

# Syllabus: DCC ART 208 Video Techniques

- *aka "X-Media Video Techniques (Creates & combines still pics and motion video in a variety of media distribution formats):*
- **Instructor Information**
  - Terry McGhee (Instructor)
  - 434-250-9410 (Cell)
  - [rtechy@gmail.com](mailto:rtechy@gmail.com) (Main)
  - [tmcghee@halifax.k12.va.us](mailto:tmcghee@halifax.k12.va.us) (Alternate)
  - Office hours by appointment
- **Class meetings:**
  - Tu & Th 6-8:30/9 PM (Lectures and Labs)
- **Students will need:**
  - 4 GB or larger Flash drive (with at least 3 GB of available space each week)
  - Personal email domain address that ends as [someone, something] @gmail.com (For example, rtechy@gmail.com--my actual email address)
    - Get one here: <https://www.google.com/accounts/NewAccount>

## Course Overview

- **X-Media Video Techniques: Projects in Personal, Public Interest, Abstract, Collaborative Domains** Intro to Video presents students with the opportunity to create and experiment with a variety of time-based work demonstrated in four domains:
  - **Personal, Public Interest, Abstract and Collaborative.****Personal:** work in which the students turn the camera and their editing skills on themselves to create a personal video experiences
  - **Public Interest:** work in which the students turn the camera and their editing skills on and create a video for the benefit of some other entity (educational, public, or commercial).
  - **Abstract:** work in which the student turns the camera and their editing skills toward creating a video for purpose of expressing a thought or message in a non-conventional or way.
  - **Collaborative:** work in which four or less students turn the camera and their editing skills on creating a personal, public interest, or abstract video for a clearly established purpose/objective.

## Activity

- Students will Explore/experiment with basic video production and post-production skills using Final Cut Pro and a variety of digital cameras and audio recording devices.
- Short assignments or readings will be due for class each week: tutorial presentations
- Each week 10 students will present a video techniques tutorial to the class
- Each week all non-presenting students will critique the videotutorials of the presenters
- Four - six class projects will be assigned:
- A final "exam" video no more than 5 minutes in length that focuses on either the personal, public interest, abstract, or collaborative domain will be due at the end of the semester.
- A collective **portfolio** of all the student's work projects **MUST** be maintained & turned in at semester end.

## Main Objectives

- Understand the scope and depth of digital video production and related careers
- Acquire personal knowledge & skill relative to video production terms & tools
- Examine varying approaches to time-based video production work
- Deliver a variety of projects that take place in personal, public interest, abstract, collaborative domain
- Learn basic editing techniques using Final Cut Pro 7
- Learn to index, prioritize, and produce a personal video skill portfolio from modeling, instructional, collaborative, and personal experiences
- All Required Reading – Will be assigned one week before review and testing. You will not be able to complete required reading assignments within 30 minutes of a scheduled class.

## Course Requirements

- Class attendance
  - Progressive Participation in assigned projects
  - Complete video term post test at 100% accuracy
  - Progressive Participation in group discussion/critiques
  - Completion, screening, and presentation of final portfolio project

**Danville Community College Attendance Policy**

It is the philosophy of Danville Community College that student and faculty interactions are critical to the learning process. Class attendance enhances this process. Regular attendance is thus expected of students. Students missing twenty-five (25%) or more of the total time allocated for classes and/or labs may be administratively withdrawn from the course upon recommendation of the instructor. Students who are administratively withdrawn prior to the completion of 60% of the classes and/or labs will be issued a grade of “W.” After that point, students who are administratively withdrawn will be issued a grade of “F.” Faculty has the discretion to establish more restrictive policies, which have been published in this course outline. Faculty also have the option to excuse a student when documented, mitigating circumstances prevent the student from attending a class or lab session.

<b>Grading</b>
Ungraded class pretest on video production terms and tools
<ul style="list-style-type: none"> <li>• 25% Class attendance –</li> <li>• 25% Participation in classroom discussion/Projects/Reviews/Presentations/ –</li> <li>• <a href="#">25% Weekly Tutorials</a></li> <li>• 25% Final portfolio project –</li> <li>• Instructor reserves the right to make course and assignment changes as conditions dictate.</li> </ul>
Grading Elements/ <a href="#">Rubric</a> (Attendance, Modeling, Performance, Art/Presentation, Review-Response, Portfolio)

<b>X-Media (Video-centric) Typical Grading Rubric</b>	<b>Max Score (5-4)</b>	<b>Average</b>
<b>Modeling</b>	<ol style="list-style-type: none"> <li>1. Clearly understands <b>value</b> and <b>drawbacks</b> of models relative to learning</li> <li>2. Can design/create an original model that others can follow</li> <li>3. Can clearly distinguish differences between models that have very slight differences</li> </ol>	<ol style="list-style-type: none"> <li>1. Generally of models re</li> <li>2. Can follow a new produ</li> <li>3. Usually dist differences that have sig differences</li> </ol>

**Workmanship & Performance**

1. Always participates in class
2. Initiates participation
3. Actively encourages classmates to participate
4. Almost always comes to class prepared for assigned work
5. Constantly initiates and completes research on topics of self and class interest
6. Almost always follows well

1. Regularly at
2. Usually part activities
3. Supportive participation
4. Usually pre work
5. Usually can research a c task

thought out plans and proven procedures; creates and shares new procedures

6. Usually plan projects and procedures

**Art/Presentation: Forms of art:**

1. Presentation product follows an appropriate, concise outline; main and detail points are very clearly expressed to audience
2. Presentation product clearly and dynamically recognizes

1. Presentation an outline a are generally audience

**Form, Line, Shape, Color, Texture, Space and Value**

the characteristics of the audience and frequently encourages appropriate audience acceptance, comment, and/or participation

2. Presentation generally re characteristi and encoura participation

**Principles of Art: Emphasis, Balance, Harmony, Variety, Movement, Rhythm, Proportion an Unity**


3. Presentation product clearly exceeds defined project requirements
4. Consistently uses grammatically correct language in video, audio, oral,

3. Presentation defined pro
4. Typically us correct lang audio, oral a

nd written project/  
presentation formats

project/pres

<p><b>Reflection</b></p> <p><b>(Review-Response)</b></p>	<ol style="list-style-type: none"> <li>1. All reviews are thoughtful, constructively critical, and well-balanced</li> <li>2. Responses are almost always positive; appropriate suggestions or corrections are</li> </ol>	<ol style="list-style-type: none"> <li>1. Generally, appropriate demean the</li> <li>2. Responses a positive; ap suggestions</li> </ol>

	<p>quickly incorporated into projects;</p> <p>3. New ideas are often formed and presented as a result of the comments of others</p> <p>1. Student frequently challenges conventional designs for better or new purposes</p>	<p>sometimes projects</p> <p>3. New ideas are formed and result of the others</p> <p>1. Student usu</p>
<p><b>Google Juice</b></p> 	<p>2. Student frequently observes common behaviors and formally suggests relative improvements directed toward improving class</p> <p>3. Student constantly demonstrates pursuit or creation of new ideas, designs, innovation, and thoughtful, customer-oriented insight</p>	<p>conventiona</p> <p>2. Student occ common be</p> <p>requests imp class produc</p> <p>3. Student occ demonstrate creation of designs, inn thoughtful insight</p>
<p><b>Portfolio</b></p>	<p>1. Portfolio design is clear, consistent, and relatively original from beginning to end.</p> <p>2. Portfolio exceeds content requirements but sticks to design</p> <p>3. Portfolio clearly exhibits the student's mastery of modeling, performance, presentation, reflection, and</p>	<p>1. Generally, a is evident an beginning to</p> <p>2. Portfoliome requirement</p> <p>3. Portfolio ge</p>
	<p>3. Portfolio clearly exhibits the student's mastery of modeling, performance, presentation, reflection, and</p>	<p>student's use performance reflection, a</p>
	<p>modeling, performance, presentation, reflection, and</p> <p><b>Google Juice</b></p>	

**Attendance**

Always in class and On time

Usually in class and

	Assig rments	Notes
1	Readings: <a href="#">Is Content Still King?</a> Final Cut Pro part one: Learning the FCP Interface	



	<p>Readings: <a href="#">11 FCP Workflow Process</a>  Final Cut Pro part two: The FCP Interface</p>	
3	<p>Week Beginning: <a href="#">In Search of a Backup Strategy</a>  Readings:  Final Cut Pro part three: Rough Cut Editing</p>	
4	<p>Week Beginning:  Readings: <a href="#">Pixel? Picture Aspect Ratios the Same?</a>  Final Cut Pro part four</p>	
5	<p>Week Beginning:  Readings: <a href="#">Graphics to Video and Non-Square Pixels</a>  Final Cut Pro part five</p>	
6	<p>Week Beginning:  Readings: <a href="#">AppleProRes</a>  Final Cut Pro part six</p>	
7	<p>Week Beginning:  Readings:  Final Cut Pro part seven</p>	
8	<p>Week Beginning:  Readings:  Final Cut Pro part eight</p>	
9	<p>Week Beginning:  Readings:  Final Cut Pro part nine</p>	
10	<p>Week Beginning:  Readings: <a href="#">Using a Vectorscope</a>  Final Cut Pro part ten</p>	
11	<p>Week Beginning:  Readings:  Final Cut Pro part 11</p>	
12	<p>Week Beginning:  Readings:  Final Cut Pro part 12</p>	
13	<p>Week Beginning:  Readings:  Final Cut Pro part 13</p>	
14	<p>Week Beginning:  Readings:  Final Cut Pro part 14</p>	
15	<p>Week Beginning:  Readings:</p>	

	Final Cut Pro part 15	
16	Week Beginning: Readings: Final Cut Pro part 16	
17	Week Beginning: Readings: Final Cut Pro part 17	
18	Week Beginning: Readings: Final Cut Pro part 18	
	Week Beginning: - FINAL PROJECTS DUE for crits	

Projects	
1. Trick me: Where are is this? Where is this really	
2. Lighting in a circle	
3. Perspectives	

**Very Important Notes:**

- **Last Day to Withdraw with Full Tuition Refund – January XX, 2010**
- **Last Day to Withdraw Without Mitigating Circumstances – March XX, 2010**
- ***Children are not allowed in any classrooms or computer labs, nor should they be left unattended in any part of the building. Only Southern Virginia Higher Education students are allowed to use the computers. You should not give your computer account to anyone.***