CS 74.21B Course Outline as of Fall 2010

CATALOG INFORMATION

Dept and Nbr: CS 74.21B   Title: DIGITAL VIDEO POSTPROD 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	1.50	17.5	Lecture Scheduled		26.25
Minimum	1.50		Lab Scheduled	0	4	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 75.11B

Catalog Description:
This course focuses on intermediate level features of professional NLE (non-linear editing) video post-production software. Students will explore editing and special effects techniques, which include trimming, sound effects tracks, various visual effects, filters, basic compositing, animation, and key frames. Students will create a final edited video project utilizing these skills.

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

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: This course focuses on intermediate level features of professional NLE (non-linear editing) video post-production software. Students will explore editing and special effects techniques, which include trimming, sound effects tracks, various visual effects, filters, basic compositing, animation, and key frames. Students will create a final edited video project utilizing these skills. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion or Current Enrollment in CS 74.21A (or CIS 75.11A)
Recommended:
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. Inspect and evaluate the skills involved in project and file management
2. Apply and evaluate a variety of special effects and filters
3. Apply and evaluate animation control techniques
4. Demonstrate various rendering techniques
5. Define and appraise various video output types
6. Add and mix sound files to video productions

Topics and Scope:

1. Project and file management
   a. Storyboarding
   b. Removing unused footage items
   c. Organizing a project
   c. Working with a defined TRT (total running time)
   d. Preparing a QuickTime movie for a CD-ROM or DVD
2. Special effects and filters
   a. Using the slow and fast motion effects
   b. Creating time lapse, ramping, and freeze frame effects
   c. Synchronizing action and audio from a multi-camera shoot
   d. Creating and animating "lower third" graphics
3. Animation control techniques
4. Introduction to masking techniques
   a. Creating and editing masks
   b. Animating mask shapes

5. Rendering and output types
6. Mixing sound files
  a. Mixing multiple audio sources
  b. Creating voice over
7. Introduction to professional DVD authoring software

Assignment:

1. Read 20-30 pages per week.
2. Weekly video editing assignments
3. Final project: Create a 3 minutes 30 seconds (00:03:30:00) video production, which will include:
  a. Audio
  b. Special effects
  c. Text
  d. Imported and captured footage
 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 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.

Weekly video editing assignments; final project	Problem solving 40 - 50%

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

Final project	Skill Demonstrations 30 - 40%

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

Multiple choice, True/false, Matching items	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:

Adobe Premier Pro CS4 Classroom in a Book, by Adobe Creative Team, Adobe Press 2008 (or most current edition)
Creating Motion Graphics with After Effects: Essential and Advanced Techniques, 4th Edition, by Chris Meyer and Trish Meyer, Focal Press, 2007
DV 101: A Hands-On Guide for Business, Government and Educators, by Jan Ozer, Peachpit Press, 2005