



Module Specification

Summary Information

Module Code	6603FACT
Formal Module Title	Cinematography
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 6
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	15
Tutorial	15
Workshop	60

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	Students will be required to appraise a number of cinematographic tools and techniques and apply them to production exercises. Students will also be required to evaluate and justify artistic and technical aspects of the production process.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
ML01	Design and construct clips and scenes using cinematographic tools.
ML02	Experiment with styles of lighting and apply camera techniques to embody and subvert genre tropes.
ML03	Synthesise a number of tools and technologies available for the production of cinematographic work.
ML04	Critically analyse contemporary cinematography tools and techniques.

Module Content

Outline Syllabus

Students will explore a range of cinematography styles and techniques, blending lens acquired and contemporary optical and set extension techniques to produce example vignettes of cinematographic work.

Module Overview

This module allows students to develop and refine their cinematography skills, producing accomplished vignettes and scenes using a number of techniques and technologies. Students will explore traditional cinematography skills, blended with contemporary advances in the field to produce accomplished technical and artistic work.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Portfolio	Cinematography Portfolio	80	0	ML01, ML02, ML03
Reflection	Production Portfolio	20	0	ML04