COURSE OUTLINE OF RECORD

Number: DM G160  
TITLE: Video Editing 1

ORIGINATOR: Warren Carter  
EFF TERM: Fall 2015

FORMERLY KNOWN AS:

DATE OF OUTLINE/REVIEW: 04-27-2015

CROSS LISTED COURSE:

TOP NO: 0614.00

SEMESTER UNITS: 3.0

HRS LEC: 36.0  
HRS LAB: 54.0  
HRS OTHER: 0.0

CONTACT HRS TOTAL: 90.0

STUDY NON-CONTACT HRS RECOMMENDED: 72.0

CATALOG DESCRIPTION:

This course explores theory and techniques in digital video editing. Course covers fundamental techniques and concepts of digital video, editing principles, and visual storytelling. The course reviews the process of video editing throughout the entire development of a media project. There is an emphasis on image sequencing and story continuity, the use of visual effects, color correction, media management, narration, and industry terminology. Students will apply these concepts through a series of digital video projects that showcase effective storytelling through the use of technology.

JUSTIFICATION FOR COURSE:

PREREQUISITES:

COREQUISITES:

ADVISORIES:

ASSIGNED DISCIPLINES:

- Commercial music
- Graphic arts (desktop publishing)
- Mass communication
- Multimedia

MATERIAL FEE: Yes [ ] No [X] Amount: $0.00

CREDIT STATUS: Noncredit [ ] Credit - Degree Applicable [X] Credit - Not Degree Applicable [ ]

GRADING POLICY: Pass/No Pass [X] Standard Letter [X] Not Graded [ ] Satisfactory Progress [ ]

OPEN ENTRY/OPEN EXIT: Yes [ ] No [X]

TRANSFER STATUS: CSU Transferable[X] UC/CSU Transferable[ ] Not Transferable[ ]

BASIC SKILLS STATUS: Yes [ ] No [X]

CALIFORNIA CLASSIFICATION CODES: Y - Not Applicable

NON CREDIT COURSE CATEGORY: Y - Not applicable, Credit Course

OCCUPATIONAL (SAM) CODE: C

REPEATABLE ACCORDING TO STATE GUIDELINES: No [X] Yes [ ] NUMBER REPEATS:

REQUIRED FOR DEGREE OR CERTIFICATE: No [ ] Yes [X]

Digital Media(Certificate of Achievement)
Digital Media(Associate in Arts)

GE AND TRANSFER REQUIREMENTS MET:

CSU Transfer Course

- A. Transfers to CSU

GWC AA - Area C Arts, Literature, Philosophy, and Languages other than English
PROGRAM LEVEL LEARNING OUTCOME(S) Supported by this course:

Edit audio, video and graphic content in a digital environment.

COURSE LEVEL STUDENT LEARNING OUTCOME(S) Supported by this course:

1. Create and apply multi-layered effects into a sequence.
2. Output sequences to various platforms.
3. Apply principles and practices of non linear editing in the editing of a video sequence.
4. Apply principles of storytelling in a completed video sequence.
5. Manage data files throughout the post-production process.

COURSE OBJECTIVES:
1. Apply principles and practices of non linear editing in the editing of a video sequence.
2. Create and apply multi-layered effects into a sequence.
3. Output sequences to various platforms.
4. Apply principles of storytelling in a completed video sequence.
5. Manage data files throughout the post-production process

COURSE CONTENT:

LECTURE CONTENT:

A. Theory of editing
   1. Non linear workflow concepts
   2. Project elements organization
   3. Viewer and canvas windows
   4. Organization of clips
   5. Video to final cut transfer
   6. Digital HD video log and transfer

B. Editing clips to timeline
   1. Managing project elements
   2. Editing rough cut
   3. Overwriting and inserting edits
   4. Adding audio clips
   5. Using video and audio editing techniques

C. Finishing the rough cut
   1. Adding cutaways
   2. Editing to narration and music
   3. Copying
   4. Cutting
   5. Pasting

D. Trimming clips
   1. Ripple edit
   2. Trim on layered video tracks
   3. Trim edits and audio

E. Editing theory and techniques
   1. Trim edit
   2. Slip edit
   3. Roll edit
4. Slide edit
5. Drag edit
6. Link and sync clips

F. Advanced editing techniques
1. Creating subclips
2. Adding markers
3. Replacing edits.
4. Multi-camera editing

G. Applying transitions
1. Understanding transitions concepts
2. Applying transitions
3. Modifying transitions
4. Rendering effects

H. Mixing audio tracks
1. Editing and organizing audio effects
2. Applying audio levels concepts
3. Applying volume fades
4. Using keyframes to automate audio volume
5. Concepts of recording voice-over tracks
6. Importing music tracks

I. Creating titles principles
1. Working with video generators
2. Using text effects
3. Creating rolling credits and lower thirds
4. Building an opening title sequence using motion
5. Creating and integrating motion graphics concepts

J. Motion properties
1. Changing clip speed
2. Creating freeze frames
3. Changing clip size and position
4. Building a split screen

K. Applying filters
1. Applying and viewing filters
2. Modifying filter parameters
3. Applying audio filters
4. Using color correction

L. Project output
1. Adjusting audio for final output
2. Adjusting video for final output
3. Exporting Quicktime files and other codecs

M. Motion graphics
1. Using motion interface
2. Using layers in motion
3. Creating motion text
4. Creating motion with objects
5. Outputting motion content for sequence integration
6. Understanding video compositing

N. Encoding concept
1. Understanding video compression and formats
2. Identifying encoding types
3. Determining project settings
4. Identifying output extensions
LABORATORY CONTENT:

In the lab the student will follow the course content listed above to create short digital video projects to complete the lab assignment(s). A typical application of the course content could include the following:

A. Nonlinear workflow plan  
B. Obtain material to be edited  
C. Edit rough cut  
D. Trim clips  
E. Apply transitions  
F. Mix audio tracks  
G. Create title  
H. Create motion graphic elements  
I. Apply color correction and filters  
J. Encode the project

METHODS OF INSTRUCTION:

A. Lecture:  
B. Lab:  
C. Online:  
D. Independent Study:

INSTRUCTIONAL TECHNIQUES:

Instructional techniques used for the course include lecture, demonstration, hands on labs and online discussion

COURSE ASSIGNMENTS:

Reading Assignments  
Text  
Websites  
Handouts  

Out-of-class Assignments  

Writing Assignments

A. Prepare written critiques of production techniques for assigned films and television programs.  
B. Research and write a paper that examines a contemporary filmmaker. C. Discuss his/her style and the link to theories and concepts discussed in class.

METHODS OF STUDENT EVALUATION:

Midterm Exam  
Final Exam  
Short Quizzes  
Written Assignments  
Essay Examinations  
Objective Examinations  
Report  
Projects (ind/group)  
Problem Solving Exercises  
Oral Presentations  
Skills Demonstration  

Demonstration of Critical Thinking:

The student shall create a short video project using multi-layered audio
Required Writing, Problem Solving, Skills Demonstration:
The student shall create a short video project using multi-layered audio and video with integration of motion graphics.

TEXTS, READINGS, AND RESOURCES:
TextBooks:

LIBRARY:
Adequate library resources include: Print Materials
Non-Print Materials
Online Materials

Comments:

Attachments:
Attached Files