

CATALOG INFORMATION

Dept and Nbr: CIS 75.11B Title: DIGITAL VIDEO PROD 2
Full Title: Digital Video Post-Production Techniques 2
Last Reviewed: 4/13/2015

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	2.00	8	Lecture Scheduled	16.00
Minimum	1.50	Lab Scheduled	0	8	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	28.00
		Contact Total	5.50		Contact Total	44.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 32.00

Total Student Learning Hours: 76.00

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 course focuses on the advanced features of video post-production software. Students will explore editing and special effects techniques, which include trimming, sound effects tracks, various visual effects, filters, advanced compositing, mattes, and keying. Students will create a final project utilizing these skills.

Prerequisites/Corequisites:
Course Completion or Current Enrollment in CS 74.21A (or CIS 75.11A)

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: This course focuses on advanced features of video post-production software. Students will explore editing and special effects techniques and create a final project utilizing these skills. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion or Current Enrollment in CS 74.21A (or CIS 75.11A)

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:

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:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course students will be able to:

1. Inspect and evaluate the skills involved in project and file management
2. Identify, demonstrate, and assess the concepts used to create video utilizing layer transfer mode and track matte techniques
3. Apply and evaluate a variety of special effects and filters
4. Apply and evaluate animation control techniques
5. Implement and appraise advanced masking techniques
6. Demonstrate various rendering techniques
7. Define and appraise various video output types
8. Add and mix sound files to their productions

Topics and Scope:

1. Project and file management
 - a. Removing unused footage items
 - b. Organizing a project
 - c. Working with film-resolution images
 - d. Preparing a QuickTime movie for a CD-ROM
2. Video utilizing layer transfer mode and track matte techniques
3. Special effects and filters
 - a. Using the Brightness/Contrast effect
 - b. Using the slow and fast motion effects
 - c. Creating time lapse, ramping, and freeze frame effects
 - d. Comparing various motion blur and motion effects
 - e. Using the Bevel Alpha, Gaussian Blur, and Channel Blue effects
 - f. Using the color correction and abstract filters

4. Animation control techniques
5. Advanced masking techniques
 - a. Creating and editing masks
 - b. Animating mask shapes
6. Rendering and output types
7. Mixing sound files
 - a. Synchronizing animation with audio
 - b. Using markers
 - c. Mixing techniques

Assignment:

1. Create a 5-minute video production, which will include:
 - a. Audio
 - b. Special effects
 - c. Text
 - d. Imported and captured footage
 - e. Imported files from other image editing applications
2. Students will apply the various effects to the Track Mattes to add separation and depth to their movie.
3. Read 25-50 pages per week.
4. Objective exams.

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.

None

Problem solving
0 - 0%

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

Project

Skill Demonstrations
40 - 60%

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

Multiple choice, True/false, Matching items

Exams
40 - 60%

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

None

Other Category
0 - 0%

Representative Textbooks and Materials:

1. "Editing Techniques with Final Cut Pro," by Michael Wohl - Peachpit Press 2002
2. "Motion Graphics: Graphics Design for Broadcast and Film", by Steve Curran - Rockport Publishers 2000