

## APPENDIX B

### Timeline of key developments in film and film technology

The following timeline provides the basis for GCSE learners' study of the significant developments in film and film technology. Guidance for teachers will be offered by WJEC on key resources appropriate for GCSE.

1895	First moving images (Lumière brothers)
1895 – 1927	Development of silent cinema from early short films to full-length feature films, during which period the foundations of filmmaking were established – e.g. cinematography, the principles of lighting and continuity editing and an extensive range of mise-en-scène, including location shooting
1920s	Gradual emergence of a vertically integrated Hollywood film industry, established by 1930 into five major studios (Paramount, Warner Bros, Loew's/MGM, Fox [Twentieth Century Fox in 1935] and Radio Keith Orpheum [RKO]) and three minor studios (Columbia, Universal and United Artists) – the so-called Big 5 and Little 3
1927	Alan Crosland's, <i>The Jazz Singer</i> , starring Al Jolson - the first feature film with a soundtrack
1935	Rouben Mamoulian's <i>Becky Sharp</i> , the Technicolor Corporation's first feature length, 'three strip' colour film
1948	Paramount court case which prevented studios from owning all phases of the production, distribution and exhibition process ('vertical integration') which led, in the 1950s, to the emergence of independent film production and agents producing films for the Hollywood studios to distribute and exhibit
1950s	Emergence of widescreen and 3D technologies as a response to the growth of television and the corresponding decline in cinema attendance
Late 1950s	Although not the first examples, lightweight, portable cameras were produced suitable for hand-held use (which had an immediate impact on documentary filmmaking and were used by a new generation of directors in France – French 'new wave' directors)
1970s	Steadicam technology developed by cinematographer Garrett Brown (a stabilising device for hand-held cameras to keep image 'steady' whilst retaining fluid movement). First introduced, 1975
1990s onwards	More widespread use of computer-generated imagery, most significantly pioneered by Industrial Light and Magic in the 1970s, resulted in a move away from filmed 'special effects' to visual effects created digitally in post-production to the computer generated imaging of characters in films

### The films on the course:

- ***Skyfall* (Mendes, UK, 2012), 12**
- ***Slumdog Millionaire* (Boyle, UK, 2008), 15**
- ***Tsotsi* (Hood, South Africa, 2005), 15**
- ***Rebel without a Cause* (Ray, USA, 1955), PG**
- ***Ferris Bueller's Day Off* (Hughes, USA, 1986), 12A**
- ***The Hurt Locker* (Bigelow, USA, 2008), 15**

### In addition to the above (1895-1990s), the following developments in film and film technology (1995-2018) will be assessed from 2024 onwards.

1995	First CG (computer generated) feature length cartoon – Toy Story directed by Jon Lassater for Pixar Animation Studios
2000s	Technology available to ordinary people makes significant strides due to developments with lightweight cameras and mobile phone technology, seeing a rise in 'citizen film-making'
2007	Netflix – the first legal streaming service for film and TV is launched
2010s	Successful feature length films shot entirely on I-phones now released – notable releases include <i>Tangerine</i> (Baker, 2015) and <i>Unsane</i> (Soderberg, 2018)
2017	Film and TV streaming and download sites such as Netflix, Sky, Amazon and Apple overtake DVD sales for the first time increasing by 23% in one year
2018	<i>Avengers: Infinity War</i> becomes the first Hollywood film to ever be shot entirely with IMAX cameras