

# BUTTE COLLEGE

## COURSE OUTLINE

### I. CATALOG DESCRIPTION

**MSP 10 - Digital Video Design and Production**

**3 Unit(s)**

**Prerequisite(s):** NONE

**Recommended Prep:** Reading Level IV; English Level III

**Transfer Status:** CSU

34 hours Lecture

51 hours Lab

This course introduces students to the use of computer and video editing software to create video sequences. Students will use computers to apply the basic concepts of video editing as used in TV, film, computer games, animation, internet design and other image based media.

### II. OBJECTIVES

Upon successful completion of this course, the student will be able to:

- A. Construct a video using proper design production and editing techniques.
- B. Create a video to motivate a target audience to take a specific action.
- C. Demonstrate effective workflow and file management strategies.
- D. Prepare projects and work with the video software preference settings.
- E. Identify and use the terminology of video production.
- F. Use video design concepts and apply them in critiques.

### III. COURSE CONTENT

#### A. Unit Titles/Suggested Time Schedule

		Lecture	
<u>Topics</u>			<u>Hours</u>
1. Prepare and Organize Materials			2.00
2. Understanding the video software Interface			3.00
3. The Capture Process			1.00
4. Build Your Story			3.00
5. Organize Your Story			3.00
6. Trim Your Story			3.00
7. Multi-clips			3.00
8. Audio			3.00
9. Transitions			3.00
10. Text, Titles, and Graphics			1.00
11. Motion Effects			3.00
12. Filters and Keying			2.00
13. Output Your Project			2.00
14. Archiving Your Project			1.00
15. Final Critique			1.00
Total Hours			34.00

Lab

<u>Topics</u>	<u>Hours</u>
1. Prepare and Organize Materials	4.00
2. Understanding the Video software Interface	5.00
3. The Capture Process	2.00
4. Build Your Story	5.00
5. Organize Your Story	3.00
6. Trim Your Story	3.00
7. Multi-clips	4.00
8. Audio	5.00
9. Transitions	4.00
10. Text, Titles, and Graphics	2.00
11. Motion Effects	3.00
12. Filters and Keying	3.00
13. Output Your Project	3.00
14. Archiving Your Project	3.00
15. Final Critique	2.00
Total Hours	51.00

#### **IV. METHODS OF INSTRUCTION**

- A. Lecture
- B. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- C. Lab Applications
- D. Assigned projects: based on class text, lecture and students career goals

#### **V. METHODS OF EVALUATION**

- A. Homework: Storyboards and concept designs
- B. Participation in critiques of in-class projects
- C. Assigned projects and reading
- D. Design and production of in class projects

#### **VI. EXAMPLES OF ASSIGNMENTS**

- A. Reading Assignments
  - 1. Read the handout relating to video techniques supplied by instructor. Discuss in class.
  - 2. Research and critique a film review and share with the class.
- B. Writing Assignments
  - 1. Research an industry professional and write a one page biography on the individual. Share with the class.
  - 2. Write a timeline based on an in-class video assignment. Share with the group.
- C. Out-of-Class Assignments
  - 1. Record a one minute video in your community and share an in-class critique.
  - 2. Videotape an interview with another student relating to their career path. Share with class.

#### **VII. RECOMMENDED MATERIALS OF INSTRUCTION**

Textbooks:

- A. Jordan, Larry, Lynda.com books. Final Cut Pro X. 1st Edition. Peachpit Press, 2012.

Materials Other Than Textbooks:

- A. Related readings in trade journals, magazines and books in the Butte College Library
- B. Instructor prepared handouts
- C. Guest lectures/teleconferences

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