



School District of Marshfield

Course Syllabus

Course Name: Studio Photography Honors: Still and Video

Length of Course: Semester

Credits: ½ Credit

Course Description:

Students will continue to develop technical skill with digital SLR cameras and computer software to manipulate and refine images. The curriculum for this course includes the inventive use of light and photographic equipment to create complex stories. With an emphasis on production, this course is designed to develop higher-level thinking, art-related technology skills, art criticism, art history, video production, and aesthetics. Students will develop advanced lighting techniques, layered image production, visual narratives, story boards, scripts, transitions, video projections, live video capture, and work with sound. Students will analyze and critique still and moving imagery, discuss aesthetic issues, and relate historical styles of sequential imagery in their own work and that of other photographers/filmmakers.

Pre-Requisite: Student must have earned a "B" or better in Advanced Art Photography.

Learning Targets

- Master the operation of Canon Digital Single Lens Reflex Cameras
- Apply rules of composition (rule of thirds, balance, framing, leading lines, repetition of shapes) to compose and crop final products.
- Gain a mastery of technical qualities of: focus, lighting stopping action, depth of field, equivalent exposures.
- Build and Strengthen Visual Literacy.
- Develop knowledge of sequential story telling.
- Use manual setting and creative modes of the camera to control camera based image-making.
- Understand light, its effects, and its various forms used for creating mood and feeling in photograph.
- Demonstrate understanding of story-boards to plan camera angles.
- Apply visual variety to create interesting visual storytelling.
- Use discipline literacy terms to describe and critique historical and contemporary non static forms of art.
- Understand how to frame through the view finder.
- Analyze a particular point of view, theme, purpose or cultural experience reflected in a work.

- Learn advanced Photoshop and other software image/video processing techniques to create high quality images/footage.
- Display expressive photographs using art elements, including value, texture, contrast and depth.
- Render expressive narratives using story telling principles, including visual transitions such as: moment to moment, subject to subject, scene to scene, aspect to aspect, action to action, and non-sequitur. Analyze and compare photography using a variety of aesthetic approaches.
- Use sound to reinforce the visual components of the video projects.
- Create a master project based on a universal theme of the human experience such as: power, rites of passage, family, life/death, man versus nature.....

College Readiness Learning Targets:

- Understand the overall approach taken by an artist (e.g., point of view, kinds of evidence used) in more challenging art works.
- Locate important details in masterworks and fellow artists.
- Identify clear relationships between people and ideas.
- Identify clear cause-effect relationships in the creation of artworks.
- Draw generalizations and conclusions about people, ideas, etc. in supplied example masterworks.
- Draw simple generalizations and conclusions using details that support main points of more challenging messages from master artists.
- Show understanding of the persuasive purpose of the task by taking a position on the specific issue in the prompt.
- Develop ideas by using some specific reasons, details, and examples.
- Present a discernible introduction and supporting evidence and a conclusion of a theme.

Topic/Content Outline-Units and Themes:

1. Camera Mechanics & Modes Review (3 days)
 - A. Assessment of previous knowledge.
 - B. Review camera use, etiquette, and safety practices.
 - C. Review mode settings and their practical and artistic uses.
2. Post-Processing Refresher (2 days)
 - A. Assessment of previous knowledge.
 - B. Photoshop tool bars, color adjustments, selection tools, text tool.

3. Advanced Lighting Sources: Lighting for EXPRESSION (2 weeks)
 - A. Assessment of previous knowledge.
 - B. Study of artificial light sources, natural light sources, light quality, time of day, fill flash, mirrors, reflectors, backlighting, strobe, etc.
 - C. View, discuss and analyze lighting used in still & moving images.
 - D. Demonstrate how to use lighting to show different types of expression & mood.
4. Using the Green Screen: Studying Surrealism (1 week)
 - A. Text Interaction with human form.
5. Twenty-One Points of View (2 weeks)
 - A. Creating Variety in the Visual Narrative.
 - B. Using multiple angles of view to tell a story.
 - C. Begin story boarding process.
6. Creating Effective Visual Transitions (2 weeks)
 - A. Moment to Moment
 - B. Action to Action
 - C. Subject to Subject
 - D. Scene to Scene
 - E. Aspect to Aspect
 - F. Non-sequitur
7. "Give Me a Story": Giving life to the Pre-Made Script (1 week).
 - A. Students apply prior knowledge utilizing, story boards, camera angles: Key Terms: Long shot, Full Shot, Mid-Shot, Close-up, Overshot, High Angle (birds eye), Eye Level, Low Angle (worms eye).
8. Creating a personal Visual Storyboard (2 weeks)
 - A. Working with a theme.
 - B. In-animate Objects and Stop-Motion Production [Lego movie].
 - C. Using camera shots, angles and movement to tell the story.
 - D. Key Terms: Long shot, Full Shot, Mid-Shot, Close-up, Overshot, High Angle (bird's eye), Eye Level, and Low Angle (worm's eye).
9. Projection of Light: Illuminating an Object with Still & Sound (1 week)
 - A. Using editing software to create a sequence linking images with transitions.
10. Review Camera Angles & Transitions (2 weeks)

- A. Understand importation and Video editing Software
 - B. Apply new knowledge to "LEGO" movie.
11. Using the DSLR to Capture Moving Video (1 week)
- A. How to use the DSLR video capture mode.
 - B. Safety and Understanding of Camera Limitations & Characteristics.
 - C. Learn camera movement terms: Static, Dolly, Pan, Tilt, Crane, Handheld, Zoom, Tracking shot, Focus, First Person Point-of-view, and tower shot.
12. Live Motion Digital Film (3 weeks)
- A. Create a storyboard to develop rough ideas for digital video
 - B. Develop ideas based on a higher level theme.
 - C. Apply knowledge of camera angles, movement, composition and transitions to a short digital motion video.
 - D. Apply knowledge of digital video editing software to edit film.
 - E. Use visual imagery & sound to capture an audience.