

CIS 75.11A Course Outline as of Fall 2001**CATALOG INFORMATION**

Dept and Nbr: CIS 75.11A Title: DIGITAL VIDEO PROD 1

Full Title: Digital Video Post-Production Techniques 1

Last Reviewed: 3/23/2015

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	2.00	8	Lecture Scheduled	16.00
Minimum	1.50	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	28.00
		Contact Total	5.50		Contact Total	44.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 32.00

Total Student Learning Hours: 76.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

This introductory class will teach video fundamentals: pixels and scan lines, frame rates, fields, time-code, audio sampling rates, compression and the various video formats. All of this leads up to a clear demonstration of the process of digitizing video accurately and outputting the best product. We will also explore Adobe Premiere, the industry choice for creating motion graphics for video, television, film, multimedia, and the Internet. We will learn many of the extensive repertoire of powerful tools for sophisticated editing and compositing, contained in this program.

Prerequisites/Corequisites:

Course Completion of CIS 73.31A (or CIS 83.12A)

Recommended Preparation:**Limits on Enrollment:****Schedule of Classes Information:**

Description: This introductory class will teach video fundamentals. We will also explore Adobe Premiere, the industry choice for creating motion graphics for video, television, film, multimedia, and the Internet. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of CIS 73.31A (or CIS 83.12A)

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Fall 2001	Inactive: Fall 2022
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Students will:

1. Identify, assess, and apply the basic concepts behind digital video
2. Demonstrate the Premiere user interface
3. Identify and analyze the basic effects and composition techniques
4. Prepare and import footage and files
5. Plan and construct film composites (integrating various elements with each other)
6. Plan, design, and create a short video clip based on pre-set criteria with standardized video
7. Capture video to disk, plan, design, and create a short video clip using and array of compositional techniques and effects

Topics and Scope:

1. Basic digital video concepts
 - a. Video terminology
 - b. Analog vs. digital
 - c. Non-linear editing definitions and techniques
 - d. Video capture
 - e. Frame rate
 - f. Interlaced and non-interlaced
 - g. Broadcast standards
 - h. Video compressions
 - i. DV Technology
 - j. Firewire
 - k. Configuring your system

2. The user interface
 - a. Identifying and organizing palettes and windows
 - b. Identifying, color coding, and sorting source material
 - c. Altering resolution, quality, and zoom settings
 - d. Working with the Composition and Time Layout windows
 - e. Navigating through time
 - f. Playing and previewing a composition
 - g. Copying and pasting key-frames

Assignment:

1. Students will create a short video clip based on pre-set criteria with standardized video focusing on the following criteria
 - a. animating with motion paths for all transformation properties
 - b. using key frames
 - c. creating and working with masks and transparency
 - d. using effects
 - e. editing video and audio clips
 - f. nesting compositions
 - g. outputting final compositions

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Quizzes, Exams

Problem solving
20 - 40%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances, Performance exams

Skill Demonstrations
40 - 60%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, True/false, Matching items

Exams
20 - 40%

Other: Includes any assessment tools that do not logically fit into the above categories.

None

Other Category
0 - 0%

Representative Textbooks and Materials:

1. "Adobe Premiere Classroom in a Book", by Adobe Creative Team
- Adobe Press 1999
2. "Motion Graphics: Graphics Design for Broadcast and Film", by
Steve Curran - Rockport Publishers 2000