



GEORGETOWN
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CSC 516A

Digital Video Techniques (3 hours credit)

Syllabus, Spring 2008; Monday evenings, 4:50p-8:20p

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<http://spider.georgetowncollege.edu/music/burnette/index.html>

COURSE DESCRIPTION: An introduction to digital video file creation, editing and storage with respect to applications in web environments, multimedia presentations, and for other professional purposes. Topics will include incorporating video transitions and effects, importing photos or artwork, importing and editing sound, adding titles and credits, converting visual analog formats to digital, and other related subjects. The course will use Windows Movie Maker software.

TEXTBOOK: Texts are not required. They will be placed on Reserve in the LRC.

Buechler, John. *Movie Maker 2: Do Amazing Things!* Redmond, Washington: Microsoft Press, 2004. ISBN: 0-7356-2014-8

Underdahl, Keith. *Digital Video for Dummies*, 3rd edition. New York: Wiley Publishing, Inc., 2003. (includes CD) ISBN: 0-7645-4114-5

REQUIRED MATERIALS: You will need to have access to a camcorder to complete the video projects. If you do not own one, perhaps you can borrow one from a colleague or your school, or from someone else in class. You will also need a means of transporting to class video that you have shot. Digital video storage can require massive amounts of space (3.6MB per second), although our projects will generally be short and manageable. Either save your video clips to a 700MB CD-R (not RW), or use a large jump drive. You can then save to your Y: drive on campus (which is not without risk).

COURSE OBJECTIVES: By the conclusion of the course, you should be able to: (1) record video using a camcorder, (2) import analog or digital video files into a computer, (3) compile a professionally polished video creation using nonlinear editing, (4) create video clips from longer video pieces, (5) apply transitions between video clips, (6) apply special effects to video clips, (7) add music files to video, (8) define common terms associated with digital video technology, (9) produce a professional-quality storyboard for a video shoot, (10) describe and/or execute common video production techniques, such as camera moves, types of shots, lighting considerations, and other technical issues discussed in class.

This course emphasizes the following goals of the Georgetown College Education Program: **Critical Competencies and Understandings**. A. General Competencies: 3. Effective Communication, 5. Expertise in the specialty. B. Professional Competencies: Instruction: 6. Demonstrate new concepts, 8. Use varied approaches to teaching, 9. Engage students in the learning process, 11. Be flexible, adaptive, creative, 12. Use technology appropriately, 14. Encourage critical and creative thought, 15. Create an environment that supports and enhances learning. **Ethical Values**. C. Develop personally and professionally: 1. Importance of continuing professional growth, 2. Importance of continuing personal growth, 5. Recognize the value of lifelong learning. **Reflective Practice**. 1. Function as an independent autonomous decision-maker, 2. Recognize the importance of continuous reflection, 4. Make changes in instruction based on reflective practice.

REQUIREMENTS OF THE COURSE: Outlined on *Contract for Grade* form. (1) Research Paper or additional Drama Segment video, if contracted, (2) One exam, (3) three video projects: (a) 30"-60" TV-type Commercial or PSA, (b) 2'-3' Music Video or Interview, (c) 4'-5' Instructional Video or a Tour of Campus, Town, Home or Property. (See project descriptions on the course web.)

Regarding Digital Video Projects: ***It is your responsibility to adhere to applicable copyright laws and fair-use guidelines.***

COURSE OUTLINE

The first several classes will be spent gaining familiarity with digital video technologies, techniques, and principles, and with Movie Maker, Storyboard Pro, and, to a lesser degree, Audacity (audio editing software). The remainder of the course will involve laboratory experience shooting and editing video projects, both of which can take enormous amounts of time.

Week One January 14	<p>Introduction to the Course Film School in a Box / <i>Time and Again</i> (<\$5k!) DVD PN 1995.9 .S87 2005 vols. 1-8 Vol. 1 Bonus Features / Director's Commentary (1 hr.) Vol. 2 Pre-Production (7 min.) Props (3 min.) Getting Equipment (stop @ 17 min.) Vol. 3 Directing (20 min.) Acting (7 min.) Vol. 4 Tips and Tricks (6 min.) Vol. 5 Editing (10 min.) Digital Effects (10 min.) Writing the Music (10 min.) (opt.) (2.5 total) A Simple Video Editing Project (in-class project)</p>
January 21	**MLK Jr. Day, NO CLASS**
Week Two January 28	<p>Movie Maker Tutorial Exercises (2.0 total) Trimming Unwanted Parts (in-class project)</p>
Week Three February 4	<p>Video Production Tips (PowerPoint) Adding Music & An Audio Voice-over (in-class project) Titles and Captions (in-class project)</p>
Week Four February 11	<p>Storyboard Pro Tutorials Audacity quick overview (recording software, a free download) Still Pix (in-class project) Disappearing Act (in-class project)</p>
Week Five February 18	<p>Capturing Video (field trip to my office) from VHS, DVD, Camera (FireWire v. USB) <i>Exam Review</i> Discuss optional Research Paper and Drama Segment J and L Cuts (Split Edits) (in-class project)</p>
Week Six February 25	<p>Digital Video Techniques Exam Discuss Project One: TV Commercial or PSA (30"-60") Begin work on Project One (e.g., storyboarding)</p>

Week Seven March 3	Project One Field/Lab Work
Week Eight March 10	Project One Class Presentations (TV Commercial or PSA) Discuss Project Two: Music Video or Interview (2'-3') Begin work on Project Two (e.g., storyboarding)
G C SPRING BREAK	
Week Nine March 24	Project Two Field/Lab Work
Week Ten March 31	Project Two Class Presentations (Music Video or Interview) Discuss Project Three: Instructional Video or Tour of Campus, Town, Home or Property (4'-5') Begin work on Project Three (e.g., storyboarding)
Week Eleven April 7	Project Three Field/Lab Work
Week Twelve April 14	Project Three Class Presentations Drama Segment Presentations (if contracted) Research Paper due (if contracted)

EVALUATION: Each graduate student will contract for a grade. See form at end of syllabus. Also, see Attendance.

ATTENDANCE: Attendance at the first six class meetings is strongly encouraged, however, you will be allowed *one excused* absence. (If you should have a professional conflict, I will need a written excuse/e-mail from your principal.) A second, unexcused absence will result in the lowering of your contracted grade by one letter for each additional absence beyond the one excused absence during the first half of the course. If an emergency situation arises, individual arrangements should be made with the professor. Because of the extensive amount of time required outside of class for video shooting, attendance will be flexible during the second half of the course when Field/Lab Work is indicated on a given date.

ACADEMIC HONESTY POLICY: See Honor System in Student Handbook.

BIBLIOGRAPHY:

Caruso, James R.; Arthur, Mavis E. *Camcorder Magic: 50 Ways to Make Exciting Videos*. Wilton, Connecticut: Wilton House, 1992. ISBN 0-88705-667-9

Flynn, Deras. *TechTV's Guide to Creating Digital Video Like a Pro*. Indianapolis, Indiana: Que, 2002. ISBN 0789726564

Jack, Keith. *Video Demystified: A Handbook for the Digital Engineer*. Amsterdam: Boston Elsevier, 2005. ISBN 0750678224

Kerner, Marvin M. *The Art of the Sound Effects Editor*. Newton, Massachusetts: Butterworth-Heinemann, 1989. ISBN 0-240-80008-7

Ohio, Denise. *Five Essential Steps in Digital Video: A DV Moviemaker's Tricks of the Trade*. Indianapolis, Indiana: Que, 2002. ISBN 0789726157

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Rose, Jay. *Producing Great Sound for Digital Video*. San Francisco: CMP Media, 1999. ISBN 0879305975

- Sadka, Abdul H. *Compressed Video Communications*. West Sussex, England, New York: John Wiley & Sons, Ltd. (UK), 2002. ISBN 0470843128
- Saylor, Steve. *Beginner's Guide to Digital Video Production*, Vols. 1 & 2. (VHS). Venice, California: First Light Video, 2000.
- Stauffer, Todd. *Get Creative!: The Digital Video Idea Book*. New York: McGraw-Hill Professional, 2003. ISBN 0072229292
- Tomaric, Jason J. *Film School in a Box*, Vols. 1-8 (DVD). Venice, California: First Light Video, 2005.
- Underdahl, Keith. *Digital Video for Dummies*, 3rd ed. New York: John Wiley & Sons, Inc., 2003. ISBN 0-7645-4114-5
- Utz, Peter. *Today's Video: Equipment, Setup, and Production*. Englewood Cliffs, New Jersey: Prentice-Hall, Inc., 1987. ISBN 0-13-924499-9
- Videomaker Magazine Editors. *The Videomaker Handbook: A Comprehensive Guide to Making Video*. Boston: Focal Press, 1996. ISBN 0-240-80226-8
- Winston, Steward. *Digital Video Solutions*. Cincinnati, Ohio: Muska and Lipman Publishing, 2002. ISBN 192968553X
- Zettl, Herbert. *Video Basics 4*. Belmont, Calif.: Wadsworth/Thomson Learning, 2004. ISBN 0-534-61245-8

Digital Video Techniques
CONTRACT FOR GRADE FORM

Requirements for a grade of **A**:

- **Option one:** Write a research paper of appropriate length to fully discuss your chosen subject on an approved topic relating to digital video or technology in your particular field. The paper should ideally involve some topic which is of interest to you, and which will be of potential benefit to you in your professional area. See [Guidelines for Research Paper](#) on main web page. **DO READ THE GUIDELINES** if you want your paper to be accepted. **Option two:** In place of the research paper, shoot an additional video consisting of at least a 5-minute drama segment similar to that of a soap opera or other dramatic program. The script may be original or borrowed. **Note:** The paper or drama segment will not be factored into course percentages, but will simply be considered Satisfactory or Unsatisfactory.
- Earn a **mean score of at least 93 points** on the Exam and the three Digital Video Projects: (1) 30"-60" TV Commercial *or* PSA, (2) 2'-3' Music Video *or* Interview, (3) 4'-5' Instructional Video *or* Tour of Campus, Town, Home or Property. See *Video Project Rubric* re method of evaluation. (Exam = 30%. Project One = 15%. Project Two = 25%. Project Three = 30%.) Be *sure* to think through your video projects in minute detail via Storyboard Pro before you begin shooting.
- See [Video Project Descriptions](#) on main 516 web page for guidelines.

Requirements for a grade of **B**:

- Earn a **mean score of at least 85 points** on the Exam and the three Digital Video Projects: (1) 30"-60" TV Commercial *or* PSA, (2) 2'-3' Music Video *or* Interview, (3) 4'-5' Instructional Video *or* Tour of Campus, Town, Home or Property. See *Video Project Rubric* re method of evaluation. (Exam = 30%. Project One = 15%. Project Two = 25%. Project Three = 30%.) Be *sure* to think through your video projects in minute detail via Storyboard Pro before you begin shooting.
- See [Video Project Descriptions](#) on main 516 web page for guidelines.

Requirements for a grade of **C**:

- Earn a **mean score of at least 75 points** on the Exam and the three Digital Video Projects: (1) 30"-60" TV Commercial *or* PSA, (2) 2'-3' Music Video *or* Interview, (3) 4'-5' Instructional Video *or* Tour of Campus, Town, Home or Property. See *Video Project Rubric* re method of evaluation. (Exam = 30%. Project One = 15%. Project Two = 25%. Project Three = 30%.) Be *sure* to think through your video projects in minute detail via Storyboard Pro before you begin shooting.
- See [Video Project Descriptions](#) on main 516 web page for guidelines.

If you do not meet the requirements of the grade for which you contract, you may expect to receive a grade equivalent to the work which you have satisfactorily completed. Please return this form to me on or before the third class meeting.

I contract for a grade of: _____.

If you contract for an A, indicate your project choice: ___ Research Paper ___ Drama Segment Video

(Signature)

(Date)