CS 74.21A Course Outline as of Summer 2017

CATALOG INFORMATION

Dept and Nbr: CS 74.21A   Title: DIGITAL VIDEO POSTPROD 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	1.50	17.5	Lecture Scheduled	26.25
Minimum	1.50		Lab Scheduled	0	5	Lab Scheduled	0
			Contact DHR	0		Contact DHR	0
			Contact Total	1.50		Contact Total	26.25
			Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 52.50   Total Student Learning Hours: 78.75

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: CIS 75.11A

Catalog Description:
This introductory class will teach video post-production fundamentals using prosumer-level NLE (Non-Linear Editing) digital video software. Lessons include an intro to: mixing, TRT, timelines, sequences, time code, bins, effects, titles, transitions, aspect ratios, project asset management, project files and exported movie files, basic camera techniques, white balance, audio for video, zebras, lighting, and how to purchase a camera. Demonstration of knowledge of these concepts will culminate in a short video that displays the application of these techniques. Students are not required to film or have access to a camera for this class.

Prerequisites/Corequisites:

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100; AND Course Completion of CS 101A OR CS 105A

Limits on Enrollment:

Schedule of Classes Information:
Description: This introductory class will teach video post-production fundamentals using prosumer-level NLE (Non-Linear Editing) digital video software. Lessons include an intro to:

mixing, TRT, timelines, sequences, time code, bins, effects, titles, transitions, aspect ratios, project asset management, project files and exported movie files, basic camera techniques, white balance, audio for video, zebras, lighting, and how to purchase a camera. Demonstration of knowledge of these concepts will culminate in a short video that displays the application of these techniques. Students are not required to film or have access to a camera for this class. (Grade or P/NP)

Prerequisites/Corequisites:
Recommended: Eligibility for ENGL 100 or ESL 100; AND Course Completion of CS 101A OR CS 105A
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

			Effective:	Inactive:
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:
Both Certificate and Major Applicable

Approval and Dates

Version:	07	Course Created/Approved:	3/26/2001
Version Created:	11/8/2016	Course Last Modified:	6/4/2022
Submitter:	Abe Farkas	Course last full review:	3/23/2015
Version Status:	Approved (Changed Course)	Prereq Created/Approved:	3/23/2015
Version Status Date:	11/28/2016	Semester Last Taught:	Spring 2022
Version Term Effective:	Summer 2017	Term Inactive:	Fall 2022

COURSE CONTENT

Student Learning Outcomes:
At the conclusion of this course, the student should be able to:
1. Create a short edited video clip that includes still frames, titles, credits, effects, transitions, and multiple audio sources.
2. Determine how to choose a camera best suited for their needs, based on understanding specs and features before buying.

Objectives:
Upon completion of this course students will be able to:
1. Identify, assess, and apply concepts and definitions in digital video
2. Demonstrate the user interface

3. Prepare and import footage and files
4. Incorporate camera, audio, and lighting techniques

Topics and Scope:

1. Basic digital video concepts
   a. Basic camera techniques including audio and lighting
   b. Video terminology
   c. Analog vs. digital
   d. Non-linear editing definitions and techniques
   e. Video capture
   f. Frame rate
   g. Digital Video (DV) Technology
   h. Configuring your system
2. The user interface
   a. Identifying and organizing panels and windows
   b. Working with the Time Line Layout windows
   c. Playing and previewing a project
3. Post Production Techniques
   a. Still frames
   b. Titles
   c. Credits
   d. Effects
   e. Transitions
   f. Multiple audio sources
   g. Working within a defined total running time (TRT)
   h. outputting final video composite

Assignment:

1. Homework: weekly video editing assignments
2. Read 20-30 pages per week and/or view online training videos
3. Final project: students will demonstrate their skills and problem solving
   techniques by creating a short edited clip with standardized
   video focusing on the following criteria:
   a. Still frames
   b. Titles
   c. Credits
   d. Effects
   e. Transitions
   f. Multiple audio sources
   g. Working within a defined total running time (TRT)
   h. outputting final video composite
4. Final objective exam

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.

	Writing 0 - 0%

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.

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

	Problem solving 30 - 50%

Homework assignments; final project

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

	Skill Demonstrations 30 - 50%

Final project

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

	Exams 10 - 20%

Final objective exam

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

	Other Category 0 - 0%

None

Representative Textbooks and Materials:
The Art of Digital Video, Fourth Edition, by John Watkinson, Focal Press, 2008
The Little Digital Video Book, 2nd Edition, by Michael Rubin, Peachpit Press, 2008
DV 101: A Hands-On Guide for Business, Government and Educators, by Jan Ozer, Peachpit Press, 2005 (Classic)
Instructor prepared and online materials

OTHER REQUIRED ELEMENTS

STUDENT PREPARATION

Matric Assessment Required:	E	Requires English Assessment
Prerequisites-generate description:	NP	No Prerequisite
Advisories-generate description:	U	User-Generated Text
Prereq-provisional:	N	NO
Prereq/coreq-registration check:	N	No Prerequisite Rules Exist
Requires instructor signature:	N	Instructor's Signature Not Required

BASIC INFORMATION, HOURS/UNITS & REPEATABILITY

Method of instruction:	02	Lecture
	99	Credit by Exam
	71	Internet-Based, Simultaneous Interaction
	72	Internet-Based, Delayed Interaction
Area department:	CS	Computer Studies
Division:	72	Arts & Humanities
Special topic course:	N	Not a Special Topic Course
Program status:	1	Both Certificate and Major Applicable
Repeatability:	00	Two Repeats if Grade was D, F, NC, or NP
Repeat group id:		

SCHEDULING

Audit allowed:	N	Not Auditable
Open entry/exit:	N	Not Open Entry/Open Exit
Credit by exam:	Y	Credit by examination allowed
Budget code: Program:	0000	Unrestricted
Budget code: Activity:	0701	Computer & Information Science

OTHER CODES

Discipline:	Computer Information Systems	
Basic skills:	N	Not a Basic Skills Course
Level below transfer:	Y	Not Applicable
CVU/CVC status:	Y	Distance Ed, Not CVU/CVC Developed
Distance Ed Approved:	N	None
Emergency Distance Ed Approved:	Y	Fully Online
		Partially Online
		Online with flexible in-person activities
Credit for Prior Learning:	N	Agency Exam
	N	CBE
	N	Industry Credentials
	N	Portfolio
Non-credit category:	Y	Not Applicable, Credit Course
Classification:	Y	Career-Technical Education
SAM classification:	C	Clearly Occupational
TOP code:	0614.10	Multimedia
Work-based learning:	N	Does Not Include Work-Based Learning
DSPS course:	N	Not a DSPS Course

In-service: N   Not an in-Service Course