Unit 3: Videography Application

Content Area: **Technology**
Course(s):
Time Period: **November**
Length: **5 weeks**
Status: **Published**

Enduring Understandings

In this unit, students will...

• Utilize photography techniques to create interesting imagery with simulated motion.

• Gain familiarity with new camera techniques used to tell a story.

• Apply the use of particular lens to create particular looks to their media.

Essential Questions

How is a hyper lapse and how is it created?

How does one film a stop-motion animation?

How is a time lapse and how is it created?

What are the uses of particular lenses?

How are these lenses utilized in the creation of video?

What are other pieces of technology that are used to create content?

Content

Skills

In unit 3, students will...

- create a time lapse sequence set to music.
- create a hyper lapse sequence set to music.
- film a two camera sequence utilizing a switcher.
- elaborate on similarities and differences between prime and zoom lenses.
- explain what different lens focal lengths do for media creation.

Key Terminology:

Vlog

Interview

Audio Syncing

Timelapse

Hyperlapse

Switching

180 degree rule

Stop-motion

Lense

Focal Length

Telephoto

Normal Lens

Zoom Lens

Prime Lens

ENG camera

DSLR

Cinema Camera

Resources

Filmmaker IQ

Great site dedicated to different directors and their contributions to the art of film.

https://filmmakeriq.com

D4Darius

Great breakdown of how stories are constructed. Also talks about motivation for cinematography.

https://www.youtube.com/watch?v=t1myw_0W5E8

film4

Great info from directors on classic films.

https://www.youtube.com/watch?v=FQMJePh0VYU

Indy Mogul

Channel run by a influential videographer/editor named Griffin Hammond. He provides great tutorials on the art of videography.

https://www.youtube.com/watch?v=_ZmxG_2q4A0

Wolfcrow.

This is a super technical channel that has great info about influential cinematographers.

https://www.youtube.com/watch?v=ewTwz4HCwOg

Standards

TECH.8.1.8.A.1	Demonstrate knowledge of a real world problem using digital tools.
TECH.8.1.8.A.CS1	Understand and use technology systems.
TECH.8.1.8.C.CS1	Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media.
TECH.8.1.8.C.CS4	Contribute to project teams to produce original works or solve problems.
TECH.8.1.8.D.1	Understand and model appropriate online behaviors related to cyber safety, cyber bullying, cyber security, and cyber ethics including appropriate use of social media.