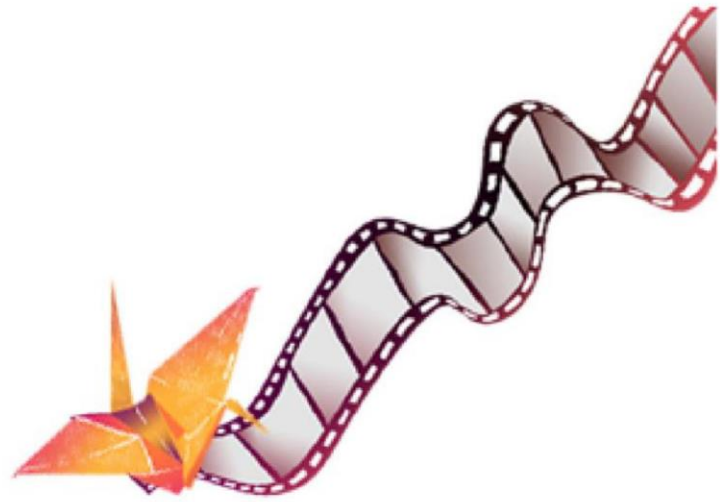




Module Handbook Cinematography



Bachelor of Visual Communication Design Program
Faculty of Creative Design and Digital Business
Institut Teknologi Sepuluh Nopember

Lampiran

No.	Description
<input type="checkbox"/>	<p>1. Mampu menunjukkan sikap dan karakter yang mencerminkan ketakwaan kepada Tuhan YME, berbudi pekerti luhur, peka dan peduli terhadap masalah sosial dan lingkungan, menghargai perbedaan budaya dan kemajemukan, menjunjung tinggi penegakan hukum, mendahulukan kepentingan bangsa dan masyarakat luas, melalui inovasi, kreatifitas, dan potensi lain yang dimiliki.</p> <p><i>Capable of exemplifying attitudes and virtues indicative of a profound commitment to the divine, possessing noble character, demonstrating sensitivity to and concern for social and environmental issues, exhibiting respect for cultural diversity and pluralism, upholding the principles of law enforcement, and prioritizing the welfare of the nation and broader community. This is achieved through the application of innovation, creativity, and leveraging the inherent potential possessed by oneself and others.</i></p>
<input type="checkbox"/>	<p>2. Mampu mengkaji dan memanfaatkan ilmu pengetahuan dan teknologi dalam rangka mengaplikasikannya pada bidang keahlian desain komunikasi visual, serta mampu mengambil keputusan secara tepat dari hasil kerja sendiri maupun kerja kelompok melalui pemikiran logis, kritis, sistematis dan inovatif.</p> <p><i>Proficient in the examination and application of scientific and technological principles for the enhancement of expertise in visual communication design. Capable of rendering judicious decisions based on individual and collaborative endeavors, employing logical, critical, systematic, and innovative thinking to interpret and utilize outcomes effectively.</i></p>
<input checked="" type="checkbox"/>	<p>3. Mampu mengelola pembelajaran diri sendiri, dan mengembangkan diri sebagai pribadi pembelajar sepanjang hayat untuk bersaing ditingkat nasional, maupun internasional, dalam rangka berkontribusi nyata untuk menyelesaikan masalah dengan memperhatikan prinsip keberlanjutan.</p> <p><i>Competent in self-directed learning management and committed to personal development as a lifelong learner, with the aim of remaining competitive at both national and international echelons. This pursuit is geared toward making substantive contributions to problem-solving endeavors, underscored by a dedicated adherence to sustainability principles.</i></p>

- 4. Mampu mengkaji dan mengaplikasikan teori dan prinsip desain komunikasi visual
Proficient in the examination and application of theories and principles within the realm of visual communication design.

- 5. Mampu mengkaji dan mengaplikasikan ilmu dan media komunikasi
Competent in the exploration and application of knowledge about communication media.

- 6. Mampu mengkaji dan mengaplikasikan ilmu sosial budaya yang terkait dengan desain komunikasi visual
Proficient in the examination and application of socio-cultural knowledge relevant to the field of visual communication design.

- 7. Mampu mengkaji dan mengaplikasikan ilmu dan keterampilan menggambar, membuat sketsa, dan membuat prototipe
Competent in the examination and application of knowledge and skills in drawing, sketching, and prototyping.

- 8. Mampu mengkaji dan mengaplikasikan kreatifitas dan design thinking
Proficient in the exploration and application of creativity and design thinking.

- 9. Mampu mengkaji dan mengaplikasikan ilmu manajemen dan komunikasi marketing dalam bidang desain komunikasi visual
Competent in the examination and application of management and marketing communication knowledge within the domain of visual communication design.

- 10. Mampu mengkaji dan mengaplikasikan ilmu riset desain untuk menghasilkan karya desain komunikasi visual yang komprehensif
Proficient in the exploration and application of design research knowledge to generate comprehensive visual communication design projects.

- 11. Mampu mengkaji dan mengaplikasikan teknologi dan inovasi dalam desain komunikasi visual
Competent in the examination and application of technology and innovation within the context of visual communication design.

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 3	LO 6	
CLO-1	<p>Introduksi Basic Sinematografi, Mempelajari dan memahami dasar-dasar sinematografi secara definisi serta pengaplikasiannya dalam bidang desain komunikasi visual</p> <p><i>Basic Cinematography Learn and understand the basics of cinematography by definition and its application in the field of visual communication design</i></p>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CLO-2	<p>What Is Cinematic? Mempelajari dan memahami mengambil gambar sesuai dengan kaidah film untuk bioskop</p> <p><i>What Is Cinematic? Learn and understand taking pictures according to film rules for cinema</i></p>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%

CLO-3	<p>Unsur-unsur Film, Mempelajari dan memahami apa saja merupakan aspek-aspek teknis dalam produksi sebuah film, aspek-aspek tersebut adalah; Mise en scene, sinematografi, editing, serta suara.</p> <p><i>Studying and understanding what are the technical aspects in the production of a film, these aspects are; Mise en scene, cinematography, editing, and sound.</i></p>	✓	✓	25%
CLO-4	<p>Sinematic Project, Proyek sinematografi, mengevaluasi dan memberikan pengalaman dalam proses produksi sebuah sinema dengan mempertimbangkan segala aspek yang sudah dipelajari dalam koridor bidang desain komunikasi visual</p> <p><i>Cinematography project, evaluates and provides experience in the production process of a cinema by considering all aspects that have been studied in the corridor of the field of visual communication design</i></p>	✓	✓	25%
Total Weight		50%	50%	100%

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Weight
1	Story telling base on Unsur Sinematik <i>Story telling base on Cinematic Elements</i> Studi Kasus <i>Case Method</i>	5%	5%	5%	5%	20%
2	Sudut dan Jarak Kamera <i>Camera Angle and Distance</i> Studi Kasus <i>Case Method</i>	5%	5%	5%	5%	20%
3	Storyboard base on Unsur Sinematik <i>Storyboard base on Cinematic Elements</i> Studi Kasus <i>Case Method</i>	5%	5%	5%	5%	20%
4	Ilustrasi sinematik <i>cinematic illustration</i> Studi Kasus <i>Case Method</i>	5%	5%	5%	5%	20%
5	Sinematic Project <i>Sinematic Project</i> Studi Kasus <i>Case Method</i>	5%	5%	5%	5%	20%
TOTAL		25%	25%	25%	25%	100%
<i>Target</i>		<i>25%</i>	<i>25%</i>	<i>25%</i>	<i>25%</i>	<i>100%</i>

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Name of Study Program	Visual Communication Design
Course Name	Cinematography
Code	DV184507
Semester	5
credits	3 / 4,8 ECTS
Lecturer	Nugrahadi Ramadhani

Study Materials	Storytelling, creation narrative and screenplay , as well as dialogue along with techniques in film recording and distribution media	
Program Learning Outcome (PLO)	P. 1	draft theoretical about design (<i>Design Theory</i>) in a way general and at least one draft theorists design visual communication (<i>Ecological Theory, Constructivism, Semiotics, Gestalt Theory, Cognitive Theory, or Huxley - lester Model</i>) deep ;
	P.5	concepts , principles , methods , and techniques application color , composition (nirmana), design process , photography , and computers graphics ;
	P.6	drawing and graphic methods and techniques (printing techniques);
	P. 7	knowledge factual raw material designl ;
	P.8	draft general , principles , and techniques communication effective ;
	KK. 1	capable make work design printed and digital visual communications that have mark add and aesthetic For overcome problem identity , communication masses , and competition faced by stakeholders interest with No give rise to anxiety society and disturbing sustainability environment ;
	KK. 4	capable communicate alternative prototype solution design visual communication _ independent or group in verbal , graphic , written and communicative forms with manual and digital techniques based on choice rule constant communication ; _ And
KK. 5	capable pioneering business independent in the sector visual communication	
COURSE LEARNING OUTCOME (CLO)	M1	Able to understand the variety of languages used in film media.
	M2	Able to compose a film script for commercial advertising based on a predetermined object
	M3	Able to design a <i>storyboard</i> from a story script
	M4	Able to design A film as part from Advertisement commercial A product or services .
	M5	documentary film script based on a predetermined object
	M6	Able to design a <i>storyboard</i> from a story script
	M7	Able to design A documentary film as material education and socialization .

Wee k	Lesson Learning Outcome (LLO)	Comprehensive Coverage of Learning Materials	Learning Methods	Estimated Time	Student Learning Experience	Criteria and Indicator Evaluation	Weight [%]
1	Able to understand the variety of languages	Film as a communication medium, structure and	Face to face Assistance Self-Study	TM = 96 BT = 240	- Studying - Discussion - Assignment	Students are able to explain the elements in a film in relation to it as	10%

	used in film media.	elements in the film		BM = 144		a communication medium	
2-3	Able to compose a film script for commercial advertising based on a predetermined object	Story or <i>Storyline</i> , <i>data collecting</i> method , <i>genre</i> in advertising films	Face to face Assistance Self-Study	TM = 192 BT = 480 BM = 288	- Studying - Discussion - Assignment	Students are able to generate story ideas in the context of making films for commercial advertising, through observing a product or service	10%
4-5	Able to design a <i>storyboard</i> from a story script	Element cinematography in the film, distance camera , angle camera , movement camera , transition image , <i>phasing</i> .	Face to face Assistance Self-Study	TM = 192 BT = 480 BM = 288	- Studying - Discussion - Assignment	Students are able to adapt the script into a <i>storyboard</i> and film, taking into account cinematographic aspects such as distance, angle and camera movement,	10%
6-8	Able to design A film as part from Advertise ment commercial A product or services .	Shooting techniques, time and space settings, editing stages	Face to face Assistance Self-Study	TM = 288 BT = 720 BM = 432	- Studying - Discussion - Assignment	Student capable produces output in the form of a film with a duration of 60-120 seconds , as appropriate with promotional strategies from studies case	20%
9-10	Able to compose a documentary film script based on a predetermined object	Story or <i>Storyline</i> , <i>data collecting</i> method , <i>storytelling</i> in a documentary	Face to face Assistance Self-Study	TM = 192 BT = 480 BM = 288	- Studying - Discussion - Assignment	Students are able to gather story ideas in the context of making a documentary film, through observing a historical site, tourist attraction, activity/ <i>event</i> , or biography	10%
11-12	Able to design a <i>storyboard</i> from a story script	Element cinematography in the film, distance camera , angle camera , movement camera , transition image , <i>phasing</i> .	Face to face Assistance Self-Study	TM = 192 BT = 480 BM = 288	- Studying - Discussion - Assignment	Students are able to adapt the script into a <i>storyboard</i> and film, by considering cinematographic aspects such as distance, angle and camera movement,	10%

13-16	Able to design A documentary film as material education and socialization .	Shooting techniques, time and space settings, editing stages	Face to face Assistance Self-Study	TM = 384 BT = 960 BM = 576	- Studying - Discussion - Assignment	Student capable produces output in the form of a 5-10 minute film that represents reality , as a work of non-fiction	30%
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REFERENCES

- *Pratista, H. 2008. Understanding Film. Yogyakarta: Homerian Library*
- *Boggs, JM 1986. How to Assess a Film. Jakarta: Citra Foundation*
- *Metz, C. 1974. Film Language: A Semiotics of the Cinema. Chicago: The University of Chicago Press.*
- *Rowlands, M. 2003. Enjoying Philosophy Through Science-Fiction Films. Bandung: Mizan.*
- *Effendy, H. 2009. Let's Make a Film. Jakarta: Erlangga*