

Digital Cinema Production NYS



PURPOSE

To evaluate each contestant's preparation for employment, and to recognize outstanding students for excellence and professionalism in the field of cinematography/short film production.

ELIGIBILITY (Team of Two)

Open to all active SkillsUSA members enrolled in a program with media/video production as the occupational objective.

CLOTHING REQUIREMENT

Men: Black dress trousers with white polo shirt; black socks and black shoes.

Women: Black dress slacks or skirt, with white polo, shirt; back sheer or clear seamless hose and black low heel shoes, that are not backless or open toe.

Note: Contestants must wear their contest clothing to the contest orientation meeting, and during the competition. Also bring #2 pencil, resume, and safety assurance form

EQUIPMENT AND MATERIALS

Supplied by the NY Chair committee:

- A blank 8GB thumb drive for finished video
- Storyboard templates.

Supplied by contestant:

- **Computers:** One or two laptops or desktop computers (Windows or Mac) with software that will be used to edit video and/or compose music.
- **Electrical:** 6-10 foot electrical extension cord and power strip to connect all contestants' equipment.
- **Soundtrack:** Copyright free or licensed music. Audio loops purchased with licensed software are also allowed.
- **Cameras:** (only one camera may be used at a time)
 - Video camera(s)
 - DSLRs that shoot video
 - Cell phone camera
 - 16 x 9 format
 - Batteries, chargers, memory cards, connecting cables as required by hardware.
 - New unopened video tape if using taped based cameras.

- **Optional Equipment** that may be used:

Audio:

- Boom pole for microphones
- Wireless microphones
- Lavalier microphones
- Multiple microphones
- Shotgun microphones
- Portable mixer

Lighting

- Reflectors
- Camera-mounted lighting
- Handheld lighting units
- Hot lights (on stands)
- LED lights (on stands)

Camera

- DSLR that shoots video
- Video Camera
- Cellphone Camera
- 16x9 format

Production Equipment

- Mono or tripods
- Steadycam-type system
- Sliders
- Body mount straps
- Dolly
- Jib or crane

- All competitors must create a one-page résumé and submit a hard copy to the technical committee chair at orientation. Failure to do so will result in a 10-point penalty.

Note: Your contest will require a hard copy of your résumé as part of the actual contest. Check the Contest Guidelines and/or the updates page on the NYS SkillsUSA Web site:

<http://www.nysskillsusa.org/>

SCOPE OF THE CONTEST

The contest is defined by industry standards as set by the current industry technical standards.

The contest will be divided into four portions:

- A written exam that will assess knowledge in industry standards.
- A storyboard assignment to be completed in teams of two people.
- A video 4.5 to 5 minutes that will be filmed and edited entirely on site. (meaning all work must be done between contest briefing and designated turn in time) The assigned theme of the video will be announced at the orientation meeting.
- An interview with 1 or more judges and a short video (four-and-one-hag to five minutes)

All footage must be acquired after the contest has begun. Filming must occur within the areas specified: NYS Fairgrounds and/or contestant's hotel (with permission

of Skills Advisor.) All filming must be done between contest orientation briefing and designated turn in time.

Knowledge Performance

A written exam to be taken covers basic cinema knowledge, lighting, camera shots and angles. Both teammates' scores will be averaged together. The exam will be given at the contest orientation.

Competition Schedule/ Location

1. **Preproduction, filming, editing** : within allotted time
2. **Interview**: 15 minutes
3. **Filming locations**: to be announced at orientation meeting.

Skill Performance

1. The contest will submit a 4.5 to 5-minute video that will be created and completed in its entirety at the state conference by a team of two students.
2. No pre-produced video, photos, or stock footage is allowed.
3. The video will use a theme, single word or simple phrase that will be given out at the contest orientation. Orientation attendance is mandatory.
4. Participants must turn in the finished video on the provided thumb drive in the required format to be announced during the orientation. The thumb drive must be submitted to the judges at the time and location specified during the orientation. If students want the thumb drive returned they must provide a postage-paid envelope.
5. The submission is to be a creative video short film. It is not in the form of PSA, news story or promotional video (advertisement).
6. The scoring rubric will include (but is not limited to) the following criteria.
 - Written exam
 - Overall Creativity
 - Shot log/shot list
 - Script/storyboard
 - Camera techniques
 - Lighting
 - Audio elements
 - Titles
 - Editing (pacing and structure)
 - Interview and pitch of film

See updates at: www.nysskillsusa.org

Standards and Competencies

DCP 1.0 — Apply the knowledge and skills necessary to describe the production overview

- 1.1 Describe cinema production careers
- 1.2 Explain production overview
- 1.3 Complete program proposal and treatment for a production
- 1.4 Explain the three production steps
 - 1.4.1 Explain pre-production
 - 1.4.2 Define the production stage
 - 1.4.3 Explain the post-production step
- 1.5 Complete storyboards for a production
- 1.6 Define scriptwriting guidelines
- 1.7 Explain costing out a production
- 1.8 Define world video standards
- 1.9 Define HDTV standards

DCP 2.0 — Implement the knowledge needed to describe location scouting.

DCP 3.0 — Apply the knowledge needed to describe and demonstrate lens operation and control

- 3.1 Describe the type of lenses
- 3.2 Define angle of view
- 3.3 Describe zoom ratio
- 3.4 Demonstrate f-stops iris
- 3.5 Demonstrate control of depth of field
- 3.6 Illustrate focusing/follow focus/rack focus/macro focus
- 3.7 Explain the application of filters
- 3.8 Explain image stabilization

DCP 4.0 — Apply the knowledge and skills necessary to describe and demonstrate camera operation and control

- 4.1 Define video resolution
- 4.2 Describe and demonstrate camera mounts and tripod use
- 4.3 Operate camera pan heads
- 4.4 Demonstrate basic camera moves (i.e., pan/tilt/dolly/truck/pedestal)
- 4.5 Illustrate black balancing and white balancing
- 4.6 Describe shutter speed
- 4.7 Demonstrate control of exposure through the use of f-stops
- 4.8 Explain frame rate
- 4.9 Demonstrate use of camera viewfinder

DCP 5.0 — Implement the skills and knowledge needed for describing and demonstrating composition

- 5.1 Describe form vs. content
- 5.2 Demonstrate insert and cutaway shots
- 5.3 Describe static composition

- 5.4 Describe dynamic composition
- 5.5 Define single center of interest
- 5.6 Describe shifting the center of interest
- 5.7 Demonstrate leading the subject
- 5.8 Describe the Rule of Thirds
- 5.9 Define maintaining tonal balance
- 5.10 Define balance of mass
- 5.11 Demonstrate frame central subject matter
- 5.12 Define controlling the number of prime objects

DCP 6.0 — Apply the knowledge and skills needed to describe and demonstrate video lighting

- 6.1 Describe hard and soft lighting
- 6.2 Define color temperature
- 6.3 Demonstrate intensity control through varying distance
- 6.4 Identify lighting instruments
- 6.5 Identify attachments to lighting instruments
- 6.6 Demonstrate three-point lighting (i.e., key/fill/back light)
- 6.7 Describe lighting ratios
- 6.8 Describe back light intensity
- 6.9 Describe subject-to-background distance
- 6.10 Describe area lighting
- 6.11 Apply the uses of existing (natural) light
- 6.12 Demonstrate drawing of a light plot
- 6.13 Identify lighting controls
- 6.14 Calculate on-location power needs

DCP 7.0 — Implement the skills and knowledge needed to describe and demonstrate audio

- 7.1 Describe the frequency-loudness relationship
- 7.2 Define room acoustics
- 7.3 Differentiate major microphone designs
- 7.4 Describe directional characteristics
- 7.5 Define handheld and personal microphones
- 7.6 Position microphones
- 7.7 Identify audio connectors
- 7.8 Demonstrate positioning of microphones cables
- 7.9 Describe types and uses of wireless microphones
- 7.10 Describe phase cancellation
- 7.11 Describe methods of creating the stereo effect
- 7.12 Describe digital audio
- 7.13 Describe analog audio
- 7.14 Demonstrate operation of audio mixer controls
- 7.15 Describe issues of using audio from a PA system
- 7.16 Describe production communication systems

DCP 8.0 — Apply the knowledge and skills needed to describe and demonstrate video recording media

- 8.1 Describe the videotape recording process
- 8.2 Describe hard drive-based recording
- 8.3 Describe disk-based camcorders
- 8.4 Define solid-state memory storage
- 8.5 Describe video servers
- 8.6 Define digital compression

8.6.1 Describe MPEG-2

8.6.2 Describe MPEG-4

8.6.3 Describe JPEG

8.7 List professional video formats

DCP 9.0 — Apply the knowledge and skills needed to describe and demonstrate video editing

- 9.1 Describe continuity editing
- 9.2 Demonstrate continuity techniques
- 9.3 Demonstrate cutaways
- 9.4 Define relational and thematic editing
- 9.5 Demonstrate bridging jumps in action
- 9.6 Demonstrate bridging interview edits
- 9.7 Illustrate shooting angles
- 9.8 Describe or demonstrate audio continuity
- 9.9 Demonstrate maintaining consistency in action and detail
- 9.10 Demonstrate operation of software-based editors
- 9.11 Use linear and non-linear editing systems
- 9.12 Explain time-code
- 9.13 Define on-line and off-line editing

DCP 10.0 — Apply the knowledge and skills needed to describe and demonstrate graphics

- 10.1 Describe titling
- 10.2 Describe character generator

VPD 11.0 — Apply the knowledge and skills needed to describe and demonstrate location production

- 11.1 Complete a location survey
- 11.2 Define camera placement
- 11.3 Illustrate microphone placement for on- location audio
- 11.4 Demonstrate on-location lighting techniques
- 11.5 Illustrate on-location production communication
- 11.6 Define multiple-camera production
- 11.7 Define single-camera production
- 11.8 Define film-style dramatic production