

[illegible]

Tuesday and Thursday 10:30 - 12:45pm, RM E-301

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Office Hours: Tuesday/Thursday - 1pm-3pm, office C740

In this class we will learn how to edit and produce video for the web. We will also cover topics such as basic special effects, compression formats, and design theory. In addition to technique we will work on general artistic theory and concepts as well as develop the ability to critique one's own and other's videos.

## &lt;requiredmaterials&gt;

There is no book required for the class. Instead most of the lessons will be referenced online, in lectures and in digital readings.

&lt;/requiredmaterials&gt;

***My pet peeves*** - Please do not check phones during class. Please do not go on web pages other than the ones relevant to class. If I see you doing these things it will equal one late. The reason behind this is that we must practice developing our attention spans. If you cannot focus in front of a computer it is impossible to succeed in this field.

<attendancepolicy>

Your on-time attendance is required. Attendance is taken at the beginning of class. If you are absent, you are responsible for

getting missed information and homework assignments from your colleagues and Blackboard and coming to the next class fully prepared.

5 minutes late = 1 late

15 minutes late = 1 absence.

3 lates = 1 absence.

3 absences = Automatic withdrawal.

Final critique absence = F

Participation - You are required to be an active participant in online and offline aspects of this class, including discussions and critiques.

All work is due at the start of class. late work is marked down 1 grade per class until a D. The last day to hand in late work is the class before the final critique.

**</attendancepolicy>**

**<grades>**

This is a project based class. Handing in projects completed and on-time is the most important part of your overall grade. Every project will be a link you created online and will be emailed to me before class in a semi-formal, professional email.

All projects, including the final, make up 80% of your grade. Participation and attendance make up 20%.

Creative work is evaluated based on its uniqueness and the demonstration of technical understanding. Students are always encouraged to take risks and try new things.

**</grades>**

**<academicintegrity>**

This course is taught in compliance with LaGuardia's Academic Integrity Policy. Students who submit plagiarized work, or commit other acts of academic dishonesty will receive a failing grade and may face more serious penalties as articulated by the Academic Standings Committee. Copies of the Academic Integrity Policy are available in the Vice President of Student Affairs and Enrollment Management Office, the Student Government Office, the Student Life and Development Office, Counseling Cluster offices and the Library.

</academicintegrity>

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**/\*SCHEDULE\*/**

/\*!SUBJECT TO CHANGE!\*/

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.weekOne{
-Intro to AdobePremiere
-Creating and finding footage
-3-point lighting
-Basic video editing techniques
-Video Formats and aspect ratios for the web
-Exporting video
-First assignment: find footage and create your own to use in class
next week.
}
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.weekTwo{
-Buying and setting up WebSpace
-Installing WordPress blog and customizing it
-Hosting your own video vs using Youtube or Vimeo
-Copyright issues
-Second assignment: video narrative or poem using created and found
footage
}
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.weekThree{
-Tricks in video editing
-Stop motion video
-Begin third assignment: magic tricks
}
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.weekFour{
-Work on third assignment
-Sound and sound editing
-Compositional concerns, mise-en-scene
}
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.weekFive{
-Intro to AfterEffects
-Getting crazy with effects
-Keyframes
}
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-Intro to 4th assignment: music video  
}

.weekSix{  
-Continue work on music video  
-Color correction  
-Motion tracking  
-Objects that react to sound  
}

.weekSeven{  
-More AfterEffects  
-Blasters, lasers, light sabers, explosions  
-5th project: Magic Video#2  
}

.weekEight{  
-Continue work on 5th project  
-Time: looping, slowing and speeding down  
-Intro to masks  
}

.weekNine{  
-More advanced special effects  
-3D layers  
-Basic animation  
}

.weekTen{  
-Intro to final project  
-Developing a workflow that supports your project  
}

.weekEleven{  
-Lab time for final project  
-Basics refreshers  
}

.weekTwelve{  
-Final project work  
}

