

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:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:

IGETC:	Transfer Area	Effective:	Inactive:
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CSU Transfer: Transferable	Effective:	Fall 2022	Inactive:
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UC Transfer:	Effective:	Inactive:
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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. 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:

In order to achieve these learning outcomes, during the course students will:

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