CS 74.21A Course Outline as of Fall 2015

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:

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

COURSE CONTENT

Outcomes and 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.

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.

Homework assignments; final project	Problem solving 30 - 50%

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

Final project	Skill Demonstrations 30 - 50%

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

Final objective exam	Exams 10 - 20%

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

None	Other Category 0 - 0%

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