

Multimedia

2012-13

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OPEN 24 - 7

Course Description: This Semester long course will have students study the electronic media of television communication concentrating on video production. This will introduce students to the electronic media of television & radio communication. Most of the course will be spent learning how to use a Mini DV camera properly and how to create interesting shots. Students will also be required to use non-linear computer digital editing. Students will work in teams using a digital video camera to complete a variety of video assignments. Additionally, each student will be expected to produce edited projects complete with storyboards and final log sheets. Students will be creating a radio and video show as the largest projects, however this class is very systematic and students will be required to master the operation of equipment. Students will also be learning how to master Garageband, IPhoto, IMovie, Comic Life, & Final Cut Pro, I DVD, DV cameras and Camera techniques, and File Transfer. Students will also be introduced to microphones, specifically external microphones, sound effects, and the audio mixing board. Students will work individually and in teams using a digital video camera to complete a variety of video assignments. Each student will be required to shoot and edit a sports segment each trimester throughout the year. Each student will understand and demonstrate the jobs required to produce a 10 minute television show. Therefore students must use all time efficiently because of the demand of the class and the show. By the way, we will also have vast amounts of fun working, and growing together as a crew!!!

Course Requirements:

- Student will keep a three ring binder for all handouts and assignments
- Student may have to purchase a 60min Mini DV tape if they want one to keep an archive of their own footage. *the school will supply one, but they are shared by a group, so it is best to purchase one for \$6 from the store.
- Student will be required for some work outside of school, journalism assignments, video ,EYV etc.
- Student must understand proper uses of equipment and sign out procedures.
- Student must cooperate well working with classmates on projects

Expected levels of achievement. The student will be expected to:

1. Understand the digital system of video.
2. Understand the basic buttons and controls of a digital video camera and how to use them.
3. Understand basic camera use procedures and terms, especially preroll, backspacing, and glitches.
4. Understand video camera lenses and how they work.
5. Be able to set up a tripod and attach a camera to it.
6. Understand "Depth of Field" and be able to demonstrate variations with a camera
7. Understand shutter speeds and white balance and be able to demonstrate them with a camera.
8. Be able to demonstrate smooth camera moves when doing video work.
9. Understand good picture composition and be able to demonstrate it in video work.
10. Understand the effect of various camera angles in shooting video and use them in video work.
11. Be able to demonstrate the proper framing of scenes, subjects, and people in video work.
12. Understand "people spacing" and apply it properly to video work.
13. Be able to properly demonstrate "level of action" and "nose room" in video work.
14. Be able to identify and properly demonstrate the following camera shots: extreme, wide, medium, close-up, extreme close-up, left and right angle, high and low angle, and profile.
15. Be able to identify and properly demonstrate the following camera movements: panning, tilting, dollying, trucking, and zooming.
16. Be able to recognize a "jump cut" and know how to avoid or correct it.
17. Understand the concept, logic, and procedure of creating shot sequences.
18. Be able to create the following shot sequences: basic talk sequence, cutting on the action, entering and exiting, and point of view.
19. Understand the concept of a "cut" and be able to apply its use in videography.
20. Understand and be able to demonstrate the following camera transitions: through the camera, matching the action, leading, defocus/refocus, blank surfaces, and swish pans.
21. Understand the concepts of linear and non-linear editing and their differences.
22. Be able to use a non-linear computer program to edit video footage.
23. Be able to plan, write a script, create a storyboard for, direct, video tape, and edit two original projects that incorporate a variety of shots, camera movements, sequences, and camera transitions; all which show smooth camera moves, proper picture composition, focus, and proper framing.
24. Understand and be able to apply the 180 degree rule in Videography
25. Understand and be able to demonstrate "crossing the line"
26. Understand and be able to demonstrate the following creative camera effects: selective focus, focus pull, leads, and reveals.
27. Understand the importance of sound in Videography
28. Understand the characteristics of various microphones and to be able to choose an appropriate one for a given situation
29. Understand the importance of lighting in Videography and to be able to use existing light or create appropriate light for a variety of "shooting" situations
30. Understand and be able to apply the use of "chroma" filters in video production
31. Understand and be able to apply "IMOVIE" in video production
32. Understand and be able to apply "Final Cut" in video production
33. Understand and be able to use IDVD to make DVDs at the end of each semester
34. Understand and be able to use an audio mixer, light board, Green Screen, document camera and other equipment in a TV studio control room.
35. Be able to work as a member of a team to plan, create, assemble and air a one hour EYV
36. Be able to identify and properly demonstrate the following camera movements: panning, tilting, dollying, trucking, and zooming.
37. Be able to properly demonstrate "level of action" and "nose room" in video work.
38. Be able to identify and properly demonstrate the following camera shots: extreme, wide, medium, close-up, extreme close-up, left and right angle, high and low angle, and profile