

DMAD 216-001- VIDEO PRODUCTION & EDITING II 3 CREDITS

SYLLABUS

CATALOG DESCRIPTION

This hands-on course focuses on the process required to create video compositions. Students will be studying composition, lighting, recording and sound recording techniques, and various script styles. Student teams will work using electronic field production techniques to create numerous projects. There is an introduction to post-production video effects.

Prerequisites: DMAD 110, ART 151, PHOT 150 or 160 or instructor permission

Co-requisites: DMAD 214

Semester Offered: Fall

Common Student Learning Outcomes

Upon successful completion of San Juan College programs and degrees, the student will demonstrate competency in...

BROAD AND SPECIALIZED LEARNING

Students will actively and independently acquire, apply, and adapt skills and knowledge with an awareness of global contexts.

CRITICAL THINKING

Students will think analytically and creatively to explore ideas, make connections, draw conclusions and solve problems.

CULTURAL AND CIVIC ENGAGEMENT

Students will act purposefully, reflectively, and ethically in diverse and complex environments.

EFFECTIVE COMMUNICATION

Students will exchange ideas and information with clarity in multiple contexts.

INFORMATION LITERACY

Students will be able to recognize when information is needed and have the ability to locate, evaluate, and use it effectively.

INTEGRATING TECHNOLOGIES

Students will demonstrate fluency in the application and use of technologies in multiple contexts.

Student work from this class may be randomly selected and used anonymously for assessment of course, program, and/or institutional learning outcomes. For more information, please refer to the Dean of the appropriate School.

Course Learning Outcomes

I. Introduce video production topics, issues, and possibilities, along with working in a team, field, and studio environment.

II. Explain and define technical aspects of video production, including pre-production, production and post-production techniques, hardware/software tools and requirements, and capture/exporting techniques, among other video technology topics.

III. Foundation of script and storyboards in planning a production including different types of storyboard and scripting formats.

Upon successful completion of the course, the student will be able to...

I. Introduce video production topics, issues, and possibilities, along with working in a team, field, and studio environment.

a. Introduce video production history, terminology, analog vs. digital issues, and creative possibilities. (L, T, I, A), (I, II)

- b. Explain differences in field and studio environments regarding shooting, editing, and producing video. (L, T, C), (I, II)
- II. Explain and define technical aspects of video production, including pre-production, production and post-production techniques, hardware/software tools and requirements, and capture/exporting techniques, among other video technology topics.
 - a. Describe and define pre-production, production and post-production techniques, including field setup, shooting techniques, camera usage, capture/exporting techniques, editing, and advanced composition techniques. (L, T, C), (I, II, III)
 - b. Ability to learn and use specific software tools related to audio and video editing. (L, T, C), (I, II)
 - c. Develop and summarize various technical aspects of video production, such as lighting, hardware needs/usage (camera, tripod, and lens), framing, scene movement, and logging video footage. (L, T, C), (I, II)
- III. Foundation of script and storyboards in planning a production including different types of storyboard and scripting formats.
 - a. Develop and complete script and storyboard using various styles and formats, as well as emphasizing the importance of writing prior to shooting video. (L, T, I, A), (II, III)
 - b. Interpret and define aspects of video design schemes, including topics such as layout, color, balance, match-on-action, and depth of field. (L, T, I, A), (II, III)

1. Faculty can input outcomes in a wide-range of formats