

led by organized by CAMERON HEO SARAH BUCHANAN

from the CAPILANO UNIVERSITY FILM STUDENT COLLECTIVE

### CINEMATOGRAPHY WORKSH

CHAPMAN led by cameron heo

DIGECTOR ONLY!!

#### groups!

5 points if you name the movie/tv show from a still on this powerpoint

**1 point** for every relevant question your group asks

part 1...

## who the fuck is a director of photography?

i make camera and light go brrrrrrrrrrr.

- cameron heo

#### Cam's Pyramid of Responsibility



#### **Creating an Image**

- "Don't light faces, light spaces"
- Camera (Composition) or Lighting?

#### **Creating an Image**

- "Don't light faces, light spaces" BULLSHIT!

- Lighting VS Composition

- Get out of the 'cinematographer' mindset and get into the 'creator of a a super awesome frame that feels full and tells the story' mindset
  - Think about: mis en scene, help with locations, collaborate heavily with art department and the director



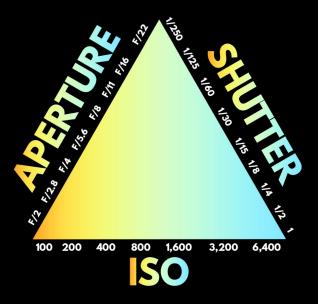




#### **Creating an Image**

- The image should have meaning on its own
- Use the camera!
  - Bryn McCashin method
    - Find the frame, work with what you've got
    - Every light is two problems
- Whether or not the movie looks good or bad falls onto you
  - Your job is not a checklist

#### Exposure Triangle + Helpful Tips



#### On Exposure

- Lifeblood of lighting
  - Should become an unconscious thought process, a second language
- You will underexpose... I promise
  - Histogram, false colour, etc. are all life savers
  - LUT utilization
    - Crunchy LUT technique
  - Colour grading
- Clipping? Is it okay?
  - If it's intentional, sure\* (client approved)
- Lock the things you can't change, then focus on the variables
  - Shutter -> ISO -> Aperture/ND -> Lighting -> ISO (if needed)







#### Shutter Angle/Speed

- Controls "motion blur"
- Often unchanged
- Can be used to create a step-print effect or keep movement feeling sharp
  - Step print: Wong Kar Wai
  - Sharp movement: Saving Private Ryan





#### Aperture

- Controls depth of field
- Of the big three, this is the one I change the most
- Very, personal subjective tip: I often shoot pretty wide open
  - Low-budget productions often have small art budgets and not massive LX crews/packages
  - Adds a bit of production value for the normie viewer

David Bolen on Some Kind of Heaven: "It's amazing the exposure you can get with the Alexa Mini at 1600 ISO and a Superspeed wide open.



- You're not just getting more light for free
  - Amplifying signal
  - Leads to more grain
    - Arri grain looks yummy, RED grain looks yucky\*
- When shooting at higher ISOs, dig. cameras prioritize not clipping highlights
- When shooting at lower ISOs, dig. cameras prioritize not clipping shadows
- I often shoot daylight scenes at 1600ISO on Arri and crank the ND



Gear: Does it make a difference?

#### Gear: Does it make a difference?

- Just tools
  - If you can't create a great image on a C100, you can't on an Alexa 35
- **BUT!** Once you understand the nuances gear can provide, **YES**, gear can help you tell your stories
- You want to make sure you have the tools to succeed (2nd year MOPA)
  - Can you compete with daylight? Do your lenses have strong chromatic aberration wide open? How many pages are you shooting a day? Who is your crew?

Gear makes a difference... If you know how to use it!

#### Lens Choice (in terms of focal length)

- Your lens choice matters!
  - It's your secret weapon as a DP
- Creates so much subconscious emotion
  - Deakins on being between (wide) or outside (tight) the characters
- Terrence Mallick / Benny Safdie
  - Ultra Wide / Ultra Tight



#### Things to Understand

- Far-side key
  - Beginner way to add contrast
    - Adds the challenge of placing lights "in front" of the camera
  - Not the only way to add contrast
- Inverse Square Law
  - Light levels decrease to the square of the distance away you are from the source
    - Close to the light source, light fall off is very noticable
    - Far from the light source, light fall off is less noticable

#### Things to Understand

- Hard Light VS Soft Light
  - Stop being afraid of hard light
  - Generally, only using one feels inorganic/ugly\*
  - Using both creates a true-to-life, cinematic image
- Colour Temp
  - 5600K and 3200K are not the only two colour temps
    - Use everything in between
  - I often mix colour temps when lighting "daylight"
- Exposure Tools:
  - False Colour, Histogram, Zebra etc

#### Things to Understand

- Depth & Contrast
  - Bread and butter of the sexy, cinematic, A24 image
    - Find ways to add light and colour contrast
    - Use elements of foreground, midground, and background
- Codecs
  - When to shoot ProRes 422 (10 bit) VS 4444 (12bit) VS RAW
    - I try and shoot at least 4444 as often as I can
    - RAW Compression Ratios
    - Trade offs: Remember



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#### part 2...

# succeeding in

**12 12 12** 

# is film school beneficial...

#### Film School: Is It Worth It?

- If you want it to be
- SFU, UBC, USC, NYU
  - It's all the same shit in different piles
- You're in a fishbowl, not the big pond
  - Test yourself
- The Industry VS Film School
  - Fairness
- Regardless, you're here

#### **On Film School**

- You have a timer of four years to:
  - Figure out how not to make a bad movie
  - Figure out how to make a good movie
  - Create lasting, professional and relationships

- Is MOPA competitive?



### what's your goal for film school?

- There's one, undying fear every MOPA student has...

- So what do you do?

## build the winning ship

- Find the most driven people quickly, build the ship together
- Create as much as possible
  - Make mistakes
  - Dream big
  - Inevitably, through practice, you will make something good
    - When people notice the winning ship sailing away, everybody wants on
- It takes one person to derail an entire production
  - Bad gaffer story
  - The winning ship protects you to a certain extent

- Is MOPA competitive?
  - Fuck yeah! But not in the way it's advertised
- There's only so many directors/writers/producers in the program
  - Of that there's even fewer **talented** directors/writers/producers
    - They must call somebody to DP their movies
      - It will either be you or somebody else in the program
- How can you do this?

- As a DP in this program, you're 50% a producer
  - Push shit out the door! Get people off their asses! Make things happen!
- People are lazy because they are scared
  - Connect -> Make movies
- Show people the light, and they'll walk
  - Especially if your brand is strong
- Learn everything!
  - Directing, writing, production design, locations
  - The degree of your success hinges on the success of your work
    - But don't overstep... At least try not to :)

The only way to fail in MOPA...

The only way to fail in MOPA...

Is to not have fun and learn from your mistakes.

part 3...

## what's my path?

#### What's My Path?

- Progress is not a straight line
- Your path is unique to you
  - You pave your own way
  - Use your strengths
- There is no clear-cut answer or ladder to climb in film
- Just start!

#### On Work...

- To tech or not to tech
  - My advice: get in and get out as fast as you can
  - Many get stuck here
  - Learn, make connections
- There is no: 2nd AC -> 1st AC -> Cam Op -> DOP
  - Unless you want to wait 20 years and wait for a magical chance
- My first summer in Vancouver
- Don't let your brand become 'technician'

#### What's My Path?

- Smaller set DP -> Bigger set DP
- As you scale up, you will begin to have the luxury of choice
- How do I start? Look for opportunities!
  - Make movies with friends
  - Facebook groups!!!
  - Light a scene alone at home
    - To an extent
- As you begin to create, people will notice... This is your 'brand'

#### On Gear

- Should I buy gear?
  - Maybe
- My philosophies on gear:
  - I don't expect to be hired off my gear (pls don't do this)
  - I don't expect my gear to make my work look good
  - I don't expect to make money off my gear
  - I do expect that I can use my gear to practice and learn
  - I do expect that I can use my gear to help my friends make indie shorts
- If you are going to buy gear expecting to make money, research first

#### On Gear

- Rental Houses
  - Make relationships
- Don't let the producer take that connection away from you
  - It is rightfully yours!
- It's all about your 'brand'
  - There is a difference between "kid who saw Arri on a YouTube video and thinks its cool" VS "kid who understands cinema and is keen to learn"
- Treat the gear with respect, treat the rental houses with respect
  - They are doing you a favour

#### On Gear

- Local rental houses:
  - William F White's/Sunbelt
  - Sparky's
  - Brightside Cinema
  - Keslow Camera
  - Inspired Image
  - + More!!!
- Network!

#### Networking

- The best networking, is no networking
  - Just be chill, man
  - The best thing you can learn is how to be a good listener
- Strategic relationship building is important
  - Who does each, individual person need you to be?
  - Your 'brand' can and will vary from person to person
- Networking happens on many scales, just present a good brand and people will like you

#### Networking

- What if people don't like me?
  - Some people won't, even for no reason
    - It doesn't matter, let it go

**Rejection & Jordan Hall's god-tier advice** 

#### Rejection

- There's so much rejection in the industry
- Confidence in yourself
- Things happen for a reason
- There is only one way to handle rejection/failure for me...
  - Cover letter example

#### Balance

- Detach your ego from your career
- Find other hobbies and things to be confident about
- Have a life outside of film work
- Live holistically\*
  - You're one entity, one person

#### Final (Cheesy) Pieces of Advice

- Your passion for filmmaking will sometimes be the only thing keeping you going
- MOPA movies often die at either the script or the crew-up
- Watch lots of movies
- Make a decision and live with it
  - Trust your gut
- Everything will be fine as long as you don't give up
- All emotions are a larger part of the human experience, embrace everything

#### Final (Cheesy) Pieces of Advice

- Never be waiting on you
  - One hour rule
- Decision-making and your internal compass
- Set your goals higher than you think
- Take things one step at a time
- You get to just make movies with your friends for four years
  - If you play it right, for the rest of your life

So have fun!

#### Q&A

#### KAHOOT to end!

#### thank you <3