

Digital Cinema Production (Team of 2 Members)

Description

The NYC SkillsUSA Digital Cinema Production (Team of 2 Members) contest is developed to evaluate each competitor's preparation for employment and to recognize outstanding students for excellence and professionalism in the development, pre-production, production and postproduction of a short film.

Clothing Requirements

- NYC SkillsUSA T-Shirt
- Black Dress Slacks (accompanied by black dress socks or black or skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose).
- Black leather shoes that are not backless or open toe

Equipment and Materials

1. Supplied by contestant:

- USB thumb drive with self-addressed envelope if you want it returned
- DSLR or video cameras
- Up to two computers to be used for editing and music composition
- Two 6' multiple-outlet surge protectors
- Copyright-free music or licensed music (must bring proof of license for each song or sound effect used)
- Optional equipment that may be used:
 - Audio
 - Boom pole for microphones
 - Wireless microphones
 - Lavalier microphones
 - Multiple microphones
 - Shotgun microphone
 - 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

Steadicam-type system

Sliders

Body mount straps

Drones

Dolly

Jib or crane

- g. All competitors must create a one-page resume.

Scope of the Competition

1. The competitors will submit a short film up to five minutes in duration, which will be created during the predetermined time of the competition by a team of two students. Additional students may be used as crew members and cast but they cannot fill the roles of the following: writer, director, cinematographer, producer or editor. These roles must be fulfilled by the two competing filmmakers.
2. All footage must be shot within the timeframe of the competition unless the prompt or the focus of the competition dictates otherwise.
3. The teams may be asked to study certain filmmaking artisans (directors, writers, cinematographers, editors or other roles or styles of filmmaking) prior to the competition, wherein they will be asked to reflect the studied styles in their short videos. The filmmaker or style may also be given at the beginning of the competition and time will be allotted within the schedule of the competition for the filmmakers to do their research. All these details will be given out at the competition orientation. Orientation attendance is mandatory.
4. Participants must turn in the finished video via digital upload in the required format to be announced at orientation. The upload must be submitted to the judges by the time specified during the orientation.
5. The submission is to be a creative narrative piece. It is not in the form of a PSA, documentary, news story or promotional video.
6. The scoring rubric will include (but is not limited to and will be adjusted according to the available competition time) the following criteria:
 - a. Written exam
 - b. Writing: beat sheet, log-line, synopsis, screenplay, narrative story structure.
 - c. Directing: blocking, shot list and schematics, storyboards, production design, overall creativity and execution.
 - d. Cinematography: composition, depth of field, exposure, camera movement, coverage, lighting (set lighting & practicals), use of color and leading lines.
 - e. Editing: cutting for emotion, pacing, structure, advancing the story through cutting, titles, graphics, execution of visual effects if applied, and use of score to advance the story.
 - f. Acting: performance, believability and casting.
 - g. Producing: Adherence to the prompt, organization, production audio quality, preproduction elements (call sheets, script breakdown, etc.)

STANDARDS AND COMPETENCIES

- 1. Apply the knowledge and skills necessary to describe the production overview**
 1. Describe cinema production careers
 2. Explain production overview
 3. Complete program proposal and treatment for a production
 4. Explain the four production steps
 - 4.1. Development
 - 4.2. Pre-production
 - 4.3. Production
 - 4.4. Post-production
 5. Complete storyboards for a production
 6. Define script writing guidelines
 7. Explain costing out a production
 8. Define world video standards
 9. Define HDTV standards

- 2. Implement the knowledge needed to develop a screenplay and pre-production**
 1. Describe the process of identifying underlying rights and how to obtain them
 2. Demonstrate the creation of a beat sheet
 3. Demonstrate the creation of a log line
 4. Demonstrate the creation of a brief synopsis
 5. Demonstrate the creation of a synopsis
 6. Demonstrate the creation of a treatment
 7. Demonstrate the creation of a screenplay
 8. Describe the elements of a screenplay
 9. Describe the element of story structure
 10. Demonstrate how to breakdown a script
 11. Demonstrate how to schedule a script
 12. Demonstrate how to hold a production meeting
 13. Demonstrate how to create a call sheet
 14. Demonstrate how to create a shot list & schematic
 15. Describe the importance of blocking with your actors and camera
 16. Demonstrate the creation of storyboards

- 3. Apply the knowledge needed to describe and demonstrate lens operation and control**
 1. Describe the type of lenses
 2. Define various camera angles
 3. Describe zoom lenses
 4. Demonstrate f-stops and iris
 5. Demonstrate control of depth of field
 6. Illustrate focusing/follow focus/rack focus/macro focus
 7. Explain the application of filters

- 4. Apply the knowledge and skills necessary to describe and demonstrate camera operation and control**
 1. Define video resolution
 2. Describe and demonstrate camera mounts and tripod use
 3. Operate camera pan heads

4. Demonstrate basic camera moves (e.g., pan, tilt, dolly, pedestal)
5. Illustrate black balancing and white balancing
6. Describe shutter speed
7. Demonstrate exposure using f-stops
8. Explain frame rates
9. Demonstrate use of camera view finder

5. Implement the skills and knowledge needed for describing and demonstrating composition

1. Describe leading lines
2. Demonstrate insert and cutaway shots
3. Describe static composition
4. Describe dynamic composition
5. Define single center of interest
6. Describe shifting the center of interest
7. Demonstrate leading the subject
8. Describe the Rule of Thirds
9. Define balance of mass
10. Demonstrate frame central subject matter

6. Apply the knowledge and skills needed to describe and demonstrate cinema lighting

1. Describe hard and soft lighting
2. Define color temperature
3. Demonstrate intensity control through varying distance
4. Identify lighting instruments
5. Identify lighting modifiers
6. Demonstrate three-point lighting (e.g., main, fill, back light)
7. Describe lighting ratios
8. Describe back light intensity
9. Describe subject-to-background distance
10. Describe area lighting
11. Apply the uses of existing (natural) light
12. Demonstrate drawing of a light plot
13. Identify lighting controls
14. Calculate on-location power needs

7. Implement the skills and knowledge needed to describe and demonstrate audio

1. Describe the frequency/loudness relationship
2. Define room tone
3. Differentiate major microphone designs
4. Describe directional characteristics
5. Define handheld and personal microphones
6. Position microphones
7. Identify audio connectors
8. Describe uses of wireless microphones
9. Describe methods of creating the stereo effect
10. Describe digital audio

11. Demonstrate operation of audio mixer control

8. Apply the knowledge and skills needed to describe and demonstrate video recording media

1. Describe hard drive-based recording
2. Define solid state memory storage
3. Define digital compression
 - 3.1. Describe MPEG-2
 - 3.2. Describe MPEG-4
 - 3.3. Describe H.264
4. List professional video formats

9. Apply the knowledge and skills needed to describe and demonstrate video editing

1. Describe continuity editing
2. Demonstrate cutaways
3. Define relational and thematic editing
4. Demonstrate bridging jumps in action
5. Illustrate shooting angles
6. Describe or demonstrate audio continuity
7. Demonstrate operation of software-based editors
8. Explain timecode
9. Define editing with proxies

10. Apply the knowledge and skills needed to describe and demonstrate graphics

1. Describe titling
2. Describe character generator
3. Describe opening credit sequence
4. Describe end credit crawl

11. Apply the knowledge and skills needed to describe and demonstrate a location scout & tech scout

1. Discuss the potential issues with nearby potential ambient sound issues
2. Discuss power needs (Need of house power or generator power)
3. Identify bathroom availability
4. Identify lunch location or facilities
5. Identify ownership of location
6. Discuss camera and lighting placements
7. Identify production needs (hair, make-up, wardrobe, photo copies, changing rooms)
8. Identify parking needs and restrictions

Screening of Submissions

Some of the submissions may be screened following the debriefing on Friday. These will be the best videos submitted but will not be presented in a way as to reveal scores. Competition winners will be announced at the final awards ceremony.