



# **NATIONAL SKILLS QUALIFICATION**

**LEVEL 3**

**TITLE:  
Cinematography**

**YEAR: 2024**

# **NATIONAL SKILLS QUALIFICATION**

## **NSQ LEVEL 3 IN CINEMATOGRAPHY**

### **GENERAL INFORMATION**

#### **QUALIFICATION PURPOSE**

The National Skills Qualification in Cinematography is designed to equip learners with the skills and knowledge in applying production and post-production techniques to media production

#### **QUALIFICATION OBJECTIVES**

The learner should be able to:-

- Adhere to industry Health and Safety regulations and standards ensuring personal and team safety while.
- Work within IT teams, fostering collaboration, problem-solving, and the achievement of shared goals.
- Convey technical information effectively and collaborate with both technical and non-technical stakeholders
- Apply various camera techniques for media projects
- Enhance video productions using lighting techniques.
- Produce polished video and audio content
- Integrate high-quality audio into film projects
- Apply various post-production techniques in media projects
- Use drones in media projects

### Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
UNIT 01	ICT/CIN/001/L3	<b>Occupational Health and Safety</b>	1	10	Mandatory
UNIT 02	ICT/CIN/002/L3	<b>Teamwork</b>	1	10	Mandatory
UNIT 03	ICT/CIN/003/L3	<b>Communication Skills</b>	1	10	Mandatory
UNIT 04	ICT/CIN/004/L3	<b>Fundamentals of Cinematography</b>	2	20	Mandatory
UNIT 05	ICT/CIN/005/L3	<b>Camera Techniques</b>	3	30	Mandatory
UNIT 06	ICT/CIN/006/L3	<b>Lighting for Cinematography</b>	2	20	Mandatory
UNIT 07	ICT/CIN/007/L3	<b>Post-Production and Editing</b>	3	30	Mandatory
UNIT 08	ICT/CIN/008/L3	<b>Sound for Cinematography</b>	2	20	Mandatory
UNIT 09	ICT/CIN/009/L3	<b>Post-Production Techniques</b>	3	30	Mandatory
UNIT 10	ICT/CIN/010/L3	<b>Drone and Cinematography</b>	3	30	Mandatory
<b>TOTAL</b>			<b>21</b>	<b>210</b>	

# **NATIONAL SKILLS QUALIFICATION**

## **LEVEL 3: CINEMATOGRAPHY**

### **Unit 1: Occupational Health and Safety**

**Unit Reference Number:** ICT/CIN/001/L3

**NSQ Level:** 3

**Credit Value:** 1

**Guided Learning Hours:** 10

#### **Unit Purpose:**

*This unit is designed to equip learners with the knowledge and skills to implement and maintain safe working practices in the IT environment, ensuring personal and team safety while adhering to industry regulations and standards.*

#### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

## UNIT 001: Occupational Health and Safety

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type	Evidence Ref. Page No.
<b>LO 1: Understand Workplace Health and Safety Regulations</b>	1.1	Explain key OHS legislation and regulations relevant to Cinematography.		
	1.2	Identify the roles and responsibilities of individuals and organizations in maintaining a safe work environment		
	1.3	Describe the process for reporting health and safety risks and incidents.		
<b>LO 2: Identify Workplace Hazards and Implement Control Measures</b>	2.1	Identify common hazards in work environments: <ul style="list-style-type: none"> <li>• Electrical</li> <li>• Ergonomic</li> <li>• Data-related risks</li> </ul>		
	2.2	Assess the severity and likelihood of potential hazards in specific cinematography tasks.		
	2.3	Implement appropriate control measures, such as safe cabling practices, ergonomic workstation setup, and electrical safety protocols.		
<b>LO 3: Apply Emergency Procedures and First Aid in the Workplace</b>	3.1	Demonstrate the correct procedure for responding to workplace emergencies, such as electrical fires or equipment malfunctions.		
	3.2	Perform basic first aid techniques, including treating minor injuries and using first aid equipment		

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type	Evidence Ref. Page No.
	3.3	Communicate effectively with emergency services and other relevant personnel during a workplace incident.		
<b>LO 4: Apply Safety and Ethical Standards</b>	4.1	Follow industry safety protocols.		
	4.2	Respect the intellectual property rights of others.		
	4.3	Handle equipment safely.		
	4.4	Ensure ethical portrayal in visual storytelling.		
	4.5	Maintain a professional working environment.		
Learner's Signature			Date	
Assessor's Signature			Date	
IQA's Signature			Date	
EQA's Signature			Date	

# **NATIONAL SKILLS QUALIFICATION**

## **LEVEL 3: CINEMATOGRAPHY**

### **Unit 2: Teamwork**

**Unit Reference Number:** ICT/CIN/002/L3

**NSQ Level:** 3

**Credit Value:** 1

**Guided Learning Hours:** 10

#### **Unit Purpose:**

*This unit is designed to equip learners knowledge and skills to work effectively within IT teams, fostering collaboration, problem-solving, and the achievement of shared goals.*

#### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

## UNIT 002: Teamwork

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type	Evidence Ref. Page No.
<b>LO 1: Understand the Roles and Responsibilities within a Team</b>	1.1	Identify the different roles and functions within an Cinematography team		
	1.2	Describe the key responsibilities and contributions of each team member.		
	1.3	Recognize the importance of each role in achieving the team's objectives.		
<b>LO 2: Foster Positive Working Relationships within a Team</b>	2.1	Demonstrate techniques for effective interpersonal communication and conflict resolution in a team environment.		
	2.2	Show the ability to provide constructive feedback and actively listen to others' contributions		
	2.3	Promote inclusivity and collaboration among team members to ensure participation and engagement from all.		
<b>LO 3: Contribute to Team Problem-Solving and Decision-Making</b>	3.1	Participate in group discussions to identify and analyse cinematography-related problems.		
	3.2	Suggest innovative solutions and support team decision-making processes.		



LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
	3.3	Evaluate the effectiveness of team decisions and propose improvements where necessary.								

Learner's Signature	Date
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IQA's Signature	Date
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# **NATIONAL SKILLS QUALIFICATION**

## **LEVEL 3: CINEMATOGRAPHY**

### **Unit 3: Communication skills**

**Unit Reference Number:** ICT/CIN/003/L3

**NSQ Level:** 3

**Credit Value:** 1

**Guided Learning Hours:** 10

#### **Unit Purpose:**

*This unit is designed to equip learners' with communication skills, enabling them to convey technical information effectively and collaborate with both technical and non-technical stakeholders.*

#### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

### UNIT 003: Communication

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
<b>LO 1: Communicate Technical Information Clearly and Accurately</b>	1.1	Explain Cinematography concepts, procedures, and solutions in a manner appropriate to the audience, whether technical or non-technical.								
	1.2	Use industry-standard terminology correctly when describing technical processes								
	1.3	Adapt communication methods to suit the context, such as written reports, emails, or verbal presentations.								
<b>LO 2: Utilize Digital Communication Tools Effectively</b>	2.1	Use digital tools for communication, such as email, messaging platforms, and collaboration software (e.g., Slack, Teams).								
	2.2	Adhere to best practices for professional digital communication, including email etiquette and secure file sharing.								
	2.3	Use collaborative tools to share and receive feedback on documents, code, or project updates.								
<b>LO 3: Listen and Respond</b>	3.1	Demonstrate active listening skills during team discussions or client meetings.								

<b>LEARNING OBJECTIVE (LO)</b>		<b>PERFORMANCE CRITERIA</b>	<b>Evidence Type</b>	<b>Evidence Ref. Page No.</b>
<b>The learner will:</b>		<b>The learner can:</b>		
<b>Appropriately in a Professional Context</b>	3.2	Respond to questions, concerns, and feedback clearly and effectively.		
	3.3	Clarify misunderstandings and summarize discussions to ensure mutual understanding.		

Learner's Signature	Date
Assessor's Signature	Date
IQA's Signature	Date
EQA's Signature	Date

# NATIONAL SKILLS QUALIFICATION

## LEVEL 3: CINEMATOGRAPHY

### Unit 4: Fundamentals of Cinematography

**Unit Reference Number:** ICT/CIN/004/L3

**NSQ Level:** 3

**Credit Value:** 2

**Guided Learning Hours:** 20

**Unit Purpose:** *This unit is designed to equip the learners with knowledge and skills of the essential techniques and tools used in cinematography.*

#### **Unit assessment requirements/ evidence requirements:**

These assessments ensure that learners can apply their knowledge in practical settings and produce evidence of their skills through various forms of documentation.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

*(This depends on the Trade Areas to be assessed)*



<b>LEARNING OBJECTIVE (LO)</b>		<b>PERFORMANCE CRITERIA</b>	<b>Evidence Type</b>					<b>Evidence Ref. Page No.</b>			
<b>The learner will:</b>		<b>The learner can:</b>									
<b>LO4: Apply Post-Production Techniques</b>	4.1	Use industry-standard software for video editing and post-production									
	4.2	Perform colour correction and grading to enhance visual quality									
	4.3	Implement techniques for adding visual effects and transitions.									
	4.4	Synchronize audio and video tracks									
	4.5	Export final projects in different formats and platforms									

Learner's Signature	Date
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# NATIONAL SKILLS QUALIFICATION

## LEVEL 3: CINEMATOGRAPHY

### Unit 5: Camera Techniques

**Unit Reference Number:** ICT/CIN/005/L3

**NSQ Level:** 3

**Credit Value:** 3

**Guided Learning Hours:** 30

**Unit Purpose:** *This unit aims to provide learners with knowledge and the skills of using various camera techniques for different media projects.*

#### **Unit assessment requirements/ evidence requirements:**

These assessments ensure that learners can apply their knowledge in practical settings and produce evidence of their skills through various forms of documentation.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

*(This depends on the Trade Areas to be assessed)*



## UNIT 05: Camera Techniques

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type	Evidence Ref. Page No.
<b>LO 1: Understand Camera Types and Functions</b>	1.1	Describe the features of camera types.		
	1.2	Explain the functions of camera types in shooting scenarios.		
	1.3	Compare and contrast the capabilities of camera types.		
	1.4	Describe of camera specifications and their impact on image quality.		
	1.5	Select the appropriate camera type for specific cinematography task		
<b>LO 2: Master Camera Settings</b>	2.1	Adjust camera settings such as focus, exposure, white balance, and ISO.		
	2.2	Explain the impact of different settings on the final image.		
	2.3	Demonstrate changes in camera settings.		
	2.4	Troubleshoot common issues related to camera settings.		
	2.5	Maintain optimal camera settings throughout a shoot.		

<b>LO 3: Implement Camera Movements</b>	3.1	Execute smooth panning, tilting, and tracking shots.													
	3.2	Use tripods, dollies, and stabilisers													
	3.3	Execute complex camera movements.													
	3.4	Adjust camera movements to match the narrative flow.													
	3.5	Ensure camera movements are steady and controlled.													
<b>LO 4: Utilise Advanced Focus Techniques</b>	4.1	Apply techniques such as rack focus and depth of field.													
	4.2	Explain the creative use of focus in storytelling.													
	4.3	Demonstrate the ability to achieve sharp focus on moving subjects.													
	4.4	Use focus to guide the viewer's attention.													
	4.5	Troubleshoot focus issues during a shoot.													
<b>LO 5: Apply Composition Principles</b>	5.1	Use the rule of thirds, leading lines, and framing to compose shots.													
	5.2	Explain how composition affects the visual impact of a scene.													
	5.3	Create visually balanced and dynamic shots.													
	5.4	Adjust composition to enhance the narrative.													
	5.5	Evaluate the effectiveness of different compositions.													
Learner's Signature												Date			
Assessor's Signature												Date			
IQA's Signature												Date			
EQA's Signature												Date			

# **NATIONAL SKILLS QUALIFICATION**

## **LEVEL 3: CINEMATOGRAPHY**

### **Unit 6: Lighting for Cinematography**

**Unit Reference Number:** ICT/CIN/006/L3

**NSQ Level:** 3

**Credit Value:** 2

**Guided Learning Hours:** 20

**Unit Purpose:** *This unit aims to equip learners with the knowledge and skills in using lighting techniques to enhance video productions*

**Unit assessment requirements/ evidence requirements:**

These assessments ensure that learners can apply their knowledge in practical settings and produce evidence of their skills through various forms of documentation.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

*(This depends on the Trade Areas to be assessed)*

## UNIT 06: Lighting for Cinematography

LEARNING OBJECTIVE (LO)		PERFORMANCE CRITERIA	Evidence Type	Evidence Ref. Page No.
The learner will:		The learner can:		
<b>LO 1:</b> Understand the principles of light and shadow in cinematography	1.1	Control shadows to enhance visual storytelling.		
	1.2	Use various lighting techniques to manipulate light and shadow		
	1.3	Analyse the impact of light and shadow on the mood and tone of a scene.		
	1.4	Apply principles of light and shadow to different genres and styles of cinematography.		
	1.5	Evaluate the effectiveness of light and shadow in completed film projects.		
<b>LO 2:</b> Master the use of key, fill, and backlighting techniques	2.1	Balance key, fill, and backlighting to achieve desired lighting effects.		
	2.2	Set up shooting scenarios.		
	2.3	Adjust key, fill, and backlights in various shooting scenarios.		
	2.4	Analyse the role of key, fill, and backlighting in creating depth and dimension in a scene.		
	2.5	Experiment with different ratios of key, fill, and backlighting to achieve specific visual outcomes.		
	2.6	Evaluate the impact of key, fill, and backlighting on the overall composition of a shot		

<b>LEARNING OBJECTIVE (LO)</b>  <b>The learner will:</b>		<b>PERFORMANCE CRITERIA</b>  <b>The learner can:</b>	<b>Evidence Type</b>	<b>Evidence Ref. Page No.</b>
<b>LO 3:</b> <b>Use natural and artificial light sources.</b>	3.1	Integrate natural and artificial light sources in shooting environments.		
	3.2	Modify natural light using reflectors, diffusers, and other tools.		
	3.3	Analyse the characteristics of artificial light sources		
	3.5	Explain the applications.		
	3.6	Combine natural and artificial light to achieve desired lighting effects.		
	3.7	Evaluate the effectiveness of natural and artificial light sources in different shooting conditions.		
<b>LO 4:</b> <b>Know color temperature and white balance adjustments.</b>	4.1	Adjust color temperature and white balance to maintain consistent and accurate colour representation.		
	4.2	Use color temperature and white balance settings on cameras.		
	4.3	Analyse the impact of colour temperature and white balance on the mood and tone of a scene.		
	4.4	Use different colour temperatures to achieve specific visual effects.		
	4.5	Evaluate the effectiveness of colour temperature and white balance adjustments in completed film projects.		

LEARNING OBJECTIVE (LO)		PERFORMANCE CRITERIA	Evidence Type	Evidence Ref. Page No.
The learner will:		The learner can:		
<b>LO 5:</b> Use lighting to convey mood and atmosphere.	5.1	Create lighting setups that effectively convey the intended mood and atmosphere of a scene.		
	5.2	Use lighting to enhance the emotional impact of a scene.		
	5.3	Analyze the role of lighting in establishing the visual style of a film.		
	5.4	Use different lighting techniques to evoke specific emotions and atmospheres.		
	5.5	Evaluate the effectiveness of lighting in conveying mood and atmosphere in completed film projects.		

Learner's Signature	Date
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# **NATIONAL SKILLS QUALIFICATION**

## **LEVEL 3: CINEMATOGRAPHY**

### **Unit 7: Post-Production and Editing**

**Unit Reference Number:** ICT/CIN/007/L3

**NSQ Level:** 3

**Credit Value:** 3

**Guided Learning Hours:** 30

**Unit Purpose:** *This unit aims to equip learners with the knowledge and skills to produce polished video and audio content*

#### **Unit assessment requirements/ evidence requirements:**

These assessments ensure that learners can apply their knowledge in practical settings and produce evidence of their skills through various forms of documentation.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

*(This depends on the Trade Areas to be assessed)*

## UNIT 07: Post-Production and Editing

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type					Evidence Ref. Page No.			
<b>LO 1:</b> Understand the fundamentals of video editing software.	1.1	Demonstrate the use of key features of video editing software.									
	1.2	Organize media files efficiently within the software.									
	1.3	Apply basic editing techniques such as cutting, trimming, and sequencing.									
	1.4	Utilize keyboard shortcuts to enhance editing speed and efficiency.									
	1.5	Export edited videos in various formats suitable for different platforms.									
<b>LO 2:</b> Know color correction and grading.	2.1	Adjust color balance to achieve natural-looking footage.									
	2.2	Apply color grading techniques to enhance the visual style of a video.									
	2.3	Use props and backgrounds to enhance the portrait.									
	2.4	Match color across different shots to maintain visual consistency.									



<b>LEARNING OBJECTIVE (LO)</b>  <b>The learner will:</b>		<b>PERFORMANCE CRITERIA</b>  <b>The learner can:</b>	<b>Evidence Type</b>	<b>Evidence Ref. Page No.</b>
	2.5	Evaluate the impact of color correction and grading on the overall mood of the video.		
<b>LO 3:</b> <b>Master the art of sound editing and mixing</b>	3.1	Sync audio with video		
	3.2	Apply noise reduction techniques to improve audio quality.		
	3.3	Balance audio levels to ensure clarity and consistency.		
	3.4	Use sound effects and music to enhance the storytelling.		
	3.5	Export audio in formats suitable for various distribution channels.		
<b>LO 4:</b> <b>Know visual effects and compositing.</b>	4.1	Apply basic visual effects to enhance video content.		
	4.2	Use compositing techniques to combine multiple elements seamlessly.		
	4.3	Stabilize footage to correct camera movements.		
	4.4	Integrate motion graphics into video projects.		
	4.5	Evaluate the effectiveness of visual effects in enhancing the narrative.		

<b>LEARNING OBJECTIVE (LO)</b>  <b>The learner will:</b>		<b>PERFORMANCE CRITERIA</b>  <b>The learner can:</b>	<b>Evidence Type</b>					<b>Evidence Ref. Page No.</b>			
<b>LO 5:</b> <b>Know postproduction process</b>	5.1	Manage the post-production workflow									
	5.2	Develop a structured workflow for managing post-production tasks.									
	5.3	Collaborate with other team members during post-production.									
	5.4	Maintain organized project files and backups.									
	5.5	Adhere to deadlines and deliverables in a professional manner.									
	5.6	Evaluate the efficiency of the post-production workflow and make improvements as needed.									

Learner's Signature	Date
Assessor's Signature	Date
IQA's Signature	Date
EQA's Signature	Date

# NATIONAL SKILLS QUALIFICATION

## LEVEL 3: CINEMATOGRAPHY

### Unit 8: Sound for Cinematography

**Unit Reference Number:** ICT/CIN/001/L3

**NSQ Level:** 3

**Credit Value:** 2

**Guided Learning Hours:** 20

**Unit Purpose:** *This unit aims to equip learners with the knowledge and skills to integrate high-quality audio into film projects.*

#### **Unit assessment requirements/ evidence requirements:**

These assessments ensure that learners can apply their knowledge in practical settings and produce evidence of their skills through various forms of documentation.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

*(This depends on the Trade Areas to be assessed)*

## UNIT 08: Sound for Cinematography

LEARNING OBJECTIVE (LO)		PERFORMANCE CRITERIA	Evidence Type	Evidence Ref. Page No.
The learner will:		The learner can:		
<b>LO 1: Understand the fundamentals of sound recording for film.</b>	1.1	Demonstrate the use of types of microphones and recording equipment.		
	1.2	Setup sound recording equipment on set.		
	1.3	Capture clear and high-quality dialogue and ambient sounds.		
	1.4	Troubleshoot common sound recording issues on set.		
	1.5	Maintain sound recording equipment.		
<b>LO 2: Know sound design and effects.</b>	2.1	Integrate sound effects that enhance the visual storytelling.		
	2.2	Use reflectors, diffusers, and other tools to modify natural light.		
	2.3	Layer multiple sound elements to create a cohesive soundscape.		
	2.4	Analyse the impact of sound effects on the mood and atmosphere of a scene.		
	2.5	Evaluate the effectiveness of sound design in completed film projects.		
<b>LO 3:</b>	3.1	Edit dialogue tracks to ensure clarity and consistency.		

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type	Evidence Ref. Page No.
<b>Know dialogue editing and ADR (Automated Dialogue Replacement).</b>	3.2	Synchronize ADR with on-screen lip movements accurately.		
	3.3	Apply noise reduction techniques to improve dialogue quality.		
	3.4	Balance dialogue levels with other sound elements in the mix.		
	3.5	Evaluate the effectiveness of dialogue editing and ADR in enhancing the narrative.		
<b>LO 4: Master the art of sound mixing</b>	4.1	Balance audio levels to ensure clarity and consistency across all sound elements.		
	4.2	Apply equalization, compression, and other audio processing techniques.		
	4.3	Create a final sound mix that supports the visual storytelling.		
	4.4	Use mixing software and hardware to achieve professional-quality sound.		
	4.5	Evaluate the effectiveness of the final sound mix in completed film projects.		
<b>LO 5: Use sound to convey mood and atmosphere.</b>	5.1	Create soundscapes that convey the intended mood and atmosphere of a scene.		
	5.2	Use music and ambient sounds to enhance the emotional impact of a scene.		

<b>LEARNING OBJECTIVE (LO)</b>  <b>The learner will:</b>		<b>PERFORMANCE CRITERIA</b>  <b>The learner can:</b>	<b>Evidence Type</b>					<b>Evidence Ref. Page No.</b>			
	5.3	Analyze the role of sound in establishing the visual style of a film.									
	5.4	Demonstrate sound techniques to evoke specific emotions and atmospheres.									
	5.5	Evaluate the effectiveness of sound in conveying mood and atmosphere in completed film projects.									

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# NATIONAL SKILLS QUALIFICATION

## LEVEL 3: CINEMATOGRAPHY

### Unit 9: Post-Production Techniques

**Unit Reference Number:** ICT/CIN/009/L3

**NSQ Level:** 3

**Credit Value:** 3

**Guided Learning Hours:** 30

**Unit Purpose:** *This unit aims to equip learners with the knowledge and skills apply various post-production techniques in media projects.*

**Unit assessment requirements/ evidence requirements:**

These assessments ensure that learners can apply their knowledge in practical settings and produce evidence of their skills through various forms of documentation.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

*(This depends on the Trade Areas to be assessed)*

## UNIT 09: Post-Production Techniques

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
<b>LO 1: Understand the Post-production Workflow</b>	1.1	Explain the stages of post-production: <ul style="list-style-type: none"> <li>• Importing</li> <li>• Editing</li> <li>• VFX</li> <li>• Colour grading</li> <li>• Sound editing</li> <li>• Exporting</li> </ul>								
	1.2	Describe the roles and responsibilities of the post-production team.								
	1.3	Create a post-production schedule.								
	1.4	Use appropriate software for different stages of post-production.								
	1.5	Troubleshoot common issues encountered during the post-production process.								
<b>LO 2: Edit Footage</b>	2.1	Use editing software to import and organize footage.								
	2.2	Perform cuts, transitions, and sequencing to create a coherent narrative.								
	2.3	Apply techniques to enhance pacing and storytelling.								



LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type	Evidence Ref. Page No.
	2.4	Utilize keyboard shortcuts and editing tools to improve efficiency.		
	2.5	Export edited footage in various formats for different platforms.		
<b>LO 3:</b>  <b>Apply Colour Correction and Grading.</b>	3.1	Adjust brightness, contrast, and saturation to achieve desired visual effects.		
	3.2	Use colour grading techniques to enhance the mood and tone of the footage.		
	3.3	Match colour across different shots to ensure visual continuity.		
	3.4	Utilize colour correction tools to fix exposure and white balance issues.		
	3.5	Apply industry-standard colour grading workflows.		
<b>LO 4:</b>  <b>Add Visual Effects (VFX)</b>	4.1	Integrate basic visual effects, such as titles, transitions, and animations, into the footage.		
	4.2	Use software tools to create and apply visual effects.		
	4.3	Integrate visual effects to enhance the narrative.		
	4.4	Troubleshoot common issues related to visual effects integration.		

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
	4.5	Evaluate the impact of visual effects on the overall production quality.								
<b>LO 5: Know Sound Editing and Mixing.</b>	5.1	Edit dialogue, sound effects, and music to synchronize with the visual elements.								
	5.2	Apply techniques to clean up audio and remove unwanted noise.								
	5.3	Mix multiple audio tracks to achieve a balanced and cohesive soundscape.								
	5.4	Use software tools to add audio effects								
	5.5	Ensure that the final audio mix enhances the overall storytelling and viewing experience.								

Learner's Signature	Date
Assessor's Signature	Date
IQA's Signature	Date
EQA's Signature	Date

## **Unit 10: DRONE AND CINEMATOGRAPHY**

**Unit Reference Number:** ICT/CIN/010/L3

**NSQ Level:** 3

**Credit Value:** 3

**Guided Learning Hours:** 30

**Unit Purpose:** *This unit aims to equip learners with the knowledge and skills to use drones in media projects.*

### **Unit assessment requirements/ evidence requirements:**

These assessments ensure that learners can apply their knowledge in practical settings and produce evidence of their skills through various forms of documentation.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Assignment (ASS), etc.

*(This depends on the Trade Areas to be assessed)*

## UNIT 010: DRONE AND CINEMATOGRAPHY

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
<b>LO 1: Understand the Basics of Drone Cinematography.</b>	1.1	Explain the history and evolution of drone technology								
	1.2	Identify types of drones used in cinematography								
	1.3	Explain the fundamental principles of aerial photography and videography								
	1.4	Describe the components and functions of a drone								
	1.5	Demonstrate basic drone flight mechanics.								
<b>LO 2: Master Drone Operation and Safety</b>	2.1	Perform pre-flight inspections and safety checks								
	2.2	Operate a drone safely in various environments and conditions								
	2.3	Follow local and national regulations for drone usage								
	2.4	Implement emergency procedures for drone operation								
	2.5	Maintain a flight log and document operational data								
<b>LO 3: Capture High-Quality Aerial Footage</b>	3.1	Execute aerial shots for different scenes								
	3.2	Adjust camera settings to optimize image quality								

<b>LEARNING OBJECTIVE (LO)</b>  <b>The learner will:</b>		<b>PERFORMANCE CRITERIA</b>  <b>The learner can:</b>	<b>Evidence Type</b>	<b>Evidence Ref. Page No.</b>
	3.3	Use gimbal and stabilization techniques to achieve smooth footage		
	3.4	Demonstrate angles and movements for dynamic shots		
	3.5	Review captured footage for quality and improvement		
<b>LO 4:</b> <b>Apply Post-Production Techniques</b>	4.1	Edit drone footage using professional software		
	4.2	Perform color grading to enhance visual appeal		
	4.3	Integrate drone footage with other video elements		
	4.4	Add special effects and transitions to drone shots		
	4.5	Export final projects in appropriate formats for distribution		
<b>LO 5:</b> <b>Demonstrate Professionalism in Cinematography</b>	5.1	Communicate effectively with team members and clients		
	5.2	Show initiative in learning new skills and technologies		
	5.3	Maintain punctuality and reliability in project timelines		
	5.4	Adhere to ethical standards and best practices		
	5.5	Provide constructive feedback during collaborative projects.		

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