CS 74.21C Course Outline as of Spring 2011

CATALOG INFORMATION

Dept and Nbr: CS 74.21C Title: DIGITAL VIDEO POSTPROD 3
Full Title: Digital Video Post Production Techniques 3
Last Reviewed: 4/13/2015

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	4	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00 Total Student Learning Hours: 157.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	39 - Total 2 Times
Also Listed As:	
Formerly:	

Catalog Description:
This advanced class will teach non-linear video editing techniques for capturing raw footage and editing professional quality videos. Students will work with professional visual effects software to apply 3D (three-dimensional) animations and high-level visual effects to their video projects, using production and image editing software to author professional quality DVDs (Digital Video Discs).

Prerequisites/Corequisites:
Course Completion of CS 74.21B (or CIS 75.11B)

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: This advanced class will teach non-linear video editing techniques for capturing raw footage and editing professional quality videos. Students will work with professional visual effects software to apply 3D (three-dimensional) animations and high-level visual effects to their video projects, using production and image editing software to author professional quality DVDs

(Digital Video Discs). (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of CS 74.21B (or CIS 75.11B)
Recommended: Eligibility for ENGL 100 or ESL 100
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Total 2 Times

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 2009	Inactive:	Fall 2022
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:
Upon completion of this course, students will be able to:
1. Produce visual footage using a variety of video shooting and lighting techniques.
2. Capture video to disk using automated and manual techniques.
3. Edit videos using transitions, video effects, titles, and compositing.
4. Write, narrate, and edit a video using TV (television) news-style techniques.
5. Mix and repair audio, apply special effects, and create a musical bed using audio software.
6. Animate text and create high-level motion graphics using visual effects and 3D software.
7. Create a DVD with multiple menus and special features using DVD authoring software.
8. Create customized motion DVD menus using Photoshop and visual effects software.
9. Repeating students will be expected to use increasingly more challenging program features and experience features available in new software versions.

Topics and Scope:

1. Storytelling with video
   a. Shooting techniques with storytelling in mind
   b. Establishing and closing shots
   c. Variety of shots
      1) Matched action
      2) Sequences
      3) Wide and tight
      4) Cutaways
      5) Unusual angles
   d. Sound bites
   e. Natural sound

2. Video capture with Premiere Pro
    a. Critique raw video
    b. Logging clips, noting good shots and sound
3. Basic cuts-only editing techniques
    a. Creating a rough cut
        1) Using Source Monitor editing tools
        2) Using drag-and-drop editing
    b. Adding transitions
    c. Adding location and interview sound bite titles
4. Using Premiere Pro audio mixer to record a narration
    a. Creating a cuts-only, news-style story
    b. Split audio/visual edits ("J&L" cuts)
    c. Using CTRL and ALT keys for overlay and insert edits
    d. Working with multiple audio tracks
5. Compositing techniques overview
    a. Opacity
    b. Chroma, color, and luminance keying effects
    c. Alpha channel transparencies
    d. Matte keys
6. Using motion with compositing
    a. Creating PiPs [picture-in-picture] with motion effects
    b. Using track mattes to follow action
    c. Animating Photoshop graphic layers
7. Premier Pro
    a. Using audio effects
    b. Working with the audio mixer
8. Soundbooth
    a. Creating music beds using Soundbooth
    b. Audio editing with Soundbooth
9. Overview of After Effects interface and basic workflow
    a. Using After Effects text tools to create and format text
    b. Animating text using After Effects
        1) Using text animation pre-sets
        2) Animating opacity, using 3D, and adding motion blur
        3) Animating Photoshop text
        4) Animating text on a path
10. Animating layers in After Effects
    a. Simulating changing lighting
    b. Animating scenery, shadows, and lens flare
    c. Creating a track matte
11. Building and animating 3D objects and using 3D effects in After Effects
    a. Creating a cube and animating in 3D space
    b. Using 3D lighting
    c. Adding shadows
12. Overview of DVD authoring using Encore
    a. Examining Encore interface and workflow
    b. Importing assets and creating DVD elements
    c. Building and editing menus
13. Advanced DVD menu editing techniques
    a. Animating menus and buttons
    b. Button animation timing
    c. Working with sub-picture highlights

d. Specifying menu navigation
   1) Linking buttons to assets and other menus
   2) Setting end actions and overrides
   3) Using the Encore flowchart
   4) Button routing
e. Editing Encore DVD menus in Photoshop
f. Creating DVD menu buttons in Photoshop
g. Creating animated backgrounds in After Effects
h. Animating menu elements in After Effects

14. New features available with new software versions

Assignment:

1. Shooting video footage using multiple techniques
2. Develop structure and outline, storyboard for news-style interview
3. Create a rough cut edit of the story from video footage and storyboard
4. Record narration, edit video using TV news techniques, and export finished work to a video file
5. Shoot video clips to use for several compositing techniques.
6. Create a video that uses all the compositing techniques in class.
7. Create an audio project that uses an audio mixer and audio effects.
8. Create a music bed using audio software that will be 3 to 5 minutes in length.
9. Use visual effects and 3D software to create high-level motion graphics.
10. Use visual effects and 3D software to create and animate text.
11. Use library assets from DVD authoring software to create a main menu and a submenu.
12. Use Photoshop to change the background, buttons, and text characteristics of a DVD.
13. Use visual effects and a 3D animation software to add an animated background and motion menu elements to a DVD menu.
14. Create a DVD main menu and submenu.
15. Final project: Create a DVD with at least two custom menus, a 3 to 5 minute mini-documentary video, production still images, and interviews.
16. Read 30-50 pages per week.
17. 2-3 objective exams.
18. Repeating students will show evidence of using new features or increasingly difficult software features.

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 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.

Homework problems such as developing projects and creating a DVD	Problem solving 20 - 40%

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

Projects such as filming, interviews, and videos	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.

Participation in class discussions and critiquing	Other Category 0 - 10%

Representative Textbooks and Materials:
Adobe Premiere Pro CS3 Classroom in a Book, Adobe Press, 2010.