

DART-170: DIGITAL VIDEO EDITING

Effective Term

Fall 2013

BOT Approval

01/19/2012

SECTION A - Course Data Elements

CB04 Credit Status

Credit - Degree Applicable

Discipline

Minimum Qualifications	And/Or
Art (Master's Degree)	Or
Photography (Master's Degree)	Or
Commercial Art (Any Degree and Professional Experience)	

Subject Code

DART - Digital Art

Course Number

170

Department

Digital Art (DART)

Division

Arts and Humanities (ARAH)

Full Course Title

Digital Video Editing

Short Title

Digital Video Editing

CB03 TOP Code

1002.00 - Art

CB08 Basic Skills Status

NBS - Not Basic Skills

CB09 SAM Code

E - Non-Occupational

Rationale

Adding Commercial Art discipline

SECTION B - Course Description

Catalog Course Description

Introduction to non-linear editing on the computer. Includes historical development, digital video and audio formats, techniques and theory of editing, aspect ratios, organization of the edit, desktop environment, importing digital elements, project organization, video and audio files, non-linear editing skills, applying transitions, designing titles, applying filters, digital and time line effects, importing graphics, mixing audio and video elements, synchronize sound with video, and exporting digital video projects.

SECTION C - Conditions on Enrollment

Open Entry/Open Exit

No

Repeatability

Not Repeatable

Grading Options

Letter Grade or Pass/No Pass

Allow Audit

Yes

Requisites**SECTION D - Course Standards****Is this course variable unit?**

No

Units

3.00

Activity Hours

108.00

Outside of Class Hours

54

Total Contact Hours

108

Total Student Hours

162

Distance Education Approval**Is this course offered through Distance Education?**

Yes

Online Delivery Methods

DE Modalities	Permanent or Emergency Only?
Entirely Online	Permanent
Hybrid	Permanent

SECTION E - Course Content**Student Learning Outcomes****Upon satisfactory completion of the course, students will be able to:**

1. Organize and produce an editing project from conception to final output to videotape, disk, or the Web.
2. Demonstrate proficiency in Final Cut Pro 7 basic editing and special effects techniques. the program
3. Demonstrate an understanding of editing aesthetics and the conventions underlying current industry practice, as evidenced by their final project.

Course Objectives**Upon satisfactory completion of the course, students will be able to:**

1. Analyze the social impact of commercial and fine art videos.
2. Plan a theme, premise and storyboard for a digital video.
3. Apply two-dimensional visual design theory to digital video compositions.
4. Work with the browser and bin
5. Mark clips and use insert and overwrite edits.
6. Demonstrate drag and drop editing.

7. Mark and delete clips in the Timeline
8. Trim and adjust edit points.
9. Mix audio tracks
10. Demonstrate Multi-cam editing.
11. Add titles and graphics.
12. Demonstrate various output techniques.

Course Content

1. Historical Development of Digital Postproduction
 - a. Development of digital media
 - b. The evolving postproduction environment
 - c. Impact of digital media
2. Digital Video and Audio Formats
 - a. Identifying digital video formats
 - b. Identify digital audio formats
 - c. Modifying various audio and video formats
3. Techniques and Theory of Editing
 - a. Cut on action
 - b. Cut on clean entry and clean exit
 - c. Cut on Motion
 - d. Cut away from action
 - e. Matching edits and avoiding jump cuts
 - f. Montage editing
 - g. Saving work and backing up
4. Aspect Ratios
 - a. Broadcast television 4:3
 - b. Wide screen formats 16:9
 - c. HD Television
5. Organization for the Edit
 - a. The concept of workflow
 - b. Labeling raw elements
 - c. Logging footage
 - d. Cut points based on the script
 - e. Cut points based on the audio
6. Desktop Environment
 - a. Project
 - b. Bin
 - c. Monitors
 - d. Timeline
 - e. Tool Palettes
 - f. Keyboard shortcuts
 - g. Saving work and backing up
7. Importing Digital Elements
 - a. Using Firewire
 - b. Importing and digitizing from the camera
 - c. Importing and digitizing from a video deck
 - d. Importing audio from digital formats
 - e. Compression ratios
 - f. Frames rates
8. Video and Audio Files
 - a. Use of drive space
 - b. Bins and clips
 - c. Scratch disks
 - d. Where to save
 - e. Partitioning
 - f. Raid Array
 - g. Speed

9. Non-linear Editing Skills
 - a. Insertion points
 - b. Straight cuts
 - c. Adding Transitions
 - d. Moving images from project bins and timeline
 - e. Remove and replace
 - f. Trimming
10. Applying Transitions
 - a. Analyze Effects Workflow
 - b. Explore available effects
 - c. Adjusting speed of clips (ex: slow mo)
 - d. Rendering Strategies
 - e. Fades and Dissolves
 - f. Displaying transitions on the timeline
 - g. Multiple layer effects
 - h. Intro to supplemental Digital Video Effects programs
11. Designing Titles
 - a. Compositing
 - b. Selecting Type fonts
 - c. Type sizing
 - d. Type colors
 - e. Adding an edge
 - f. Adding text to an object
 - g. Setting transparency
 - h. Types of titles
 - i. Full screen
 - ii. Over video
 - iii. Rolls
 - iv. Crawls
 - v. Type on titles
 - vi. Adding motion
12. Applying Filters
 - a. Luminance filter
 - b. Chroma adjustments
 - c. Contrast
 - d. Effects
13. Digital and Timeline Effects
 - a. Graphics Generators
 - b. Text Generators
 - c. Rendering offline workflow
 - d. Basic motion
 - e. Advanced motion
14. Importing Graphics
 - a. Square pixel
 - b. Rectangle pixels
 - c. Graphic file formats
15. Mixing Audio and Video Elements
 - a. Monitoring video
 - b. Monitoring audio
 - c. Compression and digital formats
 - d. Codecs
 - e. Encoders
 - f. Audio sample rates
 - g. Exchanging audio files
 - i. AIFF
 - ii. WAVE
 - iii. MP3
 - iv. OFMI

- 16. Synchronize Sound with Video
 - a. Linking and Sync
 - b. Audio Filters and Transitions
 - c. Voice Over Tools
 - d. Audio Levels and Soundtrack loops
 - e. Multi track console
 - f. Soundtrack basics
 - g. Soundtrack-Track adjust
 - h. Soundtrack Creation
 - i. Soundtrack Effects
 - j. Soundtrack and workflow
- 17. Exporting Digital Video Projects
 - a. Recording DVD's
 - b. Web Formats
 - c. VCD
 - d. Exporting to digital videotape
 - e. Backing up to external hard drives
 - f. Distribution
 - g. Portfolio

Methods of Instruction

Methods of Instruction

Types	Examples of learning activities
Critique	In any event, class discussion, peer critiques, individual student/teacher critiques, group projects and individual projects should be employed. B
Discussion	
Lecture	If the lecture model is employed, then in class lecture would replace the podcasts.
Other	There are a variety of methods for instruction according to the instructor's teaching style. If the course is administered as an inverted classroom model, then podcasting would be the primary means of disseminating basic information. In class methods could include group discussion to further explore the material presented. If the lecture model is employed, then in class lecture would replace the podcasts. In any event, class discussion, peer critiques, individual student/teacher critiques, group projects and individual projects should be employed. Blogging as an e-portfolio is strongly recommend as a reading/writing component in addition to self-reflection.

Instructor-Initiated Online Contact Types

- Announcements/Bulletin Boards
- Chat Rooms
- Discussion Boards
- E-mail Communication
- Telephone Conversations
- Video or Teleconferencing

Student-Initiated Online Contact Types

- Chat Rooms
- Discussions
- Group Work

Course design is accessible

No

Methods of Evaluation

Methods of Evaluation

Types	Examples of classroom assessments
Projects	Final Project based on in-class assignments that demonstrate successful application of materials, concepts, and techniques covered in this course. For example: Create a movie trailer for an original movie. You may want to study movie trailers to analyze their production values. Pay attention to the number of video clips and the pacing. Also, look at the way the narration comes in and out and the use of music and sound effects. You may use several different pieces of music if you wish. Cut to the beat of the music.
Other	Participation in critiques, class discussion, and studio maintenance. For example: After an introductory lecture and review of handouts containing key formal and critical terms, students will participate in a work-in-progress oral group critique. Students will be assessed for participation, proper use of terminology, and relevant comments regarding basic formal and material issues. Overall performance in critiques throughout the semester will be figured into the final grade.

Assignments

Reading Assignments

Selected readings from text, periodicals, and instructor-generated handouts.

For example:

Read and prepare to discuss "Most with the Least" from *In the Blink of an Eye* by Walter Murch. Read the handout covering key formal and critical terms used in content-oriented critiques.

Writing Assignments

After lectures and technical exercises on editing discover a different story out of the footage provided. Make a professional-level trailer to promote this new story you see of exactly 60 seconds in length.

SECTION F - Textbooks and Instructional Materials

Material Type

Textbook

Author

Diane Weynand

Title

Apple Pro Training Series: Final Cut Pro 7

Edition/Version

1st

Publisher

Peachpit Press

Year

2009

Proposed General Education/Transfer Agreement

Do you wish to propose this course for a Local General Education Area?

No

Do you wish to propose this course for a CSU General Education Area?

No

Do you wish to propose this course for a UC Transferable Course Agreement (UC-TCA)?

No

Course Codes (Admin Only)

ASSIST Update

No

CB00 State ID

CCC000525318

CB10 Cooperative Work Experience Status

N - Is Not Part of a Cooperative Work Experience Education Program

CB11 Course Classification Status

Y - Credit Course

CB13 Special Class Status

N - The Course is Not an Approved Special Class

CB23 Funding Agency Category

Y - Not Applicable (Funding Not Used)

CB24 Program Course Status

Program Applicable

Allow Pass/No Pass

Yes

Only Pass/No Pass

No

Reviewer Comments

Stacey Howard (showard) (Fri, 29 Sep 2023 21:17:27 GMT): Anticipated fall 2024 begin date ok as CSU/UC rearticulation not required. Is there a more recent text that can be added to this course? UC requires currency within 7 years or text listed as "classic".

Stacey Howard (showard) (Wed, 11 Oct 2023 19:33:25 GMT): Rollback: Author didn't intend to launch this course yet and it inadvertently skipped over the Dean's step.