FTVM257 : Grip and Lighting Practicum

General Information

Author:	• Geraldine Ulrey
Course Code (CB01) :	FTVM257
Course Title (CB02) :	Grip and Lighting Practicum
Department:	FTVM
Proposal Start:	Fall 2024
TOP Code (CB03) :	(0604.20) Television (including combined TV/film/video)*
CIP Code:	(09.0701) Radio and Television.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000640663
Curriculum Committee Approval Date:	09/27/2023
Board of Trustees Approval Date:	11/21/2023
Last Cyclical Review Date:	09/27/2023
Course Description and Course Note:	FTVM 257 offers professional training in the techniques and craft used by Grips and Lighting Technicians working as key members of a professional motion picture production.
Justification:	Content Change
Academic Career:	• Credit

Academic Senate Discipline

Primary Discipline:	• Mass Communication

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

☐ Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to CSU only

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07)	1
Maximum Credit Units (CB06)	1
Total Course In-Class (Contact) Hours	54
Total Course Out-of-Class Hours	0
Total Student Learning Hours	54

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Funding Agency Category (CB23)

Not Applicable.

☐ Cooperative Work Experience Education Status (CB10)

☐ Variable Credit Course

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	0	0
Laboratory Hours	3	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	54
Course In-Class (Contact) Hours	
Lecture	0
Laboratory	54
Studio	0
Total	54
Course Out-of-Class Hours	
Lecture	0
Laboratory	0
Studio	0
Total	0

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Prerequisite

FTVM132 - Introduction to Film Production

Objectives

- Demonstrate correct application of basic pre-production, production principle cinematography, and post-production skills and techniques.
- Demonstrate proficiency in different roles on a film set.
- Demonstrate a hands-on ability to perform appropriate critical thinking, problem solving, and effective communication needed for successful teamwork in a functional motion picture production team.
- Demonstrate knowledge of both the technical and aesthetic aspects of video field production.
- Define a culture of safe practices by appraising, explaining, and applying industry-standard safety protocols.
- Operate as ethical, highly disciplined professions in the film industry, testing challenges and solving problems both during pre-production and on set.
- Correctly operate field and video equipment.

AND

Prerequisite

FTVM137 - Introduction to Cinematography

Objectives

- Identify, asses and put into practice the fundamental technical aspects of cinematography, including camera mechanics and operation, three point lighting and use of prime lenses, demonstrating individual and collective proficiency.
- Examine and value the aesthetics and subtleties of visual storytelling and relate them to the technical requirements of operating digital video equipment.
- Set up creative partnerships and illustrate the collaborative dynamic between the cinematographer and the whole crew of a film production.
- Successfully work in a production team on cinematic scenes holding the roles of DP, Camera Operator and Gaffer while moving a story forward through executing a variety of compositional and lighting styles, genres and cinematic styles that may include: shooting day for night, portable on location lighting, single light source, mixing color temperatures, using natural light only, and utilizing moving camera and/or subject.
- Define a culture of safe practices by appraising, explaining, and applying industry standard safety protocols for camera operation and lighting.

Entry Standards

Entry Standards	

Course Limitations

Cross Listed or Equivalent Course	

Specifications

Methods of Instruction

Methods of Instruction	Collaborative Learning
Methods of Instruction	Demonstrations
Methods of Instruction	Discussion
Methods of Instruction	Field Activities (Trips)
Methods of Instruction	Guest Speakers
Methods of Instruction	Laboratory
Methods of Instruction	Multimedia
Methods of Instruction	Presentations

Out of Class Assignments

- Visit a local lighting and grip store and become familiar with the tools and equipment used by grips, electrics and lighting technicians
- Do electrical load calculations

Methods of Evaluation	Rationale
Exam/Quiz/Test	Short answers to demonstrate mastery of concepts.
Activity (answering journal prompt, group activity)	Create a plan for lighting
Presentation (group or individual)	Create multi-media or lighting presentation demonstrating mastery of concepts.
Presentation (group or individual)	Analyze cinematography in a film for lighting technique.
Project/Portfolio	Create professional lighting for a cinematic scene.
Evaluation	Self evaluation of work and performance.

Textbook Rationale

No Value

Textbooks

Author	Title	Publisher	Date	ISBN
Michael G. Uva	The Grip Book, 6th edition	Focal Press	2018	978-1-138-57139-6
Harry C. Box	Set Lighting Technician's Handbook, 7th edition	Routledge	2023	9781032255866

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Apply, identify and list the various members of the grip and electric crews, their specific responsibilities and tools necessary to work either as a grip or electric on set.

Safely apply a variety of clamps and points based on the specific objectives to secure grip and/or electric related equipment.

Identify, safely set up and assemble a c-stand into a staging area.

Identify and apply the use of a variety of stands used in the grip department and electric departments to secure equipment to cut and shape light.

Identify and apply the safe use and positioning of overheads, butterflies, flags, nets and diffusion in specific proximity to a light.

Identify, successfully tie and apply various knots commonly used in the grip department to secure and lift equipment.

Safely use and operate ladders and aerial lift to rig and unrig equipment at height.

Properly set up, wrap and manipulate a variety of studio lights used in the entertainment industry using the on lamp controls and functions.

Demonstrate proficiency to aim, focus and manipulate a variety of studio lights to satisfy the lighting objectives and exposure metering required.

Identify and operate various parts of a power distribution for a variety of on set scenarios including cabling, power boxes and splitters.

SLOs

Demonstrate industry standard technique to set up a studio light and stand, properly position, aim and manipulate a studio light. Expected Outcome Performance: 70.0

Arrange a grip stand using standard techniques. Expected Outcome Performance: 70.0

Differentiate selected industry grip equipment using proper terminology to identify components. Expected Outcome Performance: 70.0

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No

Is this proposal submitted in response to learning outcomes assessment data?

No

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

No value

Laboratory/Studio Content

Overview of Responsibilities of Grip Department (1 hour)

- Members of the Crew; different grips defined
- A typical Day
- Working with Electrics and Lighting Technicians

The Grip Tool Kit and Tool Belt (1 hour)

Essential Grip Equipment – Use, Rigging and Safety (16 hours)

- Clamps, points, hangers used to rig grip and lighting equipment on set walls, rails and on stands
- C-Stands – use to accomplish various set applications and to cut and shape light
- Butterfly kits, rags, scrims, Frames, Overheads, Nets, Flags, Silks, Cucoloris
- Stands, Rollers
- Reflectors, Bounce Boards, Mirrors
- Sandbags, apple boxes

Grip Expendables (4 hours)

Cables, Slings and Hardware - Use, Rigging and Safety (4 hours)

Mounting the Camera - Use, Rigging and Safety (6 hours)

Cranes, Jibs, Arms, Dollies and Heads (4 hours)

- Use, Rigging and Safety

Knots (2 hours)

Safety with Ladders and Lifts (2 hours)

Overview of Responsibilities of Lighting Department (1 hour)

- Members of the Crew; role of electrics and lighting technicians
- A typical Day
- Working with Grips

The Electric and Lighting Technician Tool Belt (1 hour)

Overview of Lighting Instrumentation on location and in studios (4 hours)

Lamps (1 hour)

- Use, set up, wrap.
- Manipulate lamp controls.
- Safety

Manipulating Lighting Instrumentation (4 hours)

- Aim, position and control a variety of studio and location lighting instruments
- Achieve specific creative and technical lighting objectives

Power (3 hours)

- Electricity and power fundamentals
- Calculating Power Load Capacity
- Distribution of power on set
- Power distribution boxes, splitters, dimmers, cabling

Total: 54 Hours