THE LIGHTING LAB

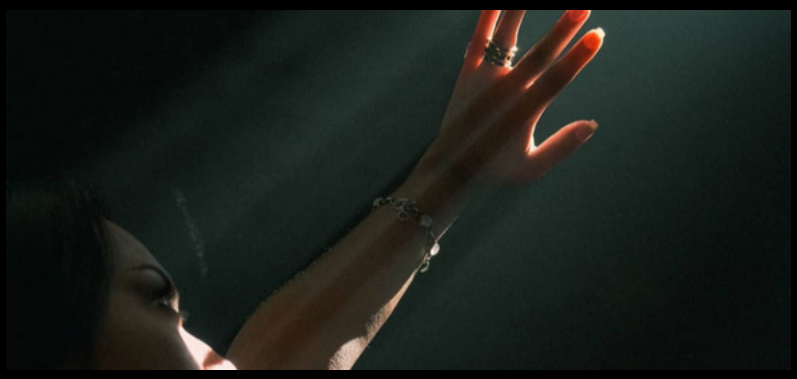
CINEMATOGRAPHY COURSE

Level and requirements

Start from scratch. You don't need any prior knowledge or software to follow the theory lessons.

Course format

Video lessons, visual materials and two Film Libraries with scene breakdowns.



Visual analysis quizzes

Study images, film stills and video clips to identify what each shot communicates and how its visual choices guide the eye and evoke emotion.

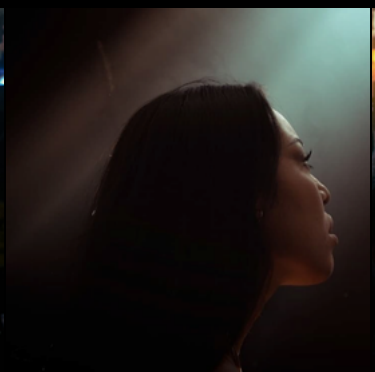
What will you learn?

Train your eye to see how color, camera, lighting and framing tell a story. Start with the fundamentals of visual storytelling and apply them to film, photography, animation, VFX and CG.

Taught by Iván M. Benítez Sanz, lighting and compositing artist.

See the full course outline on the next page.







Course outline

An introduction to cinematic language and how it applies to film, animation and CG.

01 Color

- The history of color in film, from Technicolor to the digital era.
- Color perception and the Munsell system: hue, value and chroma.
- RGB and CMYK, the color wheel and color mixing.
- Color harmonies and palettes: monochromatic, complementary, analogous, triadic and accented.
- Color psychology, cultural context and how a palette evolves over the course of a story.

Film analysis

Her, The Matrix, Society of the Snow and more.

02 Photography

- Camera and exposure basics: aperture, ISO and shutter speed.
- Focal length, camera position and perspective.
- Spherical and anamorphic lenses, depth of field and lens character.
- Formats and aspect ratios as storytelling choices.
- Camera movement, continuity and shot choreography.

Film analysis

Dune: Part Two, Oppenheimer, 1917 and more.

03 Lighting

- Natural, practical and dramatic lighting. Motivation, direction, color temperature and contrast.
- Gestalt principles, visual hierarchy and figure-ground separation.
- Master lighting, continuity and adapting the lighting to each shot.
- Silhouettes, volumetric lighting, gobos and selective control of light.
- Character lighting: key, fill, bounce, backlight, Rembrandt lighting and eye highlights.

Film analysis

Blade Runner 2049, The Godfather, Barry Lyndon and more.

04 Composition

- Framing, visual weight, hierarchy and how the eye moves through a shot.
- The rule of thirds, symmetry, the golden ratio and when to break the rules.
- Lead room and the 180-degree rule for maintaining spatial orientation.
- Leading lines, scale, negative space and visual balance.
- Foreground, subject and background. Using focus and blur to tell a story.

Film analysis

The Grand Budapest Hotel, Lawrence of Arabia, Lost in Translation and more.

2 Cinematography Film Libraries

Two volumes of scene breakdowns with exercises for applying those visual choices in CG.

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thelightinglab.es/curso-cinematografia