

**Florida Department of Education
Curriculum Framework**

Program Title: Digital Cinema Production
Program Type: Career Preparatory
Career Cluster: Arts, A/V Technology and Communication

	Secondary	PSAV
Program Number	8201000	K100100
CIP Number	0650060211	0650060211
Grade Level	9-12, 30, 31	30, 31
Standard Length	7 credits	1050 hours
Teacher Certification	TV PRO TEC @7 G TEC ED 1 @ 2	TV PRO TEC @7 G TEC ED 1 @ 2
CTSO	SkillsUSA	SkillsUSA
SOC Codes (all applicable)	27-2012 – Producers and Directors 27-4011 – Audio and Video Equipment Technicians 27-4031 – Camera Operators, Television, Video, and Motion Picture 27-4032 – Film and Video Editors	27-2012 – Producers and Directors 27-4011 – Audio and Video Equipment Technicians 27-4031 – Camera Operators, Television, Video, and Motion Picture 27-4032 – Film and Video Editors
Facility Code	245 http://www.fldoe.org/edfacil/sref.asp (State Requirements for Educational Facilities)	
Targeted Occupation List	http://www.labormarketinfo.com/wec/TargetOccupationList.htm	
Perkins Technical Skill Attainment Inventory	http://www.fldoe.org/workforce/perkins/perkins_resources.asp	
Industry Certifications	http://www.fldoe.org/workforce/fcpea/default.asp	
Statewide Articulation	http://www.fldoe.org/workforce/dwdframe/artic_frame.asp	
Basic Skills Level	N/A	Mathematics: 9 Language: 9 Reading: 9

Purpose

The purpose of this program is to prepare students for initial employment in the Digital Cinema Production field as equipment operation operators, camera assistants, sound equipment operators, editing equipment operators, set builders, grips and lighting equipment operators and Visual Effect Artists.

The content should include, but is not be limited to, communication skills; leadership skills; human relations and employability skills; safe and efficient work practices; and preparation to assume responsibility for overall production of digital video activities including: scripts, lighting, camera operation, electronic news gathering, field/studio production, and video editing.

All outcomes must be completed to receive credit for an occupational completion point (OCP).

Listed below are the courses that comprise this program when offered at the secondary level.

This program offers a sequence of courses that provides coherent and rigorous content aligned with challenging academic standards and relevant technical knowledge and skills needed to prepare for further education and careers in the Arts, A/V Technology and Communication career cluster; provides technical skill proficiency, and includes competency-based applied learning that contributes to the academic knowledge, higher-order reasoning and problem-solving skills, work attitudes, general employability skills, technical skills, and occupation-specific skills, and knowledge of all aspects of the Arts, A/V Technology and Communication career cluster.

Program Structure

This program is a planned sequence of instruction consisting of six occupational completion points.

When offered at the postsecondary level, this program is comprised of courses which have been assigned course numbers in the SCNS (Statewide Course Numbering System) in accordance with Section 1007.24 (1), F.S. Career and Technical credit shall be awarded to the student on a transcript in accordance with Section 1001.44 (3)(b), F.S.

The following table illustrates the **PSAV** program structure:

A	FIL0085	Video Production Manager	300 hours	27-2012
B	FIL0086	Grip and Lighting Technician	150 hours	27-4011
C	FIL0087	Motion Picture Projectionists/ Digital Cinematographer	300 hours	27-4031
D	FIL0088	Digital Video Editor	150 hours	27-4032
E	FIL0089	Visual Effects Artist	150 hours	27-2012

The following table illustrates the **Secondary** program structure:

A	8201010	Digital Cinema Production 1	1 credit	27-2012	2
	8201020	Digital Cinema Production 2	1 credit		
B	8201030	Digital Cinema Production 3	1 credit	27-4011	2
C	8201040	Digital Cinema Production 4	1 credit	27-4031	2
	8201050	Digital Cinema Production 5	1 credit		
D	8201060	Digital Cinema Production 6	1 credit	27-4032	2
E	8201070	Digital Cinema Production 7	1 credit	27-2012	2

Laboratory Activities

Laboratory activities are an integral part of this program. These activities include instruction in the use of safety procedures, tools, equipment, materials, and processes related to these occupations. Equipment and supplies should be provided to enhance hands-on experiences for students.

Special Notes

Career and Technical Student Organization (CTSO)

SkillsUSA, Inc. is the appropriate career and technical student organization for providing leadership training and reinforcing specific career and technical skills. Career and Technical Student Organizations provide activities for students as an integral part of the instruction offered. The activities of such organizations are defined as part of the curriculum in accordance with Rule 6A-6.065, F.A.C.

Cooperative Training – OJT

On-the-job training is appropriate but not required for this program. Whenever offered, the rules, guidelines, and requirements specified in the OJT framework apply.

Essential Skills

Essential skills identified by the Division of Career and Adult Education have been integrated into the standards and benchmarks of this program. These skills represent the general knowledge and skills considered by industry to be essential for success in careers across all career clusters. Students preparing for a career served by this program at any level should be able to demonstrate these skills in the context of this program. A complete list of Essential Skills and links to instructional resources in support of these Essential Skills are published on the CTE Essential Skills page of the FL-DOE website (http://www.fldoe.org/workforce/dwdframe/essential_skills.asp).

Basic Skills

In PSAV programs offered for 450 hours or more, in accordance with Rule 6A-10.040, F.A.C., the minimum basic skills grade levels required for postsecondary adult career and technical students to complete this program are: Mathematics 9, Language 9, and Reading 9. These grade level numbers correspond to a grade equivalent score obtained on a state designated basic skills examination.

Adult students with disabilities, as defined in Section 1004.02(7), Florida Statutes, may be exempted from meeting the Basic Skills requirements (Rule 6A-10.040). Students served in exceptional student education (except gifted) as defined in s. 1003.01(3)(a), F.S., may also be exempted from meeting the Basic Skills requirement. Each school district and Florida College must adopt a policy addressing procedures for exempting eligible students with disabilities from the Basic Skills requirement as permitted in Section 1004.91(3), F.S.

Students who possess a college degree at the Associate of Applied Science level or higher; who have completed or are exempt from the college entry-level examination; or who have passed a state, national, or industry licensure exam are exempt from meeting the Basic Skills requirement (Rule 6A-10.040, F.A.C.) Exemptions from state, national or industry licensure are limited to the certifications listed at <http://www.fldoe.org/workforce/dwdframe/rtf/basicskills-License-exempt.rtf>.

Accommodations

Federal and state legislation requires the provision of accommodations for students with disabilities as identified on the secondary student's IEP or 504 plan or postsecondary student's accommodations' plan to meet individual needs and ensure equal access. Postsecondary students with disabilities must self-identify, present documentation, request accommodations if needed, and develop a plan with their counselor and/or instructors. Accommodations received

in postsecondary education may differ from those received in secondary education. Accommodations change the way the student is instructed. Students with disabilities may need accommodations in such areas as instructional methods and materials, assignments and assessments, time demands and schedules, learning environment, assistive technology and special communication systems. Documentation of the accommodations requested and provided should be maintained in a confidential file.

In addition to accommodations, some secondary students with disabilities (students with an Individual Educational Plan (IEP) served in Exceptional Student Education or ESE) will need modifications to meet their needs. Modifications change the outcomes or what the student is expected to learn, e.g., modifying the curriculum of a secondary career and technical education course. Note postsecondary curriculum cannot be modified.

Some secondary students with disabilities (ESE) may need additional time (i.e., longer than the regular school year), to master the student performance standards associated with a regular Occupational Completion Point (OCP) or a Modified Occupational Completion Point (MOCP). If needed, a student may enroll in the same career and technical course more than once. Documentation should be included in the IEP that clearly indicates that it is anticipated that the student may need an additional year to complete an OCP/MOCP. The student should work on different competencies and new applications of competencies each year toward completion of the OCP/MOCP. After achieving the competencies identified for the year, the student earns credit for the course. It is important to ensure that credits earned by students are reported accurately. The district's information system must be designed to accept multiple credits for the same course number (for eligible students with disabilities).

Articulation

The PSAV component of this program has no statewide articulation agreement approved by the Florida State Board of Education. However, this does not preclude the awarding of credits by any college through local agreements.

For details on statewide articulation agreements which correlate to programs and industry certifications, refer to http://www.fldoe.org/workforce/dwdframe/artic_frame.asp.

Bright Futures/Gold Seal Scholarship

Course substitutions as defined in the Comprehensive Course Table for this program area may be used to qualify a student for Florida's Gold Seal Vocational Scholarship, providing all other eligibility requirements are met. Eligibility requirements are available online at https://www.osfaffelp.org/bfiehs/fnbpcm02_CCTMain.aspx.

Fine Arts/Practical Arts Credit

Many courses in CTE programs meet the Fine Arts/Practical Arts credit for high school graduation. A listing of approved CTE courses is published each year as a supplemental resource to the Course Code Directory (<http://www.fldoe.org/articulation/CCD/default.asp>).

Standards

After successfully completing this program, the student will be able to perform the following:

- 01.0 Understand the history of cinema.
- 02.0 Understand the production process.
- 03.0 Understand intellectual property rights, copyright laws and plagiarism as it applies to

- creative assets.
- 04.0 Demonstrate proficiency in computer skills.
 - 05.0 Demonstrate knowledge of photo editing software.
 - 06.0 Demonstrate mathematics knowledge and skills.
 - 07.0 Demonstrate science knowledge and skills.
 - 08.0 Demonstrate a knowledge of production writing as it relates to narrative filmmaking.
 - 09.0 Demonstrate a knowledge of production management.
 - 10.0 Demonstrate knowledge of art direction.
 - 11.0 Demonstrate knowledge of character development.
 - 12.0 Demonstrate knowledge of storyboarding.
 - 13.0 Demonstrate knowledge of funding presentations and pitches.
 - 14.0 Explain the importance of employability and entrepreneurship skills.
 - 15.0 Demonstrate understanding of lighting principles.
 - 16.0 Demonstrate understanding of production set protocol.
 - 17.0 Demonstrate understanding of lighting fixtures.
 - 18.0 Demonstrate understanding of electricity.
 - 19.0 Demonstrate understanding of special effects lighting techniques and equipment.
 - 20.0 Demonstrate understanding of grip principles.
 - 21.0 Demonstrate understanding of basic grip equipment.
 - 22.0 Demonstrate understanding of dollies.
 - 23.0 Demonstrate understanding of cranes, jibs and arms.
 - 24.0 Use oral and written communication skills in creating, expressing and interpreting information and ideas.
 - 25.0 Demonstrate language arts knowledge and skills
 - 26.0 Solve problems using critical thinking skills, creativity and innovation
 - 27.0 Demonstrate knowledge of cinematography.
 - 28.0 Demonstrate knowledge of cameras.
 - 29.0 Demonstrate basic audio production.
 - 30.0 Interpret and implement audio requirements for film production.
 - 31.0 Formulate strategies for audio recording and playback.
 - 32.0 Use information technology tools.
 - 33.0 Describe the importance of professional ethics and legal responsibilities.
 - 34.0 Demonstrate personal money management concepts, procedures, and strategies
 - 35.0 Demonstrate knowledge of the post-production process.
 - 36.0 Demonstrate knowledge of video editing software.
 - 37.0 Demonstrate knowledge of audio editing software.
 - 38.0 Demonstrate knowledge of DVD authoring software.
 - 39.0 Describe the roles within teams, work units, departments, organizations, inter-organizational systems, and the larger environment.
 - 40.0 Demonstrate knowledge of color correction software.
 - 41.0 Demonstrate knowledge of compositing software.
 - 42.0 Demonstrate knowledge of stereography.
 - 43.0 Demonstrate leadership and teamwork skills needed to accomplish team goals and objectives.
 - 44.0 Demonstrate the importance of health, safety, and environmental management systems in organizations and their importance to organizational performance and regulatory compliance.

**Florida Department of Education
Student Performance Standards**

Program Title: Digital Cinema Production
PSAV Number: K100100

Course Number: FIL0085
Occupational Completion Point: A
Video Production Manager – 300 Hours – SOC Code 27-1012

- 01.0 Understand the history of cinema--The student will be able to:
- 01.01 Understand the history of cinema (silent, sound, color).
- 02.0 Understand the production process--The student will be able to:
- 02.01 Identify the job titles associated with the filmmaking process.
 - 02.02 Identify various tools and equipment used to produce narrative productions.
 - 02.03 Understand speed and efficiency concepts.
 - 02.04 Understand a production pipeline.
 - 02.05 Identify the departments of a production studio.
 - 02.06 Understand the interrelationships between departments.
 - 02.07 Understand basic communication concepts (verbal, memos, paperwork).
 - 02.08 Identify the stages of production.
 - 02.09 Understand studio terms and jargon.
 - 02.10 Create and organize production paperwork into production bibles or prepare for presentations.
 - 02.11 Demonstrate the proper use of standard filmmaking forms.
- 03.0 Understand intellectual property rights, copyright laws and plagiarism as it applies to creative assets--The student will be able to:
- 03.01 Understand the limits and expectations of copyright protection.
 - 03.02 Understand the use of "Fair use and Fair Dealing".
 - 03.03 Understand the transfer and licensing of creative works.
 - 03.04 Understand the use of "exclusive rights" to intellectual creations.
 - 03.05 Demonstrate the use of digital watermarking.
- 04.0 Demonstrate proficiency in computer skills--The student will be able to:
- 04.01 Identify all computer parts.
 - 04.02 Demonstrate understanding of computer performance specifications.
 - 04.03 Compare and contrast difference between business machines and workstations.
 - 04.04 Demonstrate best practices of computer safety and ergonomics.
 - 04.05 Demonstrate understanding of operating systems.
 - 04.06 Perform software installation and setup.
 - 04.07 Perform peripheral device installation and setup.
 - 04.08 Perform computer upgrades (memory/hard disk/cards).
 - 04.09 Perform storage management operations (project/file).
 - 04.10 Demonstrate knowledge of computer maintenance.
 - 04.11 Demonstrate ability to troubleshoot computer hardware and software issues.
- 05.0 Demonstrate knowledge of photo editing software--The student will be able to:

- 05.01 Demonstrate understanding file formats and storage options.
 - 05.02 Identify parts of the software interface (menus/palettes).
 - 05.03 Demonstrate ability to use each of the basic tool sets.
 - 05.04 Demonstrate ability to import, export and save images.
 - 05.05 Demonstrate understanding of layers and channels.
 - 05.06 Demonstrate understanding of filters, effects and plug-ins.
 - 05.07 Demonstrate understanding of file presets.
 - 05.08 Demonstrate ability to select portions of an image for manipulation.
 - 05.09 Demonstrate ability to transform selections and images (crop, scale).
 - 05.10 Demonstrate ability to color correct images (brightness, hue, contrast).
 - 05.11 Demonstrate ability to use brushes for image creation and correction.
 - 05.12 Understand non-destructive and destructive operations.
 - 05.13 Demonstrate the basic use of video in Photoshop.
 - 05.14 Design and print a business card.
- 06.0 Demonstrate mathematics knowledge and skills--The students will be able to: AF3.0
- 06.01 Demonstrate knowledge of arithmetic operations. AF3.2
 - 06.02 Analyze and apply data and measurements to solve problems and interpret documents. AF3.4
 - 06.03 Construct charts/tables/graphs using functions and data. AF3.5
- 07.0 Demonstrate science knowledge and skills--The students will be able to: AF4.0
- 07.01 Discuss the role of creativity in constructing scientific questions, methods and explanations. AF4.1
 - 07.02 Formulate scientifically investigable questions, construct investigations, collect and evaluate data, and develop scientific recommendations based on findings. AF4.3
- 08.0 Demonstrate a knowledge of production writing as it relates to narrative filmmaking--The student will be able to:
- 08.01 Understand the job of a scriptwriter.
 - 08.02 Identify target audiences, markets, and demographics.
 - 08.03 Identify the elements of a script.
 - 08.04 Develop the intended message of a script.
 - 08.05 Demonstrate ability to write a treatment.
 - 08.06 Demonstrate ability to write a professionally formatted (submission) script.
 - 08.07 Identify the genre of a story.
 - 08.08 Define characters and setting for a story.
- 09.0 Demonstrate a knowledge of production management--The student will be able to:
- 09.01 Demonstrate ability to breakdown a script into production elements (cast, props).
 - 09.02 Understand the job of a production manager.
 - 09.03 Create a production board.
 - 09.04 From a script - create a budget (quote) from local vendors.
 - 09.05 Ability to write a casting call.
 - 09.06 Participate in the casting process.
 - 09.07 Scout a location and perform a site survey.
 - 09.08 Acquire a permit for shooting on location.

- 10.0 Demonstrate knowledge of art direction--The student will be able to:
- 10.01 Develop the overall visual appearance of an animation.
 - 10.02 Demonstrate the ability to create moods with style.
 - 10.03 Determine the geographic location and time period of the story.
 - 10.04 Understand the importance of art direction as it pertains to the message.
 - 10.05 Understand the use of color in art direction.
 - 10.06 Document the technical aspects of art direction for use in production.
 - 10.07 Perform the various assignments in a professional manner according to industry standards.
- 11.0 Demonstrate knowledge of character development--The student will be able to:
- 11.01 Demonstrate and understanding of character profiles.
 - 11.02 Demonstrate the ability to develop character resumes/profiles.
- 12.0 Demonstrate knowledge of storyboarding--The student will be able to:
- 12.01 Demonstrate understanding of visual storytelling and how storyboards are used during production.
 - 12.02 Identify common aspect ratios and how to calculate ratios.
 - 12.03 Demonstrate understanding of camera framing and camera movement.
 - 12.04 Develop a visual style using the art direction.
 - 12.05 Break down a script into the various camera shots and character action.
 - 12.06 Demonstrate understanding of perspective and depth of field.
 - 12.07 Demonstrate knowledge of lighting and color use.
 - 12.08 Demonstrate ability to sketch a storyboard including characters.
 - 12.09 Demonstrate ability to use storyboarding software or illustration software.
 - 12.10 Demonstrate the ability to create side (storyboard thumbnail pages).
- 13.0 Demonstrate knowledge of funding presentations and pitches--The student will be able to:
- 13.01 Understand the ecosystem associated with product distribution.
 - 13.02 Identify the job titles and roles of the distributors.
 - 13.03 Identify potential markets, target audiences, and products.
 - 13.04 Develop the materials needed to effectively convey the message.
 - 13.05 Effectively communicate a message or pitch.
 - 13.06 Attend a educational seminar outside of class.
 - 13.07 Attend a film festival.
 - 13.08 Acquire a domain name.
 - 13.09 Understand the process of incorporating a business.
- 14.0 Explain the importance of employability and entrepreneurship skills--The students will be able to:
- 14.01 Identify and demonstrate positive work behaviors needed to be employable.
ECD1.0
 - 14.02 Develop personal career plan that includes goals, objectives, and strategies.
ECD2.0
 - 14.03 Examine licensing, certification, and industry credentialing requirements.
ECD3.0
 - 14.04 Maintain a career portfolio to document knowledge, skills, and experience.
ECD5.0

- 14.05 Evaluate and compare employment opportunities that match career goals. ECD6.0
- 14.06 Identify and exhibit traits for retaining employment. ECD7.0
- 14.07 Identify opportunities and research requirements for career advancement. ECD8.0
- 14.08 Research the benefits of ongoing professional development. ECD9.0
- 14.09 Examine and describe entrepreneurship opportunities as a career planning option. ECD10.0

Course Number: FIL0086

Occupational Completion Point: B

Grip and Lighting Technician – 150 Hours – SOC Code 27-4011

15.0 Demonstrate understanding of lighting principles--The student will be able to:

- 15.01 Identify the descriptions of the lighting crew.
- 15.02 Identify relevant lighting cues from production notes.
- 15.03 Create a lighting plan based on production notes.
- 15.04 Demonstrate understanding of Foot-Candles.
- 15.05 Demonstrate understanding of F-Stops, ISO/ASA and gain.
- 15.06 Demonstrate understanding of Depth of Field.
- 15.07 Demonstrate understanding of Contrast Ratio.
- 15.08 Demonstrate color theory and correction.
- 15.09 Demonstrate use of a light meter.
- 15.10 Understand the photographic lighting principal.
- 15.11 Analyze production requirements to determine lighting equipment needs.

16.0 Demonstrate understanding of production set protocol--The student will be able to

- 16.01 Demonstrate ability to stage an area for lights.
- 16.02 Demonstrate ability to set lights.
- 16.03 Demonstrate ability to use common hand and radio signals.
- 16.04 Demonstrate ability to wrap a cable.
- 16.05 Demonstrate proper cabling methods (layout / securing).
- 16.06 Demonstrate proper cable labeling methods.
- 16.07 Demonstrate safety.
- 16.08 Differentiate the working relationships that exist between various participants involved in the filmmaking process.
- 16.09 Perform as a member of a technical team within the framework of an organized production.
- 16.10 Create a safe working environment.

17.0 Demonstrate understanding of lighting fixtures--The student will be able to:

- 17.01 Demonstrate understanding of tungsten lights.
- 17.02 Demonstrate use of fresnels, area, and open-faced lights.
- 17.03 Demonstrate understanding of PAR lights.
- 17.04 Demonstrate understanding of HMI lights.
- 17.05 Demonstrate understanding of fluorescent lights.
- 17.06 Demonstrate understanding of LED lights.
- 17.07 Demonstrate an understanding of ambient and practical lighting.

18.0 Demonstrate understanding of electricity--The student will be able to:

- 18.01 Demonstrate understanding of electrical units of measure.
 - 18.02 Calculate amperage of lights.
 - 18.03 Demonstrate understanding of Ohm's Law.
 - 18.04 Demonstrate use of circuit protection.
 - 18.05 Understand types of distribution circuits (Direct Current, Alternating Current).
 - 18.06 Demonstrate understanding of single and three phase systems.
 - 18.07 Demonstrate use of proper grounding techniques.
 - 18.08 Demonstrate use of voltmeter.
 - 18.09 Demonstrate use of portable and full-size generators.
- 19.0 Demonstrate understanding of special effects lighting techniques and equipment--The student will be able to:
- 19.01 Understand lightning effects.
 - 19.02 Understand the challenges of lighting a green/blue screen.
 - 19.03 Demonstrate the proper use of fog machines.
 - 19.04 Demonstrate both high key and low-key lighting techniques.
 - 19.05 Demonstrate how to incorporate lighting into exterior day setups.
 - 19.06 Supervise hanging, circuiting, and focusing lights for production.
 - 19.07 Demonstrate use of gels and diffusions.
 - 19.08 Demonstrate use of neutral density filters.
 - 19.09 Demonstrate use of daylight conversion filters.
- 20.0 Demonstrate understanding of grip principles--The student will be able to:
- 20.01 Identify the descriptions of the grip crew.
 - 20.02 Translate script needs into creative uses of dollies, cranes and other camera mounts as required for production.
 - 20.03 Identify relevant grip cues from production notes.
 - 20.04 Analyze production requirements to determine grip equipment needs.
 - 20.05 Demonstrate proper and safe use of equipment.
 - 20.06 Appraise maintenance needs for equipment.
- 21.0 Demonstrate understanding of basic grip equipment--The student will be able to:
- 21.01 Demonstrate proper use of stands and stand extensions.
 - 21.02 Demonstrate use of small and large butterflies.
 - 21.03 Demonstrate proper use of sandbags.
 - 21.04 Demonstrate use of apple boxes and risers.
 - 21.05 Demonstrate ability to identify and use clamps and clips.
 - 21.06 Demonstrate ability to use specialty knots (bowline, clove hitch, square).
 - 21.07 Demonstrate ability to identify and use flags, dots, and fingers.
 - 21.08 Demonstrate ability to identify and use silks, nets.
 - 21.09 Demonstrate ability to identify and use reflectors and bounce boards.
- 22.0 Demonstrate understanding of dollies--The student will be able to:
- 22.01 Demonstrate understanding of dolly uses and limitations.
 - 22.02 Demonstrate understanding of dolly safety.
 - 22.03 Identify commonly used dolly types and manufacturers.
 - 22.04 Demonstrate ability to assemble dollies.
 - 22.05 Demonstrate effective use of track dollies during production.

- 23.0 Demonstrate understanding of cranes, jibs and arms--The student will be able to:
- 23.01 Demonstrate understanding of crane, jib and arm uses and limitations.
 - 23.02 Demonstrate understanding of crane, jib and arm safety.
 - 23.03 Demonstrate ability to assemble cranes, jibs, and arms.
 - 23.04 Identify commonly used crane, jib and arm types and manufacturers.
 - 23.05 Demonstrate effective use of cranes, jibs, and arms during a production.
- 24.0 Use oral and written communication skills in creating, expressing and interpreting information and ideas--The students will be able to:
- 24.01 Select and employ appropriate communication concepts and strategies to enhance oral and written communication in the workplace. CM1.0
 - 24.02 Locate, organize and reference written information from various sources. CM3.0
 - 24.03 Design, develop and deliver formal and informal presentations using appropriate media to engage and inform diverse audiences. CM5.0
 - 24.04 Interpret verbal and nonverbal cues/behaviors that enhance communication. CM6.0
 - 24.05 Apply active listening skills to obtain and clarify information. CM7.0
 - 24.06 Develop and interpret tables and charts to support written and oral communications. CM8.0
 - 24.07 Exhibit public relations skills that aid in achieving customer satisfaction. CM10.0
- 25.0 Demonstrate language arts knowledge and skills--The students will be able to: AF2.0
- 25.01 Locate, comprehend and evaluate key elements of oral and written information. AF2.4
 - 25.02 Draft, revise, and edit written documents using correct grammar, punctuation and vocabulary. AF2.5
 - 25.03 Present information formally and informally for specific purposes and audiences. AF2.9
- 26.0 Solve problems using critical thinking skills, creativity and innovation--The student will be able to:
- 26.01 Employ critical thinking skills independently and in teams to solve problems and make decisions. PS1.0
 - 26.02 Employ critical thinking and interpersonal skills to resolve conflicts. PS2.0
 - 26.03 Identify and document workplace performance goals and monitor progress toward those goals. PS3.0
 - 26.04 Conduct technical research to gather information necessary for decision-making. PS4.0

Course Number: FIL0087

Occupational Completion Point: C

Motion Picture Projectionists/Digital Cinematographer – 300 Hours – SOC Code 27-4031

- 27.0 Demonstrate knowledge of cinematography--The 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 cameras--The 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.
- 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.

29.0 Demonstrate basic audio production--The 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 production--The 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 playback--The student will be able to:

- 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.

- 32.0 Use information technology tools--The students will be able to:
- 32.01 Use personal information management (PIM) applications to increase workplace efficiency. IT1.0
 - 32.02 Employ technological tools to expedite workflow including word processing, databases, reports, spreadsheets, multimedia presentations, electronic calendar, contacts, email, and internet applications. IT2.0
 - 32.03 Employ computer operations applications to access, create, manage, integrate, and store information. IT3.0
 - 32.04 Employ collaborative/groupware applications to facilitate group work. IT4.0
- 33.0 Describe the importance of professional ethics and legal responsibilities--The students will be able to:
- 33.01 Evaluate and justify decisions based on ethical reasoning. ELR1.0
 - 33.02 Evaluate alternative responses to workplace situations based on personal, professional, ethical, legal responsibilities, and employer policies. ELR1.1
 - 33.03 Identify and explain personal and long-term consequences of unethical or illegal behaviors in the workplace. ELR1.2
 - 33.04 Interpret and explain written organizational policies and procedures. ELR2.0
- 34.0 Demonstrate personal money-management concepts, procedures, and strategies--The students will be able to:
- 34.01 Identify and describe the services and legal responsibilities of financial institutions. FL2.0
 - 34.02 Describe the effect of money management on personal and career goals. FL3.0
 - 34.03 Develop a personal budget and financial goals. FL3.1
 - 34.04 Complete financial instruments for making deposits and withdrawals. FL3.2
 - 34.05 Maintain financial records. FL3.3
 - 34.06 Read and reconcile financial statements. FL3.4
 - 34.07 Research, compare and contrast investment opportunities.

Course Number: FIL0088
Occupational Completion Point: D
Digital Video Editor – 150 Hours – SOC Code 27-4032

- 35.0 Demonstrate knowledge of the post-production process--The student will be able to:
- 35.01 Identify the psychological effects of different types of edits.
 - 35.02 Demonstrate understanding of picture and sound editing techniques (including; continuity, screen direction, and transitions).
 - 35.03 Sync dailies – Synchronize sound elements to picture elements.
 - 35.04 Formulate sound design for required sound effects and dialogue replacement to complete a motion picture soundtrack.
 - 35.05 Create sound effects using live foley techniques.
 - 35.06 Edit and synchronize pre-recorded sound effects in sync with picture.
- 36.0 Demonstrate knowledge of video editing software--The student will be able to:
- 36.01 Demonstrate understanding file formats and storage options.
 - 36.02 Identify parts of the software interface (menus/palettes).
 - 36.03 Demonstrate ability to use each of the basic tool sets.

- 36.04 Demonstrate ability to import, export, and save video projects.
- 36.05 Demonstrate understanding of layers and compositing.
- 36.06 Demonstrate understanding of filters, effects and plug-ins.
- 36.07 Demonstrate understanding of file presets.
- 36.08 Demonstrate understanding of rendering process.
- 36.09 Demonstrate ability to transform video (crop, scale).
- 36.10 Demonstrate ability to color correct images (brightness, hue, contrast).
- 36.11 Demonstrate ability to use brushes for image creation and correction.
- 36.12 Understand non-destructive and destructive operations.
- 36.13 Understand principles of stereo editing

37.0 Demonstrate knowledge of audio editing software--The student will be able to:

- 37.01 Demonstrate understanding file formats and storage options.
- 37.02 Identify parts of the software interface (menus/palettes).
- 37.03 Demonstrate ability to use each of the basic tool sets.
- 37.04 Demonstrate ability to import, export and save audio.
- 37.05 Demonstrate understanding of multiple tracks.
- 37.06 Demonstrate understanding of filters, effects and plug-ins.
- 37.07 Demonstrate understanding of file presets.
- 37.08 Demonstrate understanding of audio rendering process.
- 37.09 Demonstrate ability to edit, cut, and delete.
- 37.10 Understand non-destructive and destructive operations.
- 37.11 Transfer location sound from location recording format to display format.
- 37.12 Synchronize sound element to picture element.
- 37.13 Demonstrate basic sound editing skills.
- 37.14 Mix multiple tracks of dialogue, sound effects, and music into a finished soundtrack according to industry quality standards.

38.0 Demonstrate knowledge of DVD authoring software--The student will be able to:

- 38.01 Identify parts of the software interface (menus/palettes).
- 38.02 Demonstrate ability to use each of the basic tool sets.
- 38.03 Understand mapping to design menu layouts & navigation.
- 38.04 Demonstrate ability to import media (stills, video, audio).
- 38.05 Demonstrate ability to create chapters.
- 38.06 Understand the process of encoding and compression.
- 38.07 Author and burn a DVD demo reel.

39.0 Describe the roles within teams, work units, departments, organizations, inter-organizational systems, and the larger environment--The students will be able to:

- 39.01 Describe the nature and types of business organizations. SY1.0
- 39.02 Explain the effect of key organizational systems on performance and quality.
- 39.03 List and describe quality control systems and/or practices common to the workplace. SY2.0
- 39.04 Explain the impact of the global economy on business organizations.

Course Number: FIL0089

Occupational Completion Point: E

Visual Effects Artist – 150 Hours – SOC Code 27-2012

40.0 Demonstrate knowledge of color correction software--The student will be able to:

- 40.01 Identify parts of the software interface (menus/palettes).
 - 40.02 Demonstrate ability to use each of the basic tool sets.
 - 40.03 Demonstrate ability to import, export and save video.
 - 40.04 Understand color balance, color theory, and channels.
 - 40.05 Demonstrate ability to create masks and mattes.
 - 40.06 Understand the use and operation of scopes and waveforms.
 - 40.07 Demonstrate how to calibrate a monitor.
 - 40.08 Understand the process of color grading.
 - 40.09 Demonstrate tracking as it relates to color correction.
 - 40.10 Demonstrate the process to render and output color corrected content.
- 41.0 Demonstrate knowledge of compositing software--The student will be able to:
- 41.01 Identify parts of the software interface (menus/palettes).
 - 41.02 Demonstrate ability to use each of the basic tool sets.
 - 41.03 Demonstrate ability to import, export and save video.
 - 41.04 Understand basic animation using effects presets.
 - 41.05 Demonstrate ability to animate text and layers.
 - 41.06 Understand the use of rotoscoping tools.
 - 41.07 Demonstrate how to animate masks.
 - 41.08 Understand the process of color correction.
 - 41.09 Demonstrate both single point and mulitpoint motion tracking.
 - 41.10 Demonstrate the process to render and output content.
- 42.0 Demonstrate knowledge of stereography--The student will be able to:
- 42.01 Understand the challenges and limitations of stereography (3D photography).
 - 42.02 Demonstrate an understanding of a 3D workflow.
 - 42.03 Demonstrate understanding of parallax and convergence.
 - 42.04 Demonstrate and understanding of inter-axial/inter pupillary distance.
 - 42.05 Demonstrate an understanding of 3D eyewear (polarized, active shutter, and anaglyph).
 - 42.06 Demonstrate the compositing integration of rendered 3D animation with video.
- 43.0 Demonstrate leadership and teamwork skills needed to accomplish team goals and objectives--The student will be able to:
- 43.01 Employ leadership skills to accomplish organizational goals and objectives. LT1.0
 - 43.02 Establish and maintain effective working relationships with others in order to accomplish objectives and tasks. LT3.0
 - 43.03 Conduct and participate in meetings to accomplish work tasks. LT4.0
 - 43.04 Define the specific technical processes used by the camera, grip, lighting, sound, art, costume, special effects, makeup, and editing departments.
 - 43.05 Formulate and implement a production plan in the areas of sync sound, cameras, grip, electrical, sound, art direction, post-production, special effects, wardrobe, makeup, assistant direction, casting, script supervision, and production.
 - 43.06 Manage resources and personnel in order to meet production deadlines. LT5.0
- 44.0 Demonstrate the importance of health, safety, and environmental management systems in organizations and their importance to organizational performance and regulatory compliance--The students will be able to:
- 44.01 Describe personal and jobsite safety rules and regulations that maintain safe and

healthy work environments. SHE1.0

44.02 Explain emergency procedures to follow in response to workplace accidents.

44.03 Create a disaster and/or emergency response plan. SHE2.0

**Florida Department of Education
Student Performance Standards**

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

- 01.0 Understand the history of cinema--The student will be able to:
- 01.01 Understand the history of cinema (silent, sound, color).
- 02.0 Understand the production process--The student will be able to:
- 02.01 Identify the job titles associated with the filmmaking process.
 - 02.02 Identify various tools and equipment used to produce narrative productions.
 - 02.03 Understand speed and efficiency concepts.
 - 02.04 Understand a production pipeline.
 - 02.05 Identify the departments of a production studio.
 - 02.06 Understand the interrelationships between departments.
 - 02.07 Understand basic communication concepts (verbal, memos, paperwork).
 - 02.08 Identify the stages of production.
 - 02.09 Understand studio terms and jargon.
 - 02.10 Create and organize production paperwork into production bibles or prepare for presentations.
 - 02.11 Demonstrate the proper use of standard filmmaking forms.
- 03.0 Understand intellectual property rights, copyright laws and plagiarism as it applies to creative assets--The student will be able to:
- 03.01 Understand the limits and expectations of copyright protection.
 - 03.02 Understand the use of "Fair use and Fair Dealing".
 - 03.03 Understand the transfer and licensing of creative works.
 - 03.04 Understand the use of "exclusive rights" to intellectual creations.
 - 03.05 Demonstrate the use of digital watermarking.
- 04.0 Demonstrate proficiency in computer skills--The student will be able to:
- 04.01 Identify all computer parts.
 - 04.02 Demonstrate understanding of computer performance specifications.
 - 04.03 Compare and contrast difference between business machines and workstations.
 - 04.04 Demonstrate best practices of computer safety and ergonomics.
 - 04.05 Demonstrate understanding of operating systems.
 - 04.06 Perform software installation and setup.
 - 04.07 Perform peripheral device installation and setup.
 - 04.08 Perform computer upgrades (memory/hard disk/cards).
 - 04.09 Perform storage management operations (project/file).
 - 04.10 Demonstrate knowledge of computer maintenance.
 - 04.11 Demonstrate ability to troubleshoot computer hardware and software issues.
- 05.0 Demonstrate knowledge of photo editing software--The student will be able to:
- 05.01 Demonstrate understanding file formats and storage options.
 - 05.02 Identify parts of the software interface (menus/palettes).

- 05.03 Demonstrate ability to use each of the basic tool sets.
- 05.04 Demonstrate ability to import, export and save images.
- 05.05 Demonstrate understanding of layers and channels.
- 05.06 Demonstrate understanding of filters, effects and plug-ins.
- 05.07 Demonstrate understanding of file presets.
- 05.08 Demonstrate ability to select portions of an image for manipulation.
- 05.09 Demonstrate ability to transform selections and images (crop, scale).
- 05.10 Demonstrate ability to color correct images (brightness, hue, contrast).
- 05.11 Demonstrate ability to use brushes for image creation and correction.
- 05.12 Understand non-destructive and destructive operations.
- 05.13 Demonstrate the basic use of video in Photoshop
- 05.14 Design and print a business card.

06.0 Demonstrate mathematics knowledge and skills--The students will be able to: AF3.0

- 06.01 Demonstrate knowledge of arithmetic operations. AF3.2
- 06.02 Analyze and apply data and measurements to solve problems and interpret documents. AF3.4
- 06.03 Construct charts/tables/graphs using functions and data. AF3.5

07.0 Demonstrate science knowledge and skills--The students will be able to: AF4.0

- 07.01 Discuss the role of creativity in constructing scientific questions, methods and explanations. AF4.1
- 07.02 Formulate scientifically investigable questions, construct investigations, collect and evaluate data, and develop scientific recommendations based on findings. AF4.3

08.0 Demonstrate a knowledge of production writing as it relates to narrative filmmaking--The student will be able to:

- 08.01 Understand the job of a scriptwriter.
- 08.02 Identify target audiences, markets, and demographics.
- 08.03 Identify the elements of a script.
- 08.04 Develop the intended message of a script.
- 08.05 Demonstrate ability to write a treatment.
- 08.06 Demonstrate ability to write a professionally formatted (submission) script.
- 08.07 Identify the genre of a story.
- 08.08 Define characters and setting for a story.

**Florida Department of Education
Student Performance Standards**

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

- 09.0 Demonstrate a knowledge of production management--The student will be able to:
- 09.01 Demonstrate ability to breakdown a script into production elements (cast, props).
 - 09.02 Understand the job of a production manager.
 - 09.03 Create a production board.
 - 09.04 From a script - create a budget (quote) from local vendors.
 - 09.05 Ability to write a casting call.
 - 09.06 Participate in the casting process.
 - 09.07 Scout a location and perform a site survey.
 - 09.08 Acquire a permit for shooting on location.
- 10.0 Demonstrate knowledge of art direction--The student will be able to:
- 10.01 Develop the overall visual appearance of an animation.
 - 10.02 Demonstrate the ability to create moods with style.
 - 10.03 Determine the geographic location and time period of the story.
 - 10.04 Understand the importance of art direction as it pertains to the message.
 - 10.05 Understand the use of color in art direction.
 - 10.06 Document the technical aspects of art direction for use in production.
 - 10.07 Perform the various assignments in a professional manner according to industry standards.
- 11.0 Demonstrate knowledge of character development--The student will be able to:
- 11.01 Demonstrate and understanding of character profiles.
 - 11.02 Demonstrate the ability to develop character resumes/profiles.
- 12.0 Demonstrate knowledge of storyboarding--The student will be able to:
- 12.01 Demonstrate understanding of visual storytelling and how storyboards are used during production.
 - 12.02 Identify common aspect ratios and how to calculate ratios.
 - 12.03 Demonstrate understanding of camera framing and camera movement.
 - 12.04 Develop a visual style using the art direction.
 - 12.05 Break down a script into the various camera shots and character action.
 - 12.06 Demonstrate understanding of perspective and depth of field.
 - 12.07 Demonstrate knowledge of lighting and color use.
 - 12.08 Demonstrate ability to sketch a storyboard including characters.
 - 12.09 Demonstrate ability to use storyboarding software or illustration software.
 - 12.10 Demonstrate the ability to create side (storyboard thumbnail pages).
- 13.0 Demonstrate knowledge of funding presentations and pitches--The student will be able to:
- 13.01 Understand the ecosystem associated with product distribution.
 - 13.02 Identify the job titles and roles of the distributors.
 - 13.03 Identify potential markets, target audiences, and products.

- 13.04 Develop the materials needed to effectively convey the message.
- 13.05 Effectively communicate a message or pitch.
- 13.06 Attend a educational seminar outside of class.
- 13.07 Attend a film festival.
- 13.08 Acquire a domain name.
- 13.09 Understand the process of incorporating a business.

14.0 Explain the importance of employability and entrepreneurship skills--The students will be able to:

- 14.01 Identify and demonstrate positive work behaviors needed to be employable.
ECD1.0
- 14.02 Develop personal career plan that includes goals, objectives, and strategies.
ECD2.0
- 14.03 Examine licensing, certification, and industry credentialing requirements.
ECD3.0
- 14.04 Maintain a career portfolio to document knowledge, skills, and experience.
ECD5.0
- 14.05 Evaluate and compare employment opportunities that match career goals.
ECD6.0
- 14.06 Identify and exhibit traits for retaining employment. ECD7.0
- 14.07 Identify opportunities and research requirements for career advancement.
ECD8.0
- 14.08 Research the benefits of ongoing professional development. ECD9.0
- 14.09 Examine and describe entrepreneurship opportunities as a career planning option.

**Florida Department of Education
Student Performance Standards**

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

- 15.0 Demonstrate understanding of lighting principles--The student will be able to:
- 15.01 Identify the descriptions of the lighting crew.
 - 15.02 Identify relevant lighting cues from production notes.
 - 15.03 Create a lighting plan based on production notes.
 - 15.04 Demonstrate understanding of Foot-Candles.
 - 15.05 Demonstrate understanding of F-Stops, ISO/ASA and gain.
 - 15.06 Demonstrate understanding of Depth of Field.
 - 15.07 Demonstrate understanding of Contrast Ratio.
 - 15.08 Demonstrate color theory and correction.
 - 15.09 Demonstrate use of a light meter.
 - 15.10 Understand the photographic lighting principal.
 - 15.11 Analyze production requirements to determine lighting equipment needs.
- 16.0 Demonstrate understanding of production set protocol--The student will be able to
- 16.01 Demonstrate ability to stage an area for lights.
 - 16.02 Demonstrate ability to set lights.
 - 16.03 Demonstrate ability to use common hand and radio signals.
 - 16.04 Demonstrate ability to wrap a cable.
 - 16.05 Demonstrate proper cabling methods (layout/securing).
 - 16.06 Demonstrate proper cable labeling methods.
 - 16.07 Demonstrate safety.
 - 16.08 Differentiate the working relationships that exist between various participants involved in the filmmaking process.
 - 16.09 Perform as a member of a technical team within the framework of an organized production.
 - 16.10 Create a safe working environment.
- 17.0 Demonstrate understanding of lighting fixtures--The student will be able to:
- 17.01 Demonstrate understanding of tungsten lights.
 - 17.02 Demonstrate use of fresnels, area, and open-faced lights.
 - 17.03 Demonstrate understanding of PAR lights.
 - 17.04 Demonstrate understanding of HMI lights.
 - 17.05 Demonstrate understanding of fluorescent lights.
 - 17.06 Demonstrate understanding of LED lights.
 - 17.07 Demonstrate an understanding of ambient and practical lighting.
- 18.0 Demonstrate understanding of electricity--The student will be able to:
- 18.01 Demonstrate understanding of electrical units of measure.
 - 18.02 Calculate amperage of lights.
 - 18.03 Demonstrate understanding of Ohm's Law.
 - 18.04 Demonstrate use of circuit protection.
 - 18.05 Understand types of distribution circuits (Direct Current, Alternating Current).

- 18.06 Demonstrate understanding of single and three phase systems.
 - 18.07 Demonstrate use of proper grounding techniques.
 - 18.08 Demonstrate use of voltmeter.
 - 18.09 Demonstrate use of portable and full-size generators.
- 19.0 Demonstrate understanding of special effects lighting techniques and equipment--The student will be able to:
- 19.01 Understand lightning effects.
 - 19.02 Understand the challenges of lighting a green/blue screen.
 - 19.03 Demonstrate the proper use of fog machines.
 - 19.04 Demonstrate both high key and low-key lighting techniques.
 - 19.05 Demonstrate how to incorporate lighting into exterior day setups.
 - 19.06 Supervise hanging, circuiting, and focusing lights for production.
 - 19.07 Demonstrate use of gels and diffusions.
 - 19.08 Demonstrate use of neutral density filters.
 - 19.09 Demonstrate use of daylight conversion filters.
- 20.0 Demonstrate understanding of grip principles--The student will be able to:
- 20.01 Identify the descriptions of the grip crew.
 - 20.02 Translate script needs into creative uses of dollies, cranes and other camera mounts as required for production.
 - 20.03 Identify relevant grip cues from production notes.
 - 20.04 Analyze production requirements to determine grip equipment needs.
 - 20.05 Demonstrate proper and safe use of equipment.
 - 20.06 Appraise maintenance needs for equipment.
- 21.0 Demonstrate understanding of basic grip equipment--The student will be able to:
- 21.01 Demonstrate proper use of stands and stand extensions.
 - 21.02 Demonstrate use of small and large butterflies.
 - 21.03 Demonstrate proper use of sandbags.
 - 21.04 Demonstrate use of apple boxes and risers.
 - 21.05 Demonstrate ability to identify and use clamps and clips.
 - 21.06 Demonstrate ability to use specialty knots (bowline, clove hitch, square).
 - 21.07 Demonstrate ability to identify and use flags, dots, and fingers.
 - 21.08 Demonstrate ability to identify and use silks, nets.
 - 21.09 Demonstrate ability to identify and use reflectors and bounce boards.
- 22.0 Demonstrate understanding of dollies--The student will be able to:
- 22.01 Demonstrate understanding of dolly uses and limitations.
 - 22.02 Demonstrate understanding of dolly safety.
 - 22.03 Identify commonly used dolly types and manufacturers.
 - 22.04 Demonstrate ability to assemble dollies.
 - 22.05 Demonstrate effective use of track dollies during production.
- 23.0 Demonstrate understanding of cranes, jibs and arms--The student will be able to:
- 23.01 Demonstrate understanding of crane, jib and arm uses and limitations.
 - 23.02 Demonstrate understanding of crane, jib and arm safety.
 - 23.03 Demonstrate ability to assemble cranes, jibs, and arms.
 - 23.04 Identify commonly used crane, jib and arm types and manufacturers.

- 23.05 Demonstrate effective use of cranes, jibs, and arms during a production.
- 24.0 Use oral and written communication skills in creating, expressing and interpreting information and ideas--The students will be able to:
- 24.01 Select and employ appropriate communication concepts and strategies to enhance oral and written communication in the workplace. CM1.0
 - 24.02 Locate, organize and reference written information from various sources. CM3.0
 - 24.03 Design, develop and deliver formal and informal presentations using appropriate media to engage and inform diverse audiences. CM5.0
 - 24.04 Interpret verbal and nonverbal cues/behaviors that enhance communication. CM6.0
 - 24.05 Apply active listening skills to obtain and clarify information. CM7.0
 - 24.06 Develop and interpret tables and charts to support written and oral communications. CM8.0
 - 24.07 Exhibit public relations skills that aid in achieving customer satisfaction. CM10.0
- 25.0 Demonstrate language arts knowledge and skills--The students will be able to: AF2.0
- 25.01 Locate, comprehend and evaluate key elements of oral and written information. AF2.4
 - 25.02 Draft, revise, and edit written documents using correct grammar, punctuation and vocabulary. AF2.5
 - 25.03 Present information formally and informally for specific purposes and audiences. AF2.9
- 26.0 Solve problems using critical thinking skills, creativity and innovation--The student will be able to:
- 26.05 Employ critical thinking skills independently and in teams to solve problems and make decisions. PS1.0
 - 26.06 Employ critical thinking and interpersonal skills to resolve conflicts. PS2.0
 - 26.07 Identify and document workplace performance goals and monitor progress toward those goals. PS3.0
 - 26.08 Conduct technical research to gather information necessary for decision-making. PS4.0

**Florida Department of Education
Student Performance Standards**

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

27.0 Demonstrate knowledge of cinematography--The 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 cameras--The 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.
- 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.

**Florida Department of Education
Student Performance Standards**

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

- 29.0 Demonstrate basic audio production--The 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 production--The 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 playback--The student will be able to:
- 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.
- 32.0 Use information technology tools--The students will be able to:
- 32.01 Use personal information management (PIM) applications to increase workplace efficiency. IT1.0
 - 32.02 Employ technological tools to expedite workflow including word processing, databases, reports, spreadsheets, multimedia presentations, electronic calendar, contacts, email, and internet applications. IT2.0
 - 32.03 Employ computer operations applications to access, create, manage, integrate, and store information. IT3.0
 - 32.04 Employ collaborative/groupware applications to facilitate group work. IT4.0
- 33.0 Describe the importance of professional ethics and legal responsibilities--The students will be able to:

- 33.01 Evaluate and justify decisions based on ethical reasoning. ELR1.0
 - 33.02 Evaluate alternative responses to workplace situations based on personal, professional, ethical, legal responsibilities, and employer policies. ELR1.1
 - 33.03 Identify and explain personal and long-term consequences of unethical or illegal behaviors in the workplace. ELR1.2
 - 33.04 Interpret and explain written organizational policies and procedures. ELR2.0
- 34.0 Demonstrate personal money-management concepts, procedures, and strategies--The students will be able to:
- 34.01 Identify and describe the services and legal responsibilities of financial institutions. FL2.0
 - 34.02 Describe the effect of money management on personal and career goals. FL3.0
 - 34.03 Develop a personal budget and financial goals. FL3.1
 - 34.04 Complete financial instruments for making deposits and withdrawals. FL3.2
 - 34.05 Maintain financial records. FL3.3
 - 34.06 Read and reconcile financial statements. FL3.4
 - 34.07 Research, compare and contrast investment opportunities.

**Florida Department of Education
Student Performance Standards**

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

- 35.0 Demonstrate knowledge of the post-production process--The student will be able to:
- 35.01 Identify the psychological effects of different types of edits.
 - 35.02 Demonstrate understanding of picture and sound editing techniques (including; continuity, screen direction, and transitions).
 - 35.03 Sync dailies – Synchronize sound elements to picture elements.
 - 35.04 Formulate sound design for required sound effects and dialogue replacement to complete a motion picture soundtrack.
 - 35.05 Create sound effects using live foley techniques.
 - 35.06 Edit and synchronize pre-recorded sound effects in sync with picture.
- 36.0 Demonstrate knowledge of video editing software--The student will be able to:
- 36.01 Demonstrate understanding file formats and storage options.
 - 36.02 Identify parts of the software interface (menus/palettes).
 - 36.03 Demonstrate ability to use each of the basic tool sets.
 - 36.04 Demonstrate ability to import, export, and save video projects.
 - 36.05 Demonstrate understanding of layers and compositing.
 - 36.06 Demonstrate understanding of filters, effects and plug-ins.
 - 36.07 Demonstrate understanding of file presets.
 - 36.08 Demonstrate understanding of rendering process.
 - 36.09 Demonstrate ability to transform video (crop, scale).
 - 36.10 Demonstrate ability to color correct images (brightness, hue, contrast).
 - 36.11 Demonstrate ability to use brushes for image creation and correction.
 - 36.12 Understand non-destructive and destructive operations.
 - 36.13 Understand principles of stereo editing.
- 37.0 Demonstrate knowledge of audio editing software--The student will be able to:
- 37.01 Demonstrate understanding file formats and storage options.
 - 37.02 Identify parts of the software interface (menus/palettes).
 - 37.03 Demonstrate ability to use each of the basic tool sets.
 - 37.04 Demonstrate ability to import, export and save audio.
 - 37.05 Demonstrate understanding of multiple tracks.
 - 37.06 Demonstrate understanding of filters, effects and plug-ins.
 - 37.07 Demonstrate understanding of file presets.
 - 37.08 Demonstrate understanding of audio rendering process.
 - 37.09 Demonstrate ability to edit, cut, and delete.
 - 37.10 Understand non-destructive and destructive operations.
 - 37.11 Transfer location sound from location recording format to display format.
 - 37.12 Synchronize sound element to picture element.
 - 37.13 Demonstrate basic sound editing skills.
 - 37.14 Mix multiple tracks of dialogue, sound effects, and music into a finished soundtrack according to industry quality standards.
- 38.0 Demonstrate knowledge of DVD authoring software--The student will be able to:

- 38.01 Identify parts of the software interface (menus/palettes).
 - 38.02 Demonstrate ability to use each of the basic tool sets.
 - 38.03 Understand mapping to design menu layouts & navigation.
 - 38.04 Demonstrate ability to import media (stills, video, audio).
 - 38.05 Demonstrate ability to create chapters.
 - 38.06 Understand the process of encoding and compression.
 - 38.07 Author and burn a DVD demo reel.
- 39.0 Describe the roles within teams, work units, departments, organizations, inter-organizational systems, and the larger environment--The students will be able to:
- 39.05 Describe the nature and types of business organizations. SY1.0
 - 39.06 Explain the effect of key organizational systems on performance and quality.
 - 39.07 List and describe quality control systems and/or practices common to the workplace. SY2.0
 - 39.08 Explain the impact of the global economy on business organizations.

**Florida Department of Education
Student Performance Standards**

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

40.0 Demonstrate knowledge of color correction software--The student will be able to:

- 40.01 Identify parts of the software interface (menus/palettes).
- 40.02 Demonstrate ability to use each of the basic tool sets.
- 40.03 Demonstrate ability to import, export and save video.
- 40.04 Understand color balance, color theory, and channels.
- 40.05 Demonstrate ability to create masks and mattes.
- 40.06 Understand the use and operation of scopes and waveforms.
- 40.07 Demonstrate how to calibrate a monitor.
- 40.08 Understand the process of color grading.
- 40.09 Demonstrate tracking as it relates to color correction.
- 40.10 Demonstrate the process to render and output color corrected content.

41.0 Demonstrate knowledge of compositing software--The student will be able to:

- 41.01 Identify parts of the software interface (menus/palettes).
- 41.02 Demonstrate ability to use each of the basic tool sets.
- 41.03 Demonstrate ability to import, export and save video.
- 41.04 Understand basic animation using effects presets.
- 41.05 Demonstrate ability to animate text and layers.
- 41.06 Understand the use of rotoscoping tools.
- 41.07 Demonstrate how to animate masks.
- 41.08 Understand the process of color correction.
- 41.09 Demonstrate both single point and multipoint motion tracking.
- 41.10 Demonstrate the process to render and output content.

42.0 Demonstrate knowledge of stereography--The student will be able to:

- 42.01 Understand the challenges and limitations of stereography (3D photography).
- 42.02 Demonstrate an understanding of a 3D workflow.
- 42.03 Demonstrate understanding of parallax and convergence.
- 42.04 Demonstrate and understanding of inter-axial/inter pupillary distance.
- 42.05 Demonstrate an understanding of 3D eyewear (polarized, active shutter, and anaglyph).
- 42.06 Demonstrate the compositing integration of rendered 3D animation with video.

43.0 Demonstrate leadership and teamwork skills needed to accomplish team goals and objectives--The student will be able to:

- 43.01 Employ leadership skills to accomplish organizational goals and objectives.
LT1.0
- 43.02 Establish and maintain effective working relationships with others in order to accomplish objectives and tasks. LT3.0
- 43.03 Conduct and participate in meetings to accomplish work tasks. LT4.0
- 43.04 Define the specific technical processes used by the camera, grip, lighting, sound, art, costume, special effects, makeup, and editing departments.

- 43.05 Formulate and implement a production plan in the areas of sync sound, cameras, grip, electrical, sound, art direction, post-production, special effects, wardrobe, makeup, assistant direction, casting, script supervision, and production.
- 43.06 Manage resources and personnel in order to meet production deadlines. LT5.0
- 44.0 Demonstrate the importance of health, safety, and environmental management systems in organizations and their importance to organizational performance and regulatory compliance--The students will be able to:
 - 44.01 Describe personal and jobsite safety rules and regulations that maintain safe and healthy work environments. SHE1.0
 - 44.02 Explain emergency procedures to follow in response to workplace accidents.
 - 44.03 Create a disaster and/or emergency response plan. SHE2.0