

MCP-462 Directing for Camera (3 Credit Hours)

Prerequisites: Only open for production students

Course Objectives

1. This is a practical workshop course comprising the basic techniques of blocking and staging for the camera. The students are expected to work individually as well as in groups to produce short productions for the screen

Learning Outcomes

2. After the completion of the course, students shall be able to:
 - a. Understand how exhaustive text analysis informs a director's visual design, staging and camera movement decisions within a scene.
 - b. Understand the important relationship and integration between actor staging and camera movement and how the meaning of a scene changes with shifting camera perspectives.
 - c. Understand and be able to execute subjective and objective camera movements through planned and choreographed camera movement.
 - d. Understand and execute how multiple long takes or camera movement shots are edited together within a single scene or sequence.
 - e. Explore the history of camera movement through the various periods in world cinema. Understand and experiment with the various technical ways to move the camera.
 - f. Understand and develop upon on the visual grammar of the shot
 - g. Understand various lighting techniques
 - h. Be able to supervise the camera & gaffer team

3. Contents

- a. Lighting for the shot
- b. Shooting for the moving image
- c. Visualising & storyboarding
- d. To create synergies between the dramatic narrative and light
- e. Camera blocking and lighting for various genres

References

1. The Film director Prepares: A practical guide for Film & TV - Myrl A. Schreibman

2. Setting up your shots: Great Camera moves every Filmmaker should know-
Jeremy Vineyard-2008
3. The Art of Cinematic Motion by Steven Katz
4. Shot by Shot by Steven Katz
5. Kazan On Directing by Elia Kazan
6. The Visual Story by Bruce Block(second edition)