



Photography and Digital Media



Photography and Digital Media - Stage 5

60% Practical component

40% Theoretical component

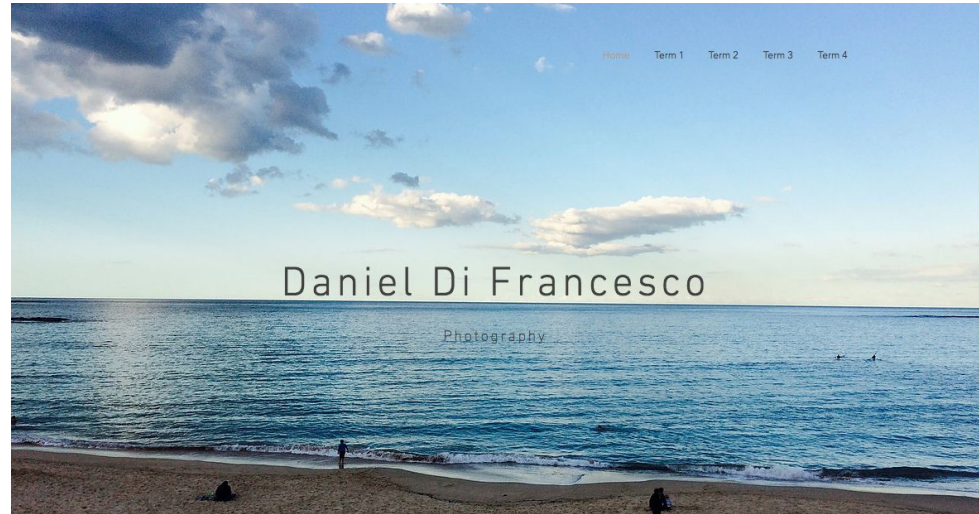
This course builds fundamental knowledge in Photography and Digital Media. Techniques and topics range from learning the basics to understanding the mechanics of SLR's / DSLR's through to comprehending how to manipulate and edit works using digital software, film and animation skills.





Year 9

- Students learn basic camera techniques - DSLR
- Students build skills in photo editing through Adobe software:
 - Photoshop
 - Light room
 - After effects
 - Premier Pro
 - InDesign
- Website design



<https://ddifr2022.wixsite.com/photography2019>

- Look at filming techniques and learn how to work in groups to understand the different roles required for film production.
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Painting with light



Students participate in an incursion with photographer Peter Solness to learn about Solness' photographic practice and build their own skills and understanding of light in relation to Photography. They explore how it can be manipulated as a 'painting' technique when photographing.





Cinemagraphs





Year 10 - *Film noir*

Photography and Digital Media

By Oscar Madden

Portfolio

Term 1

Term 2

Term 3

Term 4

About

Hitchcock Assessment

<https://oscarmadden.wixsite.com/mysite-1/theory>



Film noir





Album cover design - communicating ideas through image



<https://omaso2021.wixsite.com/mysite-1/album-cover-oscar-mason>



Tiny worlds - exploring macro Photography





Theory

- All case studies, genres and photographers studied directly relate to the students practical tasks.
 - Theory is based around photographers who reflect similar ideas, intentions or material practice to extended skills the students are currently studying. This allows students to form a deeper understanding of that medium or process.
 - From this initial base of knowledge, theory lessons then develop concepts relating to these photographers or film makers to look at broader relationships they hold to the art world. This allows students formally link these artists to the key syllabus content areas:
 - Practice
 - The Frame
 - Conceptual Framework
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