

**CS 74.21C Course Outline as of Summer 2017****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: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

**Catalog Description:**

This advanced class will teach industry quality, non-linear video editing and post-production techniques. Students will work with professional visual effects software to apply 3D (three-dimensional) animations and high-level visual effects to their video projects, and use production and image editing software to author professional quality DVDs (Digital Video Discs).

**Prerequisites/Corequisites:**

Course Completion of CS 74.21B

**Recommended Preparation:**

Eligibility for ENGL 100 or ESL 100

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

Description: This advanced class will teach industry quality, non-linear video editing and post-production techniques. Students will work with professional visual effects software to apply 3D (three-dimensional) animations and high-level visual effects to their video projects, and use 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

Recommended: Eligibility for ENGL 100 or ESL 100

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 2009	Inactive:	Fall 2022
<b>UC Transfer:</b>		Effective:		Inactive:	

**CID:**

**Certificate/Major Applicable:**

Both Certificate and Major Applicable

## **COURSE CONTENT**

### **Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

1. Produce professional quality videos, with 3D animations.
2. Author DVDs using industry quality production and image editing software, that include 3D motion graphics.

### **Objectives:**

Upon completion of this course, students will be able to:

1. Log and capture video to disc using automated and manual techniques.
2. Edit footage using advanced transitions, video effects, titles, and compositing.
3. Mix and repair audio, apply special effects, and create a musical bed using audio software.
4. Combine and composite moving imagery, still images, graphics, text, and sound in 2D or 3D space and then animate virtually any aspect of each element.
5. Use visual effects that stylize and distort images and video, and generate new elements.
6. Animate text in 3D space along a path.
7. Apply effects and objects to automatically tracked motion paths.
8. Create a DVD with multiple menus and special features using DVD authoring software.
9. Create customized motion DVD menus using Photoshop and visual effects software.

### **Topics and Scope:**

1. Storytelling with video
  - a. Editing techniques with storytelling in mind
  - b. Establishing and closing shots
  - c. Variety of shots
    - 1) Matched action, Multi-Camera Editing
    - 2) Sequences

- 3) Wide and tight
  - 4) Cutaways
  - 5) Unusual angles
- d. Sound bites
- e. Natural sound
- 2. Video logging and capture with Premiere Pro
  - a. Critique raw video
  - b. Logging clips, noting good shots and sound
- 3. Using audio software to record a narration and/or music bed
  - a. Using audio effects
  - b. Working with the audio mixer
  - c. Working with multiple audio tracks
- 4. Compositing techniques overview
  - a. Opacity
  - b. Chroma, color, and luminance keying effects
  - c. Alpha channel transparencies
  - d. Matte keys
  - e. Color Correction with SpeedGrade
- 5. Using motion with compositing
  - a. Using track mattes to follow action
  - b. Animating Photoshop graphic layers
- 6. 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
- 7. Animating layers in After Effects
  - a. Simulating changing lighting
  - b. Animating scenery, shadows, and lens flare
  - c. Creating a track matte
- 8. 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
- 9. 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
- 10. Exporting projects
  - a. Rendering overview
  - b. Exporting to different output media

c. Uploading to the Internet

11. New features available with new software versions

### Assignment:

#### Reading:

1. Read 20-30 pages per week, or view 2 hours of video tutorials per week.

#### Problem solving exercises:

2. Create a rough cut edit of the story from video footage and storyboard
3. Edit video clips to use for several compositing techniques.
4. Create a video that uses all the compositing techniques in class.
5. Create an audio project that uses an audio mixer and audio effects.
6. Create a music bed using audio software.
7. Use visual effects and 3D software to create high-level motion graphics.
8. Use visual effects and 3D software to create and animate text.
9. Create an animated effect preset using a set of customized motion visual effects.
10. Create a looping motion graphic background using animated visual effects.
11. Animate objects and layers using key framing to transform properties.
12. Use library assets from DVD authoring software to create a main menu and a submenu.
13. Use Photoshop to change the background, buttons, and text characteristics of a DVD.
14. Use visual effects and a 3D animation software to add an animated background and motion menu elements to a DVD menu.
15. Create a DVD main menu and submenu.

#### Projects and Exams:

16. 2-3 skill-based projects
17. 2-3 objective exams.

#### Final Project:

18. Create a DVD with at least two custom menus, a 2-3 minute video, incorporating all techniques covered throughout the class.

### 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.

Problem solving exercises in list of assignments

Problem solving  
20 - 40%

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

Skill based projects, final project

Skill Demonstrations  
40 - 60%

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

objective 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 CC Classroom in a Book (2014 release) (1st). Jago, Maxim. Adobe Press: 2014