profiles. Demonstrate knowledge of storyboardingThe student will be able to: 13.01 Demonstrate understanding of visual storytelling and how storyboards are used during production. 13.02 Identify common aspect ratios and how to calculate ratios. 13.03 Demonstrate understanding of camera framing and camera movement. 13.04 Develop a visual style using the art direction. 13.05 Break down a script into the various camera shots and character action. 13.06 Demonstrate understanding of perspective and depth of field. 13.07 Demonstrate knowledge of lighting and color use. 13.08 Demonstrate ability to use storyboarding software or illustration software. 13.09 Demonstrate ability to create side (storyboard thumbnail pages). Demonstrate knowledge of funding presentations and pitchesThe student will be able to: 14.01 Understand the ecosystem associated with product distribution. 14.02 Identify potential markets, target audiences, and products. 14.04 Develop the materials needed to effectively convey the message. 14.05 Effectively communicate a message or pitch. 14.06 Attend an educational seminar outside of class. 14.07 Attend a film festival. 	Demonstrate knowledge of character developmentThe student will be able to: 12.01 Demonstrate and understanding of character profiles. 12.02 Demonstrate the ability to develop character resumes/profiles. Demonstrate knowledge of storyboardingThe student will be able to:

CTE Standards and Benchmarks	FS-M/LA	NGSSS-Sci
14.09 Understand the process of incorporating a business.		

Course Title:Digital Cinema Production 3Course Number:8201030Course Credit:1

Course Description:

This course covers competencies in lighting principles, production set protocol, lighting fixtures, electricity, special effects lighting, grips, dollies and cranes, jibs and arms.

Florid	la Standards		Correlation to CTE Program Standard #
15.0	Methods and strate	gies for using Florida Standards for grades 11-12 reading in Technical	
		t success in Digital Cinema Production.	
	15.01 Key Ideas a	nd Details	
	15.01.1	Cite specific textual evidence to support analysis of science and technical texts, attending to important distinctions the author makes and to any gaps or inconsistencies in the account. LAFS.1112.RST.1.1	
	15.01.2	Determine the central ideas or conclusions of a text; trace the text's explanation or depiction of a complex process, phenomenon, or concept; provide an accurate summary of the text. LAFS.1112.RST.1.2	
	15.01.3	Follow precisely a complex multistep procedure when carrying out experiments, taking measurements, or performing technical tasks, attending to special cases or exceptions defined in the text. LAFS.1112.RST.1.3	
	15.02 Craft and St	tructure	
	15.02.1	Determine the meaning of symbols key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 11–12 texts and topics. LAFS.1112.RST.2.4	
	15.02.2	Analyze how the text structures information or ideas into categories or hierarchies, demonstrating understanding of the information or ideas. LAFS.1112.RST.2.5	
	15.02.3	Analyze the author's purpose in providing an explanation, describing a procedure, or discussing an experiment in a text, identifying important issues that remain unresolved. LAFS.1112.RST.2.6	
L		LAF5.1112.K51.2.0	<u> </u>

Iorida Sta			Correlation to CTE Program Standard
15.0	3 Integration of	of Knowledge and Ideas	
	15.03.1	Integrate and evaluate multiple sources of information presented in diverse formats and media (e.g. quantitative data, video, multimedia) in order to address a question or solve a problem.	
		LAFS.1112.RST.3.7	
	15.03.2	Evaluate the hypotheses, data, analysis, and conclusions in a science or technical text, verifying the data when possible and corroborating or challenging conclusions with other sources of information. LAFS.1112.RST.3.8	
	15.03.3	Synthesize information from a range of sources (e.g., texts, experiments, simulations) into a coherent understanding of a process, phenomenon, or concept, resolving conflicting information when possible. LAFS.1112.RST.3.9	
15.0	4 Range of Re	eading and Level of Text Complexity	
	15.04.1	By the end of grade 11, read and comprehend literature [informational texts, history/social studies texts, science/technical texts] in the grades 11–CCR text complexity band proficiently, with scaffolding as needed at the high end of the range.	
	15.04.2	By the end of grade 12, read and comprehend literature [informational texts, history/social studies texts, science/technical texts] at the high end of the grades 11–CCR text complexity band independently and proficiently.	
		LAFS.1112.RST.4.10	
Sub	jects for studen	gies for using Florida Standards for grades 11-12 writing in Technical t success in Digital Cinema Production.	
16.0	1 Text Types		
	16.01.1	Write arguments focused on discipline-specific content. LAFS.1112.WHST.1.1	
	16.01.2	Write informative/explanatory texts, including the narration of historical events, scientific procedures/experiments, or technical processes. LAFS.1112.WHST.1.2	
16.0	2 Production a	and Distribution of Writing	
	16.02.1	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. LAFS.1112.WHST.2.4	
	16.02.2	Develop and strengthen writing as needed by planning, revising, editing,	
		rewriting, or trying a new approach, focusing on addressing what is most significant for a specific purpose and audience. LAFS.1112.WHST.2.5	

Florid	la Stand	ards			Correlation to CTE Program Standard #
			including new arguments or information.		
				AFS.1112.WHST.2.6	
	16.03	Research to E	uild and Present Knowledge		
		16.03.1	Conduct short as well as more sustained research	projects to answer a	
			question (including a self-generated question) or so		
			or broaden the inquiry when appropriate; synthesiz	e multiple sources on	
			the subject, demonstrating understanding of the su	bject under	
			investigation.		
				AFS.1112.WHST.3.7	
		16.03.2	Gather relevant information from multiple authoritation		
			sources, using advanced searches effectively; ass		
			limitations of each source in terms of the specific ta		
			audience; integrate information into the text selecti		
			flow of ideas, avoiding plagiarism and overreliance	on any one source	
			and following a standard format for citation.		
				AFS.1112.WHST.3.8	
		16.03.3	Draw evidence from informational texts to support	analysis, reflection,	
			and research.		
	40.04			AFS.1112.WHST.3.9	
	16.04	Range of Writ		nofic ations and	
		16.04.1	Write routinely over extended time frames (time for		
			revision) and shorter time frames (a single sitting o		
			range of discipline-specific tasks, purposes, and au	AFS.1112.WHST.4.10	
17.0	Mothor	he and stratogi	ے es for using Florida Standards for grades 11-12 Math		
17.0			r student success in Digital Cinema Production.	iematical Flactices in	
			f problems and persevere in solving them.		
	17.01	Marce Schoe o	problems and persevere in solving them.	MAFS.K12.MP.1.1	
	17 02	Reason abstra	actly and quantitatively.		
	17.02			MAFS.K12.MP.2.1	
	17 03	Construct viab	le arguments and critique the reasoning of others.		
	11.00			MAFS.K12.MP.3.1	
	17 04	Model with ma	athematics		
				MAFS.K12.MP.4.1	
	17.05	Use appropria	te tools strategically.		
				MAFS.K12.MP.5.1	
	17.06	Attend to prec	ision.		
				MAFS.K12.MP.6.1	
	17.07	Look for and r	nake use of structure.		
				MAFS.K12.MP.7.1	

	Florid	a Sta	anda	rds
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17.08 Look for and express regularity in repeated reasoning.

MAFS.K12.MP.8.1

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
18.0	Demonstrate understanding of lighting principlesThe student will be able to:		
	18.01 Identify the descriptions of the lighting crew.		
	18.02 Identify relevant lighting cues from production notes.		
	18.03 Create a lighting plan based on production notes.		
	18.04 Demonstrate understanding of Foot-Candles.		
	18.05 Demonstrate understanding of F-Stops, ISO/ASA and gain.		
	18.06 Demonstrate understanding of Depth of Field.		
	18.07 Demonstrate understanding of Contrast Ratio.		
	18.08 Demonstrate color theory and correction.		
	18.09 Demonstrate use of a light meter.		
	18.10 Understand the photographic lighting principal.		
	18.11 Analyze production requirements to determine lighting equipment needs.		
19.0	Demonstrate understanding of production set protocolThe student will be able to		
	19.01 Demonstrate ability to stage an area for lights.		
	19.02 Demonstrate ability to set lights.		
	19.03 Demonstrate ability to use common hand and radio signals.		
	19.04 Demonstrate ability to wrap a cable.		
	19.05 Demonstrate proper cabling methods (layout/securing).		

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
	19.06 Demonstrate proper cable labeling methods.		
	19.07 Demonstrate safety.		
	19.08 Differentiate the working relationships that exist between various participants involved in the filmmaking process.		
	19.09 Perform as a member of a technical team within the framework of an organized production.		
	19.10 Create a safe working environment.		
20.0	Demonstrate understanding of lighting fixturesThe student will be able to:		
	20.01 Demonstrate understanding of tungsten lights.		
	20.02 Demonstrate use of Fresnel, area, and open-faced lights.		
	20.03 Demonstrate understanding of PAR lights.		
	20.04 Demonstrate understanding of HMI lights.		
	20.05 Demonstrate understanding of fluorescent lights.		
	20.06 Demonstrate understanding of LED lights.		
	20.07 Demonstrate an understanding of ambient and practical lighting.		
21.0	Demonstrate understanding of electricityThe student will be able to:		
	21.01 Demonstrate understanding of electrical units of measure.		
	21.02 Calculate amperage of lights.		
	21.03 Demonstrate understanding of Ohm's Law.		
	21.04 Demonstrate use of circuit protection.		
	21.05 Understand types of distribution circuits (Direct Current, Alternating Current).		
	21.06 Demonstrate understanding of single and three phase systems.		
	21.07 Demonstrate use of proper grounding techniques.		
	21.08 Demonstrate use of voltmeter.		
	21.09 Demonstrate use of portable and full-size generators.	1	

CTE S	tandards and Benchmarks	FS-M/LA	NGSSS-Sci
22.0	Demonstrate understanding of special effects lighting techniques and equipmentThe student will be able to:		
	22.01 Understand lightning effects.		
	22.02 Understand the challenges of lighting a green/blue screen.		
	22.03 Demonstrate the proper use of fog machines.		
	22.04 Demonstrate both high key and low-key lighting techniques.		
	22.05 Demonstrate how to incorporate lighting into exterior day setups.		
	22.06 Supervise hanging, circuiting, and focusing lights for production.		
	22.07 Demonstrate use of gels and diffusions.		
	22.08 Demonstrate use of neutral density filters.		
	22.09 Demonstrate use of daylight conversion filters.		
23.0	Demonstrate understanding of grip principlesThe student will be able to:		
	23.01 Identify the descriptions of the grip crew.		
	23.02 Translate script needs into creative uses of dollies, cranes and other camera mounts as required for production.		
	23.03 Identify relevant grip cues from production notes.		
	23.04 Analyze production requirements to determine grip equipment needs.		
	23.05 Demonstrate proper and safe use of equipment.		
	23.06 Appraise maintenance needs for equipment.		
24.0	Demonstrate understanding of basic grip equipmentThe student will be able to:		
	24.01 Demonstrate proper use of stands and stand extensions.		
	24.02 Demonstrate use of small and large butterflies.		
	24.03 Demonstrate proper use of sandbags.		
	24.04 Demonstrate use of apple boxes and risers.		
	24.05 Demonstrate ability to identify and use clamps and clips.		

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
	24.06 Demonstrate ability to use specialty knots (bowline, clove hitch, square).		
	24.07 Demonstrate ability to identify and use flags, dots, and fingers.		
	24.08 Demonstrate ability to identify and use silks, nets.		
	24.09 Demonstrate ability to identify and use reflectors and bounce boards.		
25.0	Demonstrate understanding of dolliesThe student will be able to:		
	25.01 Demonstrate understanding of dolly uses and limitations.		
	25.02 Demonstrate understanding of dolly safety.		
	25.03 Identify commonly used dolly types and manufacturers.		
	25.04 Demonstrate ability to assemble dollies.		
	25.05 Demonstrate effective use of track dollies during production.		
26.0	Demonstrate understanding of cranes, jibs and armsThe student will be able to:		
	26.01 Demonstrate understanding of crane, jib and arm uses and limitations.		
	26.02 Demonstrate understanding of crane, jib and arm safety.		
	26.03 Demonstrate ability to assemble cranes, jibs, and arms.		
	26.04 Identify commonly used crane, jib and arm types and manufacturers.		
	26.05 Demonstrate effective use of cranes, jibs, and arms during a production.		

Course Title:Digital Cinema Production 4Course Number:8201040Course Credit:1

Course Description:

This course covers competencies in cinematography and use of cameras.

ida Stand			Correlation to CTE Program Standa
		egies for using Florida Standards for grades 11-12 reading in Technical	
Subjec	ts for studer	nt success in Digital Cinema Production.	
15.01	Key Ideas a	and Details	
	15.01.1	Cite specific textual evidence to support analysis of science and	
		technical texts, attending to important distinctions the author makes and	
		to any gaps or inconsistencies in the account.	
		LAFS.1112.RST.1.1	
	15.01.2	Determine the central ideas or conclusions of a text; trace the text's	
		explanation or depiction of a complex process, phenomenon, or	
		concept; provide an accurate summary of the text.	
		LAFS.1112.RST.1.2	
	15.01.3	Follow precisely a complex multistep procedure when carrying out	
		experiments, taking measurements, or performing technical tasks,	
		attending to special cases or exceptions defined in the text.	
		LAFS.1112.RST.1.3	
15.02	Craft and S		
	15.02.1	Determine the meaning of symbols key terms, and other domain-specific	;
		words and phrases as they are used in a specific scientific or technical	
		context relevant to grades 11–12 texts and topics.	
		LAFS.1112.RST.2.4	
	15.02.2	Analyze how the text structures information or ideas into categories or	
		hierarchies, demonstrating understanding of the information or ideas.	
		LAFS.1112.RST.2.5	
	15.02.3	Analyze the author's purpose in providing an explanation, describing a	
		procedure, or discussing an experiment in a text, identifying important	
		issues that remain unresolved.	
		LAFS.1112.RST.2.6	
15.03	Integration	of Knowledge and Ideas	

Florida Standar	ds		Correlation to CTE Program Standard #
	5.03.1	Integrate and evaluate multiple sources of information presented in	
	0.00.1	diverse formats and media (e.g. quantitative data, video, multimedia) in	
		order to address a question or solve a problem.	
		LAFS.1112.RST.3.7	
15	5.03.2	Evaluate the hypotheses, data, analysis, and conclusions in a science or	
		technical text, verifying the data when possible and corroborating or	
		challenging conclusions with other sources of information.	
		LAFS.1112.RST.3.8	
15	5.03.3	Synthesize information from a range of sources (e.g., texts, experiments,	
		simulations) into a coherent understanding of a process, phenomenon,	
		or concept, resolving conflicting information when possible.	
		LAFS.1112.RST.3.9	
	-	ding and Level of Text Complexity	
15	5.04.1	By the end of grade 11, read and comprehend literature [informational	
		texts, history/social studies texts, science/technical texts] in the grades	
		11–CCR text complexity band proficiently, with scaffolding as needed at	
		the high end of the range.	
15	5.04.2	By the end of grade 12, read and comprehend literature [informational	
		texts, history/social studies texts, science/technical texts] at the high end	
		of the grades 11–CCR text complexity band independently and	
		proficiently. LAFS.1112.RST.4.10	
16.0 Methods	and stratogic	es for using Florida Standards for grades 11-12 writing in Technical	
Subjects	for student s	uccess in Digital Cinema Production.	
	ext Types and		
16	6.01.1	Write arguments focused on discipline-specific content.	
		LAFS.1112.WHST.1.1	
16	6.01.2	Write informative/explanatory texts, including the narration of historical	
		events, scientific procedures/experiments, or technical processes.	
		LAFS.1112.WHST.1.2	
		d Distribution of Writing	
16	6.02.1	Produce clear and coherent writing in which the development,	
		organization, and style are appropriate to task, purpose, and audience.	
		LAFS.1112.WHST.2.4	
16	6.02.2	Develop and strengthen writing as needed by planning, revising, editing,	
		rewriting, or trying a new approach, focusing on addressing what is most	
		significant for a specific purpose and audience.	
	0.00.0	LAFS.1112.WHST.2.5	
16	6.02.3	Use technology, including the Internet, to produce, publish, and update	
		individual or shared writing products in response to ongoing feedback,	
		including new arguments or information.	

Florid	a Stano	dards			Correlation to CTE Program Standard #
				AFS.1112.WHST.2.6	
	16.03	Research to	Build and Present Knowledge		
		16.03.1	Conduct short as well as more sustained research		
			question (including a self-generated question) or so	lve a problem; narrow	n
			or broaden the inquiry when appropriate; synthesize	e multiple sources on	
			the subject, demonstrating understanding of the su	oject under	
			investigation.		
				AFS.1112.WHST.3.7	
		16.03.2	Gather relevant information from multiple authoritat		
			sources, using advanced searches effectively; asse		
			limitations of each source in terms of the specific ta		
			audience; integrate information into the text selectiv		
			flow of ideas, avoiding plagiarism and overreliance	on any one source	
			and following a standard format for citation.		
		40.00.0		AFS.1112.WHST.3.8	
		16.03.3	Draw evidence from informational texts to support a	analysis, reflection,	
			and research.	AFS.1112.WHST.3.9	
	16.04	Dongo of W		AF5.1112.00 151.3.9	
	10.04	Range of W 16.04.1	Write routinely over extended time frames (time for	roflaction and	
		10.04.1	revision) and shorter time frames (a single sitting of		
			range of discipline-specific tasks, purposes, and au		
				FS.1112.WHST.4.10	
17.0	Metho	ds and strate	gies for using Florida Standards for grades 11-12 Math		
17.0			for student success in Digital Cinema Production.		
			of problems and persevere in solving them.		
				MAFS.K12.MP.1.1	
	17.02	Reason abs	tractly and quantitatively.		
				MAFS.K12.MP.2.1	
	17.03	Construct vi	able arguments and critique the reasoning of others.	_	
			5 1 5	MAFS.K12.MP.3.1	
	17.04	Model with r	nathematics.		
				MAFS.K12.MP.4.1	
	17.05	Use appropr	iate tools strategically.		
				MAFS.K12.MP.5.1	
	17.06	Attend to pre	ecision.		
				MAFS.K12.MP.6.1	
	17.07	Look for and	I make use of structure.		
				MAFS.K12.MP.7.1	
	17.08	Look for and	l express regularity in repeated reasoning.		

MAFS.K12.MP.8.1

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
27.0	Demonstrate knowledge of cinematographyThe student will be able to:		
	27.01 Identify the psychological effects of different types of angles (composition).		
	27.02 Analyze a script for camera lens and shot requirements.		
	27.03 Demonstrate understanding of different responsibilities within the camera department.		
	27.04 Demonstrate knowledge of camera blocking and screen direction.		
	27.05 Design a lighting plot.		
	27.06 Understand the principals of photography.		
	27.07 Compare the techniques used in film and video production.		
	27.08 Manage resources and personnel in order to meet production deadlines.		
28.0	Demonstrate knowledge of camerasThe student will be able to:		
	28.01 Demonstrate knowledge of mechanics and parts of the camera (shutter, f/stops, lenses, etc.)		
	28.02 Analyze the aesthetic needs of a shot and accomplish them by using standard industry equipment		
	28.03 Analyze production requirements to determine camera equipment needs		
	28.04 Understand the difference between zoom and prime lenses and what lens speeds' are.		
	28.05 Program and use a light meter taking (spot, reflected, and incident) readings.		
	28.06 Demonstrate the proper use of filters and polarizers.		
	28.07 Control lens, focal length, aperture and exposure to obtain required effects.		
	28.08 Control camera movement to obtain required effects.		

CTE Standar	ds and Benchmarks	FS-M/LA	NGSSS-Sci
28.09	Perform basic routine, preventative and repair maintenance on video equipment.		
28.10	Define various recording formats and media.		
28.11	Define appropriate digital compression and signal (file) types.		

Course Title:Digital Cinema Production 5Course Number:8201050Course Credit:1

Course Description:

This course covers competencies in basic audio production, interpreting audio requirements for film production, and formulating strategies for audio recording and playback.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
29.0	Demonstrate basic audio productionThe student will be able to:		
	29.01 Demonstrate how to set up a recording environment.		
	29.02 Demonstrate understanding of digital audio recording hardware.		
	29.03 Demonstrate understanding of the proper use of microphones.		
	29.04 Demonstrate knowledge of audio codecs and media.		
	29.05 Understand the history of Foley and sound effects production.		
	29.06 Demonstrate the ability to record location sounds.		
30.0	Interpret and implement audio requirements for film productionThe student will be able to:		
	30.01 Formulate sound design for required sound effects and dialogue replacement to complete motion picture soundtrack.		
	30.02 Record dialogue replacement lines.		
	30.03 Record live sound effects.		
31.0	Formulate strategies for audio recording and playbackThe student will be able to:		

CTE Standar	ds and Benchmarks	FS-M/LA	NGSSS-Sci
31.01	Demonstrate the use of microphones, recorders, speakers, mixers, boom poles, other recording and playback equipment.		
31.02	Demonstrate basic knowledge of acoustics.		
31.03	Evaluate recording needs.		
31.04	Evaluate technical resources as appropriate to given spaces.		
31.05	Configure and operate sound recording and playback systems to meet performance needs.		
31.06	Analyze various audio qualities to achieve proper sound mix on an audio mixer.		
31.07	Design a plot for proper microphone placement.		
31.08	Demonstrate understanding of the proper use of microphones.		
31.09	Demonstrate knowledge of audio codecs and media.		
31.10	Understand the history of Foley and sound effects production.		
31.11	Demonstrate the ability to record location sounds.		

Course Title:Digital Cinema Production 6Course Number:8201060Course Credit:1

Course Description:

This course covers competencies in post-production, video editing software, audio editing software, and DVD authoring software.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts NGSSS-Sci = Next Generation Sunshine State Standards for Science

Standards and Benchmarks	FS-M/LA	NGSSS-Sci
Demonstrate knowledge of the post-production processThe student will be able to:		
32.01 Identify the psychological effects of different types of edits.		
32.02 Demonstrate understanding of picture and sound editing techniques (including; continuity, screen direction, and transitions).		
32.03 Sync dailies – Synchronize sound elements to picture elements.		
32.04 Formulate sound design for required sound effects and dialogue replacement to complete a motion picture soundtrack.		
32.05 Create sound effects using live Foley techniques.		
32.06 Edit and synchronize pre-recorded sound effects in sync with picture.		
Demonstrate knowledge of video editing softwareThe student will be able to:		
33.01 Demonstrate understanding file formats and storage options.		
33.02 Identify parts of the software interface (menus/palettes).		
33.03 Demonstrate ability to use each of the basic tool sets.		
33.04 Demonstrate ability to import, export, and save video projects.		
	 32.01 Identify the psychological effects of different types of edits. 32.02 Demonstrate understanding of picture and sound editing techniques (including; continuity, screen direction, and transitions). 32.03 Sync dailies – Synchronize sound elements to picture elements. 32.04 Formulate sound design for required sound effects and dialogue replacement to complete a motion picture soundtrack. 32.05 Create sound effects using live Foley techniques. 32.06 Edit and synchronize pre-recorded sound effects in sync with picture. Demonstrate knowledge of video editing softwareThe student will be able to: 33.01 Demonstrate understanding file formats and storage options. 33.02 Identify parts of the software interface (menus/palettes). 33.03 Demonstrate ability to use each of the basic tool sets. 	Demonstrate knowledge of the post-production processThe student will be able to: 32.01 Identify the psychological effects of different types of edits. 32.02 Demonstrate understanding of picture and sound editing techniques (including; continuity, screen direction, and transitions). 32.03 Sync dailies – Synchronize sound elements to picture elements. 32.04 Formulate sound design for required sound effects and dialogue replacement to complete a motion picture soundtrack. 32.05 Create sound effects using live Foley techniques. 32.06 Edit and synchronize pre-recorded sound effects in sync with picture. Demonstrate understanding file formats and storage options. 33.01 33.02 Identify parts of the software interface (menus/palettes). 33.03 Demonstrate ability to use each of the basic tool sets.

CTE S	tandards and Benchmarks	FS-M/LA	NGSSS-Sci
	33.05 Demonstrate understanding of layers and compositing.		
	33.06 Demonstrate understanding of filters, effects and plug-ins.		
	33.07 Demonstrate understanding of file presets.		
	33.08 Demonstrate understanding of rendering process.		
	33.09 Demonstrate ability to transform video (crop, scale).		
	33.10 Demonstrate ability to color correct images (brightness, hue, contrast).		
	33.11 Demonstrate ability to use brushes for image creation and correction.		
	33.12 Understand non-destructive and destructive operations.		
	33.13 Understand principles of stereo editing.		
34.0	Demonstrate knowledge of audio editing softwareThe student will be able to:		
	34.01 Demonstrate understanding file formats and storage options.		
	34.02 Identify parts of the software interface (menus/palettes).		
	34.03 Demonstrate ability to use each of the basic tool sets.		
	34.04 Demonstrate ability to import, export and save audio.		
	34.05 Demonstrate understanding of multiple tracks.		
	34.06 Demonstrate understanding of filters, effects and plug-ins.		
	34.07 Demonstrate understanding of file presets.		
	34.08 Demonstrate understanding of audio rendering process.		
	34.09 Demonstrate ability to edit, cut, and delete.		
	34.10 Understand non-destructive and destructive operations.		
	34.11 Transfer location sound from location recording format to display format.		
	34.12 Synchronize sound element to picture element.		
	34.13 Demonstrate basic sound editing skills.		

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
	34.14 Mix multiple tracks of dialogue, sound effects, and music into a finished soundtrack according to industry quality standards.		
35.0	Demonstrate knowledge of DVD authoring softwareThe student will be able to:		
	35.01 Identify parts of the software interface (menus/palettes).		
	35.02 Demonstrate ability to use each of the basic tool sets.		
	35.03 Understand mapping to design menu layouts & navigation.		
	35.04 Demonstrate ability to import media (stills, video, and audio).		
	35.05 Demonstrate ability to create chapters.		
	35.06 Understand the process of encoding and compression.		
	35.07 Author and burn a DVD demo reel.		

Course Title:Digital Cinema Production 7Course Number:8201070Course Credit:1

Course Description:

This course covers competencies in color correction software, composition software, and stereography.

Abbreviations:

FS-M/LA = Florida Standards for Math/Language Arts NGSSS-Sci = Next Generation Sunshine State Standards for Science

CTE S	standards and Benchmarks	FS-M/LA	NGSSS-Sci
36.0	Demonstrate knowledge of color correction softwareThe student will be able to:		
	36.01 Identify parts of the software interface (menus/palettes).		
	36.02 Demonstrate ability to use each of the basic tool sets.		
	36.03 Demonstrate ability to import, export and save video.		
	36.04 Understand color balance, color theory, and channels.		
	36.05 Demonstrate ability to create masks and mattes.		
	36.06 Understand the use and operation of scopes and waveforms.		
	36.07 Demonstrate how to calibrate a monitor.		
	36.08 Understand the process of color grading.		
-	36.09 Demonstrate tracking as it relates to color correction.		
	36.10 Demonstrate the process to render and output color corrected content.		
37.0	Demonstrate knowledge of compositing softwareThe student will be able to:		

CTE S	Standards and Benchmarks	FS-M/LA	NGSSS-Sci
	37.01 Identify parts of the software interface (menus/palettes).		
	37.02 Demonstrate ability to use each of the basic tool sets.		
	37.03 Demonstrate ability to import, export and save video.		
	37.04 Understand basic animation using effects presets.		
	37.05 Demonstrate ability to animate text and layers.		
	37.06 Understand the use of rotoscoping tools.		
	37.07 Demonstrate how to animate masks.		
	37.08 Understand the process of color correction.		
	37.09 Demonstrate both single point and multipoint motion tracking.		
	37.10 Demonstrate the process to render and output content.		
38.0	Demonstrate knowledge of stereographyThe student will be able to:		
	38.01 Understand the challenges and limitations of stereography (3D photography).		
	38.02 Demonstrate an understanding of a 3D workflow.		
	38.03 Demonstrate understanding of parallax and convergence.		
	38.04 Demonstrate and understanding of inter-axial/inter pupillary distance.		
	38.05 Demonstrate an understanding of 3D eyewear (polarized, active shutter, and anaglyph).		
	38.06 Demonstrate the compositing integration of rendered 3D animation with video.		