

## **Course Outline Digital Video Editing**

**Course Description:** IN 117. Digital Video Editing. 3 hours credit. The course enables the student to use multimedia industry standard digital video editing software to capture, transfer, edit and compress audio and video. This course focuses on the post-production process for non-linear editing of digital video for use in multimedia applications. During the course, the student will analyze editing effects demonstrated in clips from ads, music videos, and feature films. This course is designed for those anticipating a career in multimedia production, for digital artists, and for the advanced video hobbyist. Before enrolling in this course, the student should be competent in basic computer operation.

### **Course Relevance:**

With advent of recent technology, digital video has become an accessible medium for capturing and sharing information. Multimedia professionals combine digital video with text and graphics to shape ideas and deliver powerful messages. Editing applications allow people from a variety of professions to use the power of video to communicate. Video editing is a foundational skill for a variety of professions, including multimedia associate producer, web content creation specialist, multimedia programmer/authoring specialist, digital video specialist, and more.

### **Required Materials and Supplies:**

Adobe Press. (2007) *Adobe after effects CS3 professional (w/DVD)*. Adobe

Adobe Press. (2008) *Adobe premiere Pro CS3 (w/DVD)*. Adobe

External drive, 80GB minimum, FireWire or USB 2.0

### **Learning Outcomes:**

The intention is for the student to be able to:

1. Demonstrate competent use of digital video editing software
2. Manage complex digital imagery effects
3. Plan, build, and publish a professional-quality video

### **Learning PACT Skills Developed and/or Documented in this course:**

Primary skills developed and documented:

#### **1. Problem Solving**

- through solving technical issues that arise related to video production

#### **2. Field-Related Technology**

- through use of the software and hardware employed to create and publish digital video

Secondary skills developed but not documented:

- Reading
- Listening
- Speaking
- Aesthetic Response
- Nonverbal Communication
- Time
- Management
- Internet Use
- Computer Literacy

**Assessment Tasks:**

1. The learning outcomes will be demonstrated by:
2. Preparing projects that demonstrate digital production skills
3. Successfully completing tests over digital imagery topics
4. OPTIONAL: Brainbench Information Technology certification in digital video topics. See [www.brainbench.com](http://www.brainbench.com) for details.

**Course Content:**

**I. Themes**—Key recurring concepts that run throughout the course:

- A. Digital Video Production
- B. Technological Tools and Skills
- C. Project Management

**II. Issues**—Key issues that will be addressed in this course; areas of conflict that must be understood in order to achieve the intended outcome:

- A. Balancing technical restraints and design goals
- B. Identifying constantly changing skills, hardware, and software needed to produce and manage videos
- C. Managing and contributing to the production process

**III. Concepts**—Key concepts that must be understood to address the issues:

- A. Tools and techniques used to create digital video
- B. Internet as delivery system and research resource

**IV. Skills/Competencies**—Actions that are essential to achieve the course outcomes:

- A. Identify the basic components of professional digital video editing software
  1. Identify typical editing tools
  2. Explain typical editing techniques.
- B. Analyze editing techniques in representative media
- C. Compose and storyboard an original video
- D. Work with layers
- E. Work with modes, masks and mattes
  
- F. Manage 3D, camera, and lighting effects
- G. Utilize building hierarchies
- H. Apply effects
- I. Import objects
- J. Render and publish video

**Learning Units:**

- I. Getting Started
- II. Layers
- III. Modes, Masks, and Mattes
- IV. 3D Space, Cameras, and Lighting
- V. Hierarchies
- VI. Effects
- VII. Import
- VIII. Render
- IX. Frames
- X. Forms
- XI. Style Sheets
- XII. Layers
- XIII. Timelines and Extensions

**Learning Activities:**

Learning activities will involve the student in examining various aspects of design, technology, and project management. Lectures, discussions, worksheets, small group projects, readings, viewing of various types of multimedia, computer exercises, research assignments, quizzes, tests, etc. prepare the student to be equipped to successfully complete the major assessment tasks.

**Grade Determination:**

Students will be graded on satisfactory completion of major assessment tasks, various other graded learning activities, attendance and adequate participation (discussion).