

Course Unit Descriptor

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| Study Programme: Audiovisual Media (Module: Lighting Design) | | | |
| Course Unit Title: Lighting Design for Film and Electronic Camera 1 | | | |
| Course Unit Code: SVE 3 | | | |
| Name of Lecturer(s): Viktor Trifu | | | |
| Type and Level of Studies: Undergraduate academic studies | | | |
| Course Status (compulsory/elective): Compulsory | | | |
| Semester (winter/summer): Winter | | | |
| Language of instruction: English | | | |
| Mode of course unit delivery (face-to-face/distance learning): Face-to-face | | | |
| Number of ECTS Allocated: 3 | | | |
| Prerequisites: A pass grade in the exam of Fundamentals of Lighting Design for Film and Electronic Camera | | | |
| Course Aims: Application of light in creating visual appearance and atmosphere in feature film forms and television shows. | | | |
| Learning Outcomes: Ability to apply acquired knowledge in independent practice. | | | |
| Syllabus: Theoretical knowledge about the light design in the realization of feature film structures and television shows for small and large scenic spaces; Photometry; Light beam control accessories; Selecting lighting and light sources for specific scenic tasks; Type of filter for lighting fixtures. | | | |
| Required Reading: John Alton: <i>Painting with Light</i> , Oakland, University of California Press, 1995. | | | |
| Weekly Contact Hours: 4 | | Lectures: 2 | |
| Practical work: 2 | | | |
| Teaching Methods: Group lectures with the use of supplementary teaching and video material. | | | |
| Knowledge Assessment (maximum of 100 points): 100 | | | |
| Pre-exam obligations | points | Final exam | points |
| Active class participation | 20 | written exam | |
| Active practice participation | 20 | oral exam | 50 |
| Seminar(s) | 10 | | |
| The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc. | | | |