CS 74.22 Course Outline as of Fall 2022

CATALOG INFORMATION

Dept and Nbr: CS 74.22   Title: DIGITAL VIDEO POSTPROD
Full Title: Digital Video Post-Production
Last Reviewed: 1/24/2022

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:
In this class, students will learn video post-production fundamentals using professional Non-Linear Editing (NLE) digital video software. Lessons include: Choosing Cameras, Lighting & Audio Equipment, Importing Media, Timeline Sequences, Timecode, Editing to exact total running time (TRT), Aspect Ratios, Asset Management, Transitions, Effects, Titles, Still Frames and Workflow, Multiple Sequences, 2D Key Frame Animations, Custom Effects, Green Screen Masking, Basic Compositing, JandL Audio Transitions. Students will demonstrate knowledge of these concepts will culminate in a final project 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

Limits on Enrollment:

Schedule of Classes Information:
Description: In this class, students will learn video post-production fundamentals using

professional Non-Linear Editing (NLE) digital video software. Lessons include: Choosing Cameras, Lighting & Audio Equipment, Importing Media, Timeline Sequences, Timecode, Editing to exact total running time (TRT), Aspect Ratios, Asset Management, Transitions, Effects, Titles, Still Frames and Workflow, Multiple Sequences, 2D Key Frame Animations, Custom Effects, Green Screen Masking, Basic Compositing, JandL Audio Transitions. Students will demonstrate knowledge of these concepts will culminate in a final project 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
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 2022	Inactive:	
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

Approval and Dates

Version:	01	Course Created/Approved:	1/24/2022
Version Created:	4/26/2021	Course Last Modified:	12/30/2023
Submitter:	Mike Starkey	Course last full review:	1/24/2022
Version Status:	Approved New Course (First Version)	Prereq Created/Approved:	1/24/2022
Version Status Date:	1/24/2022	Semester Last Taught:	Fall 2023
Version Term Effective:	Fall 2022	Term Inactive:	Fall 2024

COURSE CONTENT

Student Learning Outcomes:
At the conclusion of this course, the student should be able to:
1. Create short edited videos that include still frames, titles, credits, effects, transitions, multiple sequences, 2D key frame animations, basic compositing, JandL audio transitions, and mixing multiple audio sources.
2. Determine how to choose a camera best suited based on understanding specs and features before buying.

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

1. Identify, assess, and apply concepts and definitions in digital video.
2. Demonstrate the NLE user interface.
3. Prepare and import footage and files.
4. Incorporate camera, audio, and lighting techniques.
5. Evaluate the skills involved in project and file management.
6. Apply and evaluate a variety of special effects and filters.
7. Apply and evaluate animation control techniques.
8. Define and appraise various video output types.
9. Import and mix sound files for video productions.

Topics and Scope:

1. Basic digital video concepts
   a. Basic information on purchasing camera, audio and lighting equipment
   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 Timeline Panel
   c. Playing and previewing a project
3. Postproduction Techniques
   a. Still frames
   b. Titles
   c. Credits
   d. Effects
   e. Transitions
   f. Multiple audio sources
   g. Editing to a defined total running time (TRT)
   h. Exporting techniques for final video composite
4. Project and file management
   a. Project Asset Management
   b. Removing unused assets
   c. Managing a project over time
   d. Editing to a defined TRT
5. Special effects
   a. Modifying clip duration
   b. Creating time lapse, ramping, and still frame effects
   c. Synchronizing action and audio from a multi-camera shoot
   d. Creating and animating layered graphics
   e. Animation control techniques
   f. 2D key frame animations
6. Introduction to green screen and masking techniques
   a. Editing green screen
   b. Adjusting mask shapes
7. Mixing sound files
   a. Mixing multiple audio sources
   b. Creating voice over

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
    i. 2D Key frame animations
    j. Special effects
    k. Custom Titles and Credits
    l. Basic compositing
4. Projects and Exams
    a. 2-3 skill-based projects
    b. 2-3 objective quizzes
    c. 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.

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.

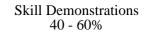|	
Problem solving exercises in list of assignments	Problem solving 20 - 40%

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.

Quizzes, 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 Classroom in a Book (2020 release) (1st). Jago, Maxim. Macromedia Press: 2020

Cut by Cut: Editing Your Film or Video (2nd). Chandler, Gael. Michael Wiese Productions: 2012 (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:	A	Auto-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
	71	Internet-Based, Simultaneous Interaction
	72	Internet-Based, Delayed Interaction
	99	Credit by Exam
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:		CS 7421AB 7422

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:	Y	Exclusively online or other technology based instruction
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