

CATALOG INFORMATION

Dept and Nbr: CIS 75.11B      Title: DIGITAL VIDEO PROD 2  
Full Title: Digital Video Post-Production Techniques 2  
Last Reviewed: 4/13/2015

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:**  
Digital Video Production 2 continues where Level 1 leaves off; focusing on Adobe After Effects features, including coverage of: rendering, masks, filters, layer transfer modes, nested compositions, value graphs, field rendering issues, and shooting and keying bluescreen footage. We will also be dealing with keyboard shortcuts, proxies, low-resolution tests, and exploring some of the special features of After Effects Production Bundle.

**Prerequisites/Corequisites:**  
Course Completion or Current Enrollment in CS 74.21A ( or CIS 75.11A)

**Recommended Preparation:**

**Limits on Enrollment:**

**Schedule of Classes Information:**  
Description: Digital Video Production 2 continues where Level 1 leaves off; focusing on Adobe After Effects features, including coverage of: rendering, masks, filters, layer transfer modes, nested compositions, value graphs, field rendering issues, and shooting and keying bluescreen footage. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion or Current Enrollment in CS 74.21A ( or CIS 75.11A)

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

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

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>			Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>			Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>			Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective:	Fall 2001	Inactive:	Fall 2022
<b>UC Transfer:</b>		Effective:		Inactive:	

**CID:**

**Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

### **Outcomes and Objectives:**

Students will:

1. Inspect and evaluate the skills involved in project and file management
2. Identify, demonstrate, and assess the concepts used to create video utilizing layer transfer mode and track matte techniques
3. Apply and evaluate a variety of effects to their projects
4. Apply and evaluate animation control techniques
5. Implement and appraise advanced masking techniques
6. Practice various rendering techniques
7. Define, and appraise various video output types
8. Add and mix sound files to their productions
9. Integrate and evaluate the use of After Effects with other software applications
10. Define, analyze, and assess the effects of After Effects Production Bundle on a video production

### **Topics and Scope:**

1. Learn the skills involved in project and file management
  - a. Removing unused footage items
  - b. Organizing a project
  - c. Working with film-resolution images
  - d. Preparing a QuickTime movie for a CD-ROM
2. Explore the concepts and create video utilizing layer transfer mode and track matte techniques

- a. Using a luma matte
3. Apply a variety of effects to the projects
  - a. Using the Brightness/Contrast effect
  - b. Using the Timecode effect
  - c. Creating squash, bounce, and peak effects
  - d. Animating text with the Path Text effect
  - e. Using the Bevel Alpha, Gaussian Blur, and Channel Blur effects
  - f. Using the Cineon Converter effect
4. Learn animation control techniques
5. Implement advanced masking techniques
  - a. Creating and editing masks
  - b. Animating mask shapes
6. Learn various rendering and output types
7. Add and mix sound files to their productions
  - a. Synchronizing animation with audio
  - b. Using markers
  - c. Mixing techniques
8. Integrate After Effects with other software applications
  - a. Importing Illustrator files as compositions
  - b. Importing Adobe Photoshop files as compositions and as still images
  - c. Animating imported Adobe Photoshop adjustment layers
  - d. Using transfer modes with imported Adobe Photoshop layer
9. Explore the use of After Effects Production Bundle
  - a. Using the Production Bundle Scatter and Glow effects
  - b. Using the Production Bundle Corner Pin effect
  - c. Using the Color Key
  - d. Using the Production Bundle Color Difference key and Motion

### **Assignment:**

1. Create a 5-minute video production, which will include:
  - a. Audio
  - b. Special effects
  - c. Text
  - d. Imported and captured footage
  - e. Imported files from other image editing applications
2. Students will apply the various effects to the Track Mattes to add Separation and Depth to their movie.

### **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