

Unit 1: Introduction to Filming Techniques

Content Area: **Arts**
Course(s): **Acting Works F**
Time Period: **Generic Time Period**
Length: **Two Weeks (and ongoing)**
Status: **Published**

Standards

	Media artists present, share and distribute media artworks through various social, cultural, and political contexts.
MA.9-12.1.2.12acc.Pr6b	Evaluate the benefits and impacts at the personal, local and social level from presenting media artworks, such as benefits to people or to a situation. How do we analyze and react to media artworks? How do media artworks function to convey meaning and influence audience experience?
MA.9-12.1.2.12acc.Re7a	Analyze and synthesize the qualities and relationships of the components in a variety of media artworks and how they impact an audience.
MA.9-12.1.2.12acc.Re7b	Analyze how a broad range of media artworks affect audience experience, as well as create intention and persuasion through multimodal perception when addressing global issues including climate change.
VPA.1.1.12.A.1	Articulate understanding of choreographic structures or forms (e.g., palindrome, theme and variation, rondo, retrograde, inversion, narrative, and accumulation) in master works of dance.
VPA.1.1.12.A.2	Categorize the elements, principles, and choreographic structures of dance masterworks.
VPA.1.1.12.A.CS1	Creating master works in dance requires ability to comprehend, articulate, and manipulate time, space, and energy across and within a broad spectrum of choreographic structures and through the use of many choreographic devices.
VPA.1.1.12.A.CS2	Acute kinesthetic awareness and mastery of composition are essential for creating and interpreting master works of art.
VPA.1.4.12.B.1	Formulate criteria for arts evaluation using the principles of positive critique and observation of the elements of art and principles of design, and use the criteria to evaluate works of dance, music, theatre, visual, and multimedia artwork from diverse cultural contexts and historical eras.
VPA.1.4.12.B.2	Evaluate how an artist's technical proficiency may affect the creation or presentation of a work of art, as well as how the context in which a work is performed or shown may impact perceptions of its significance/meaning.
VPA.1.4.12.B.CS2	The cohesiveness of a work of art and its ability to communicate a theme or narrative can be directly affected by the artist's technical proficiency as well as by the manner and physical context in which it is performed or shown.
VPA.1.4.12.B.CS3	Art and art-making reflect and affect the role of technology in a global society.
TECH.8.1.12.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.12.B.CS2	Create original works as a means of personal or group expression.
TECH.8.1.12.C.CS1	Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media.
TECH.8.1.12.C.CS2	Communicate information and ideas to multiple audiences using a variety of media and formats.

Enduring Understandings

1. Understanding of the technical aspects and functions of the film camera.
2. The video production process from initial idea to post production editing.
3. The various roles and responsibilities involved in video production, including director, producer, editor, and more.
4. The business aspects of film and media production and its significant role in American society.

Essential Questions

1. What is the nature and essence of film?
2. How do filming techniques contribute to the overall meaning and impact of a film?
3. What distinguishes the purpose of film and video from other media arts?
4. What are the foundational principles of using a film camera to create meaning and tell a story?

Knowledge and Skills

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Students will be able to:

- Navigate the major phases of production: pre-production/planning, production, post production.
- Identify the major film shots and techniques (pan, long shot, close up, zoom, etc.)

- Demonstrate use of video production equipment.
- Plan various video productions using storyboards and shot lists.
- Identify technical elements of film and video production.
- Direct original projects.
- Work collaboratively in group settings to create projects and productions.
- Evaluate how directors use filming techniques in classic films.
- Create stories - utilizing storyboarding

Resources

Unit 1 Vocab/Terminology:

- Eye Level
- Low Angle
- High Angle
- Ground Level
- Dutch Angle
- Overhead
- Aerial
- Point of View (POV)
- Over the Shoulder (OTS)
- Sequencing
- Continuity
- Tripod/Dolly
- Storyboarding
- W.A.L.L.D.O

Unit 1 Films

- A Touch of Evil (1958), dir. Orson Welles
- La Jetée (1963), dir. Chris Marker
- Goodfellas (1990), dir. Martin Scorsese

Equipment/Programs used:

- DSLR Cameras
- Cellphone cameras
- Editing software (Adobe Premiere Pro)

Transfer Goals

1. **Comprehensive Understanding of Film Production:** Students will develop a thorough understanding of the entire film production process, from conceptualization to post-production. This will enable them to independently plan, execute, and refine their own film projects, applying industry-standard techniques and practices.
2. **Critical Analysis and Creative Expression:** Students will enhance their ability to critically analyze films, identifying and interpreting the use of various filming techniques and their impact on storytelling. They will also be able to creatively express their own ideas through film, effectively using the camera and editing tools to convey meaning and narrative.

Assessment

[Assessments](#)

Modifications

Modifications