

# Advanced Digital Video

## ART 105

Spring 2026 Section 01 Hybrid 3 Unit(s) 01/22/2026 to 05/11/2026 Modified 01/19/2026

### Course Information

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Advanced exploration of digital video within the context of conceptual art practice. This course focuses on collaborative short film production, combining pre-production planning, video editing, 3D compositing, and motion graphics. Students will work in teams of 3-4 to develop, produce, and complete a short film (3 minutes maximum) over the course of the semester.

Prerequisite: ART 75 or permission of instructor.

Credits: 3 Units | Lab 9 hours | Letter Graded

Course Format: Hybrid Structure

MONDAY (In-Person) - Art Building 241

Team collaboration and production work sessions, shooting footage (green screen available in lab), group critiques and feedback sessions, storyboarding and pre-production activities.

WEDNESDAY (Asynchronous) - Online

Pre-recorded technical demonstrations covering Blender, After Effects, Premiere Pro, and Runway AI.

Demo homework: recreate demonstrated workflows individually. All demos posted to Discord and recorded for reference.

### Course Description and Requisites

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Advanced exploration of digital video within the context of conceptual art practice. Focus on issues and applications of digital technology and critical thinking in art with specific focus on video, the Internet and alternative media applications.

Prerequisite: ART 75 or permission of instructor.

Misc/Lab: Lab 9 hours.

Letter Graded

# Program Information

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Department Name: Art and Art History  
Department Office: ART 116  
Department Website: [www.sjsu.edu/art](http://www.sjsu.edu/art)  
Department Email: [art@sjsu.edu](mailto:art@sjsu.edu)  
Department phone number: 408-924-4325

## Course Learning Outcomes (CLOs)

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- L01: Develop collaborative filmmaking skills through team-based production
- L02: Create storyboards and prepare production planning documents
- L03: Identify and transcode digital video using industry-standard codecs and resolutions
- L04: Create high quality digital assets using rasterized, vector, and generative sources
- L05: Capture, generate and edit digital video using Adobe Premiere Pro
- L06: Produce complex motion graphic compositions using Adobe After Effects and Blender 3D
- L07: Composite live-action footage with 3D elements in virtual environments
- L08: Screen and exhibit completed final projects

## Course Materials

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### Software (Free)

Blender 4+ - Download free at [blender.org](http://blender.org)

Adobe Creative Cloud - Free for SJSU students at [sjsu.edu/ecampus/teaching-tools/adobe](http://sjsu.edu/ecampus/teaching-tools/adobe)

### Required Hardware

External Hard Drive: 500 GB minimum - MANDATORY

3-Button Mouse: Required for Blender operations - MANDATORY

Smartphone: For capturing footage (digital cameras also available in lab)

### Lab Resources Available

Large green screen setup in Art 241, digital cameras, tripods, lighting equipment, and iPhone camera mounts.

# Course Requirements and Assignments

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Students work in teams of 3-4 to produce a short film (3 minutes maximum). The four projects build progressively toward your final film:

Due Date	Assignment	Description	%
Feb 23	#1 Storyboard + Animatic	Visual planning and edited storyboard with sound	20%
Mar 23	#2 Production + Compositing	Shot footage composited with 3D elements in Blender	20%
Apr 20	#3 Rough Cut + Critique	Complete rough cut assembly with peer feedback	20%
May 11	#4 Final Film	Polished final short film screening	40%

## Project Descriptions

### Project 1: Storyboard + Animatic (20%)

Teams will develop their short film concept and create a complete storyboard. The storyboard will be edited together in Premiere Pro as an animatic with temporary sound/music. This project establishes your vision before any footage is shot.

Requirements: Written concept pitch (approved by instructor), complete storyboard covering entire short film, animatic edited in Premiere Pro with sound, submit via Canvas as YouTube link.

### Project 2: Production + Compositing (20%)

Teams shoot their footage and learn to composite live-action with 3D elements using Blender. Green screen footage will be keyed and integrated with 3D assets to create virtual environments.

Requirements: Green screen footage shot by your team, at least three 3D assets (found assets encouraged), composited scenes rendered from Blender, format 1920x1080, exported via Media Encoder.

### Project 3: Rough Cut + Critique (20%)

Teams assemble a complete rough cut of their short film. Class critique sessions will provide structured feedback from peers and instructor. Teams will develop revision plans based on feedback.

Requirements: Complete rough cut (all scenes, even if unpolished), sound design in progress, written revision plan based on critique feedback.

### Project 4: Final Film (40%)

The culminating project: your team's polished short film (3 minutes maximum). Final screening will be open to friends and family. Sound is required.

Requirements: Polished final edit incorporating critique feedback, complete sound design and color correction, maximum 3 minutes runtime, screening presentation to class (friends/family welcome).

## ✓ Grading Information

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Each project will be graded on:

The Work: 70%

Participation in Class: 30%

Participation includes: attending class, completing demo homework (individual), contributing to critiques, and communicating with your team and instructor.

Demo Homework: After each technical demo, all students must individually recreate the demonstrated workflow. This is graded on attempt, not aesthetics. Everyone learns the tools.

A+ (96-100%)	A (93-95%)	A- (90-92%)	B+ (86-89%)	B (83-85%)	B- (80-82%)
C+ (76-79%)	C (73-75%)	C- (70-72%)	D+ (66-69%)	D (63-65%)	D- (60-62%)

### Team Formation

Students will form teams of 3-4 during the first two weeks of class:

Week 1: Individual concept pitches - everyone shares a one-sentence idea

Week 2: Team clustering - students form groups around concepts with traction

All concepts require written pitch approval before production begins.

If a team member disappears: Grading curve will accommodate students handicapped by a teammate who drops off without communication. However, communication is everything - reach out to me immediately if there are team issues.

### Communication Policy

Discord is the primary communication hub (99% of communication): section channels for announcements and questions, demo tutorials and recordings, homework help channel, direct messaging encouraged.

Canvas = Official submissions only (assignments, grades)

Email = Secondary (I respond fast but prefer Discord)

The most important thing: Please be in communication with me. If something comes up - life happens, you get sick, you're overwhelmed - just reach out. I can work with almost anything except silence. Going dark is the only real trouble.

### Late Work Policy

Work is late if posted after due date/time. For each 24 hours late, grade drops by half a letter (A to A- to B+). Turning in something is always better than turning in nothing. Revision windows may be offered after critiques. Extensions possible with communication BEFORE deadline.

### University Policies

Per University Policy S16-9, relevant university policy concerning all courses, such as student responsibilities, academic integrity, accommodations, dropping and adding, consent for recording of class, etc. and available student services (e.g. learning assistance, counseling, and other resources) are listed on the Syllabus Information web page: [sjsu.edu/curriculum/courses/syllabus-info.php](https://www.sjsu.edu/curriculum/courses/syllabus-info.php)

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## Course Schedule

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*Monday = In-Person (Art 241) | Wednesday = Async Demos (Online)*

*Schedule subject to change. Any changes will be announced on Discord.*

Wk	Date	Day	Topic / Activity
1	Jan 26	Mon	Course Intro; Syllabus Overview; Homework: Individual Concept Pitches
	Jan 28	Wed	ASYNC: Premiere Pro Basics; Intro to Editing Workflows
2	Feb 2	Mon	Team Formation Day; Concept Clustering; Groups Locked
	Feb 4	Wed	ASYNC: Storyboarding Fundamentals; Animatic Creation in Premiere

3	Feb 9	Mon	Team Work: Storyboard Development; Concept Pitch Approvals
	Feb 11	Wed	ASYNC: Sound Design Basics; Working with Temp Tracks
4	Feb 16	Mon	Team Work: Storyboard Refinement; Animatic Assembly
	Feb 18	Wed	ASYNC: Advanced Premiere Editing; Pacing and Rhythm
5	Feb 23	Mon	<b>PROJECT 1 DUE:</b> Storyboard + Animatic Critique Pt. 1
	Feb 25	Wed	ASYNC: Critique Pt. 2; Intro to Production Planning
6	Mar 2	Mon	Production Begins; Shooting Basics; Green Screen Setup
	Mar 4	Wed	ASYNC: Blender Fundamentals; Interface and Navigation
7	Mar 9	Mon	Team Shooting Day; Lab Open for Green Screen
	Mar 11	Wed	ASYNC: Blender Compositing; Importing Footage
8	Mar 16	Mon	Team Work: Shooting Continues; Troubleshooting
	Mar 18	Wed	ASYNC: Keying Green Screen in Blender; 3D Asset Integration
9	Mar 23	Mon	<b>PROJECT 2 DUE:</b> Production + Compositing Critique Pt. 1
	Mar 25	Wed	ASYNC: Critique Pt. 2; Current AI Workflows
10	Mar 30	Mon	<i>NO CLASS - Spring Recess</i>
	Apr 1	Wed	<i>NO CLASS - Spring Recess</i>
11	Apr 6	Mon	Rough Cut Assembly; Team Edit Sessions
	Apr 8	Wed	ASYNC: After Effects Motion Graphics; Titles and Graphics

12	Apr 13	Mon	Team Work: Rough Cut Refinement
	Apr 15	Wed	ASYNC: Color Correction in Premiere/After Effects
13	Apr 20	Mon	<b>PROJECT 3 DUE:</b> Rough Cut Critique Pt. 1
	Apr 22	Wed	ASYNC: Critique Pt. 2; Revision Planning
14	Apr 27	Mon	Final Polish: Production Workshop Intensive
	Apr 29	Wed	ASYNC: Advanced Sound Design; Final Mix Prep
15	May 4	Mon	Final Polish: Production Workshop Intensive
	May 6	Wed	ASYNC: Export Settings; Delivery Formats
16	May 11	Mon	<b>PROJECT 4 DUE:</b> Final Film Screenings (Friends/Family Welcome)

**Final Examination Period: Per university schedule (Monday, May 18, 10:45 AM-12:45 PM)**