GAVILAN COLLEGE
5055 Santa Teresa Blvd
Gilroy, CA 95023

Course Outline

COURSE: DM 113 DIVISION: 50 ALSO LISTED AS:

TERM EFFECTIVE: Fall 2019 CURRICULUM APPROVAL DATE: 10/9/2018

SHORT TITLE: INTRO DIGITAL VIDEO

LONG TITLE: Introduction to Digital Video

Units	Number of Weeks		Contact Hours/Week		Total Contact Hours
3	18	Lecture:	2	Lecture:	36
		Lab:	3	Lab:	54
		Other:	0	Other:	0
		Total:	5	Total:	90

COURSE DESCRIPTION:

Introduction to the aesthetic and technical aspects of single camera digital video recording, non-linear editing, visual effect generation, and production of video (and associated audio) DSLR's and smart phones plus software such Boords, FilmIC, iMovie, Premier, Final Cut Pro, Motion and After Effects and an introduction to Camtasia. Also onsidered will be preparation of the video for distribution through on-line channels such as mobile devices and the Internet (e.g. YouTube). Students will develop a full video project, including idea development, story boarding, script development, video shooting, editing, and voice over recording in preparation for their final project. This course has the option of a letter grade or pass/no pass ADVISORY: CSIS 1 or CSIS 2/2L or equivalent computer experience.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

L - Standard Letter Grade
P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

02 - Lecture and/or discussion
03 - Lecture/Laboratory
04 - Laboratory/Studio/Activity
047 - Laboratory - LEH 0.7
05 - Hybrid
72 - Dist. Ed Internet Delayed
73 - Dist. Ed Internet Delayed LAB
737 - Dist. Ed Internet LAB-LEH 0.7

STUDENT LEARNING OUTCOMES:

1. Plan a video production using standard pre-production techniques, define and analyze digital video/audio requirements for a digital/multi media project and then demonstrate the use of single camera digital video recording and accessory equipment to capture footage for a short video project.

Measure of assessment: homework, demonstration, project

Year assessed, or planned year of assessment: 2019

Semester: Fall

2. Create and produce time-based visual art and sound and apply these skills to a video project which will be prepared for distribution in at least two formats.

Measure of assessment: homework, demonstration, project

Year assessed, or planned year of assessment: 2019

Semester: Fall

3. Reflect on their visual story from the point of view as a client and an observer and discuss it in terms of morality, ethics of using others material (copyright law), and the social relevance to the intended audience.

Measure of assessment: Homework paper, Class discussion

Year assessed, or planned year of assessment: 2019

Semester: Fall

This SLO addresses cultural diversity

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Curriculum Approval Date: 10/9/2018

Lecture 36 Hours, Lab 54 Hours

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

2 Hours

Content: Introduction to class and DM Studio. Discussion of syllabus, schedule, requirements, and equipment availability/checkout. Examples of student projects. Digital Video basics. Linear non-linear editing. Explanation of final project.

Student Performance Objectives (SPO): Discuss the scope of the class.

2 Hours

Content: Movie project steps: Idea/concept, log line, treatment, script, pitch, storyboard, production, post-production, synopsis, distribution. See DM 140 modular material. Watch Visions of Light. File types including High Definition. Containers vs. Co-Decs. Compression and temporal considerations. Camera/lens use. Final Cut Pro: Layout, concepts, and settings for system and caches.

Student Performance Objectives (SPO): Write a movie Log Line and a short treatment.

2 Hours

Content: The video camera: white balance, importance of manual focus and aperture, zoom. Types of shots: pan vs. tracking, close-ups, etc. Basic lighting.

Student Performance Objectives (SPO): Explain video camera functions. Describe various types of shooting techniques. Construct a short Storyboard.

3 Hours

Content: Introduction to DM Studio. Lab computer discussion and practice.

Student Performance Objectives (SPO): Utilize the computers in the digital media lab.

3 Hours

Content: Read/watch the material in Steps 1: Writing the Script, 2: Pre-Production, and 3: Production before next class.

Student Performance Objectives (SPO): Set up production steps for a small video production.

3 Hours

Content: Watch the video tutorials on Story, Shots, Camera, and Extras.

Student Performance Objectives (SPO): Demonstrate video camera functions. Use various types of shooting techniques. Construct a short Storyboard.

3 Hours

Content: Script writing basics. Camera/lens use. White balance, importance of manual focus and aperture, zoom.

Student Performance Objectives (SPO): Demonstrate how to set white balance, use manual focus, aperture, and zoom in a way to enhance the artistic image. Demonstrate how to take a number of clips and work through the post-production process of editing, visual effects, and graphics to produce a satisfactory basic edited movie.

3 Hours

Content: Create a New video folder on BigDAV drive. File types and special settings. Setting System and Audio/Video settings before ingesting.

Student Performance Objectives (SPO): Identify types and patterns of common video oriented microphones. Identify, select and use the correct microphone for a particular situation. Demonstrate mic placement and discuss ambient sound, so that they can obtain satisfactory sound for a given situation. Demonstrate the basics of lighting a scene, so that they can create interesting and aesthetic cinematography.

3 Hours

Content: Work through Chapter 3, How do I Ingest Media into Final Cut Pro and 4, Which Editing Technique Fits My Style and do a very basic edit of the material that you just ingested (transferred).

Student Performance Objectives (SPO): Demonstrate how to transfer video into the computer from a SD memory card. Demonstrate how to edit clips together to produce a video story that makes reasonable sense.

3 Hours

Content: Work on the class video. Finish a basic edit so that the story is logical. Trim edit points to add rhythm within timing

constrictions.

Student Performance Objectives (SPO): Demonstrate editing workflow and artistic concepts. Demonstrate how to apply fades and dissolves in an artistic manner. Create a logical story from a set of video clips.

3 Hours

Content: Work on your class video. Add transitions. Try both ways of doing a cross dissolve.

Student Performance Objectives (SPO): Demonstrate how to add transitions to a basic edited movie, so that the clips are connected and smoothly flow from one scene to another. Demonstrate how to set the transition parameters, so the clip works with the scene content.

3 Hours

Content: Continue editing. Finish class video. Be ready to present to class next week.

Student Performance Objectives (SPO): Demonstrate how to create well-designed movie titles and credits.

3 Hours

Content: Finish basic edit. Mix sound. Add effects if desirable.

Student Performance Objectives (SPO): Demonstrate the basics of sound and its perception (e.g., waves, frequency/pitch, amplitude/volume and loudness, dBs for measurement). Produce voice overs and use sound effects in a visual movement to enhance the emotional experience.

3 Hours

Content: Make sure you have sound and add text for credits and titles to the class project. Add some basic motion effects if needed. Use compositing when necessary. Finish class project. It should display good editing; sound effects, dialog, and music; titles and credits; stills, and some compositing. Start ingesting Final Project Clips.

Student Performance Objectives (SPO): Demonstrate how to create visual movement. Discuss the importance of detail in movie making and apply it to a video project. Demonstrate how to add text titles and credits to a visual story and when necessary, how to add lower 3rds, text explanations, and scene introductions.

3 Hours

Content: Work on Final Project. Do rudimentary color correction and filtering.

Student Performance Objectives (SPO): Demonstrate how to apply filtering and color correction to visual imaging. Explain the use of keyframes and apply them to create visual effects that change over time.

3 Hours

Content: Work on Final Project. Continue color correction, add filters for cleaning and/or visual effects. Eliminate background in green screen video using keying.

Student Performance Objectives (SPO): Demonstrate how to produce video with consistent color and look. Perform a composite of a character against a outdoor background.

6 Hours

Content: Sound track to your project using GarageBand, SoundTrack Pro, or go to freeplaymusic.com. Note the actual music clips that you used. These must go in the credits.

Student Performance Objectives (SPO): Demonstrate how to use basic acoustics and technology to enhance sound. Demonstrate how to reduce unwanted ambient sounds in the movie. Create artificial sonic environments and sound effects. Design a custom music/sound track.

6 Hours

Content: Export your video in H.264 format and burn on a DVD as data file (i.e., not a video DVD). Test your movie to see that it looks GOOD. Have someone else test it too!

Student Performance Objectives (SPO): Utilize various codecs for distribution and transcode their video project for display on DVDs, Smartphones, and in-classroom display.

2 Hours

Final

2 Hours

Content: Camera/lens use. White balance, importance of manual focus and aperture, zoom. Watch the video The Cutting Edge.

Student Performance Objectives (SPO): Explain how to set white balance, use manual focus, aperture, and zoom in a way to enhance the artistic image. Describe how to take a number of clips and work through the post-production process of editing, visual effects, and graphics to produce a satisfactory basic edited movie.

2 Hours

Content: Lighting. Sound recording, microphone types and patterns, cables/connectors, and placement concerns. Levels, limiting/compression, and automatic level control. Importance of shooting extra ambient/environmental sound. Watch more of the video The Cutting Edge. Transferring video.

Student Performance Objectives (SPO): Explain types and patterns of common video oriented microphones. Choose the correct microphone for a particular situation. Explain mic placement and ambient sound, so that they can obtain satisfactory sound for a given situation. Describe the basics of lighting a scene, so that they can create interesting and aesthetic cinematography.

2 Hours

Content: Basic tools for editing in FCP. Basic editing procedures. Editing on the timeline using the Slip, slide, razor blade, roll, and ripple tools. 3 point edits.

Student Performance Objectives (SPO): Explain how to transfer video into the computer from a SD memory card. Describe how to edit clips together to produce a video story that makes reasonable sense.

2 Hours

Content: Workflow and the art of editing. Creative use of transitions. What they imply. Adding fades and dissolves using opacity.

Student Performance Objectives (SPO): Explain editing workflow and artistic concepts. Describe how to apply fades and dissolves in an artistic manner. Create a logical story from a set of video clips.

2 Hours

Content: Creative use of transitions. Using transitions and setting parameters. Pre-production and production tips for shooting the project.

Student Performance Objectives (SPO): Explain how to add transitions to a basic edited movie, so that the clips are connected and smoothly flow from one scene to another. Describe how to set the transition parameters, so the clip works with the scene content.

2 Hours

Content: Creating titles, credits, and other motion graphics. Using still photos and montage. Design principles for text on screen. Font types (serif and sans-serif), drop shadows, size, color, and broadcast concerns. Cheating using LiveType for motion graphics.

Student Performance Objectives (SPO): Describe how to create well-designed movie titles and credits.

2 Hours

Content: Sound. Audio: levels, frequency, voice over, looping, and music.

Student Performance Objectives (SPO): Explain the basics of sound and its perception (e.g., waves, frequency/pitch, amplitude/volume and loudness, dBs for measurement). Discuss how to produce voice overs and use sound effects in a visual movement to enhance the emotional experience.

2 Hours

Content: Discussion: Completion of class project and working on Final Project. Moving still images. Techniques for fast and slow motion--when to use to enhance realism or emotional value. Compositing and mattes.

Using Motion effects, keyframes, and tweening.

Student Performance Objectives (SPO): Describe how to create visual movement. State the importance of detail in movie making and discuss how to apply it to a video project. Explain how to add text titles and credits to a visual story and when necessary, how to add lower 3rds, text explanations, and scene introductions.

2 Hours

Content: Filters and key frames. Color gamut and correction in FCP. Color, luma, and green screen keying.

Student Performance Objectives (SPO): Explain how to apply filtering and color correction to visual imaging. Discuss keyframes and how to apply them to create visual effects that change over time.

2 Hours

Content: Filter tricks for creating altered environments, emotion enhancement, and dated film looks. Questions on Motion, effects, and compositing.

Student Performance Objectives (SPO): Describe how to produce video with consistent color and look. State how to perform a composite of a character against a outdoor background.

4 Hours

Content: Advanced sound design: frequency effects, dynamic control using limiting, compression, and noise reduction. Reverb and environment parameters for more realism.

Student Performance Objectives (SPO): Discuss basic acoustics and technology used to enhance sound. Describe how to reduce unwanted ambient sounds in the movie. Explain how to create artificial sonic environments and sound effects. Design a custom music/sound track.

4 Hours

Content: Questions on Motion, filter effects, and compositing. Compression, transcoding, and preparing video for DVD, Blue Ray discs, web streaming, and Smartphones.

Student Performance Objectives (SPO): Explain the various codecs for distribution and transcode their video project for display on DVDs, Smartphones, and in-classroom display.

2 Hours

Final

METHODS OF INSTRUCTION:

Lecture, guided practice, discussion, demonstration

OUT OF CLASS ASSIGNMENTS:

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Get the book and read Chapter 1, Setting up preferences in the editing software, and 2, the critical settings for good work flow. Review syllabus and schedule.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Continue reading Chapters 1 and 2 in text. Assignment #1a: Write a log line. Prepare for discussion next week. #1b: Write a short treatment. Assignment#1c: Write a paper about your reflection on your visual story and pre-production planning from the point of view as a client and an observer; discuss the content in terms of morality, ethics of using others material (copyright law), and the social relevance to the intended audience.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Continue reading Chapter 2 and the Video production material. Assignment #2: Make a storyboard of at least one scene of your final project.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Read by next week and study sections 1 - 13 of the Common Sense Photography outline. Read Chapter 3, How do I Ingest Media into Final Cut Pro.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Take this crash course in lighting exercise. Read Chapter 4, Which Editing Technique Fits My Style.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Gather people, equipment, make plans, for shooting. Refine story/script. Get camera together. Read manuals for the camera you might want to use. Read article on WorkFlow.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: #2: Read interview with editor Walter Murch and write a short 1/2 page commentary on what you read. Read Chapter 5 on sound mixing for video using Final Cut Studio. Ringo Star's Videographer reading and paper.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Review steps 3 and 4.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Read Chapter 7 on High end effects compositing, 8 on creating Motion Graphics, and 9 on the use of filters. Continue editing during open lab times. Finish shooting your project video.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Review Chapter 5 on sound track editing. Follow provided links to watch videos that display sound designers in action.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Review Chapters 1 to 9 and The Cutting Edge. Shoot any scenes needed for completion of your visual story.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Review your final project and determine what type of motion and basic compositing would enhance your video.

Required Outside Hours: 4

Assignment Description: Out-of-Class Assignments: Assignment: Read Chapter 10.

Required Outside Hours: 10

Assignment Description: Out-of-Class Assignments: Read step 4, Post-production, and step 5, Distribution. Work on Final Project.

Required Outside Hours: 10

Assignment Description: Out-of-Class Assignments: Assignment: Work on Final Project format conversion for the final presentation.

METHODS OF EVALUATION:

Writing assignments

Percent of total grade: 5.00 %

Percent range of total grade: 5% to 10% Critiques, Homework. If this is a degree applicable course, but substantial writing assignments are not appropriate, indicate reason: Course primarily involves skill demonstration or problem solving

Problem-solving assignments

Percent of total grade: 60.00 %

Percent range of total grade: 40% to 60% Other: Projects

Skill demonstrations

Percent of total grade: 30.00 %

Percent range of total grade: 30% to 40% Demonstration Exams/Exercises

Other methods of evaluation

Percent of total grade: 5.00 %

REPRESENTATIVE TEXTBOOKS:

Diana Weynard. Apple Pro Training Series: Final Cut Pro X. Peach Pit Press,2018.

Reading Level of Text, Grade: 12th Verified by: MS Word

Required Other Texts and Materials

(1) A USB thumb drive 8G or bigger (or USB portable hard drive). (2) Access to a camera or photographic device (Cell phone photos OK, or Digital camera, or DSLR). NOTE: Cameras are available for checkout from the digital media department.

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

GAV C1, effective 200430

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 200430

UC TRANSFER:

Not Transferable

SUPPLEMENTAL DATA:
Basic Skills: N
Classification: Y
Noncredit Category: Y
Cooperative Education:
Program Status: 1 Program Applicable
Special Class Status: N
CAN:
CAN Sequence:
CSU Crosswalk Course Department: DM
CSU Crosswalk Course Number: 113
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: D
Maximum Hours:
Minimum Hours:
Course Control Number: CCC000299872
Sports/Physical Education Course: N
Taxonomy of Program: 061410