

PALOMAR COLLEGE
COURSE OUTLINE OF RECORD FOR
DEGREE CREDIT COURSE

 X Transfer Course X A.A. Degree applicable course
(check all that apply)

COURSE NUMBER AND TITLE: GC 165 – Digital Video Design

UNIT VALUE: 3

MINIMUM NUMBER OF SEMESTER HOURS: 96

BASIC SKILLS REQUIREMENTS: Appropriate computer, language and computational skills.

ENTRANCE REQUIREMENTS

PREREQUISITE:

COREQUISITE:

RECOMMENDED PREPARATION: GC 140 – Digital Imaging/ Photoshop 1

SCOPE OF COURSE: Explores project planning, setup, editing and output of Digital Video. Incorporates sound, graphics, 2D animation and text for full-screen, web, CD-ROM, or DVD playback. Projects and assignments utilize transitions, superimposing, transparency and keying along with video, audio and other special effects.

SPECIFIC COURSE OBJECTIVES: The successful student will be able to:

1. Demonstrate and explain the functions of the user interface.
2. Incorporate Digital Video, sound, graphics, and text into a project and edit them into a final movie that solves a media communication problem.
3. Set up a project and edit it down to a final version that conforms to the appropriate settings based on the desired playback medium.
4. Describe a Digital Video Editing problem and author a project using multiple applications that solves the problem.

CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:

1. Getting Familiar with the User Interface
 - a. Starting the application
 - b. Setting up a workspace
 - c. Working with the Project, Timeline, and Monitor windows
 - d. Navigating to a specific time
 - e. Using pallets
 - f. Keyboard shortcuts
2. Digital Video Editing Concepts
 - a. Video time
 - b. Frame size and resolution
 - c. Understanding compression
 - d. Capturing

- e. Understanding transparency and superimposing
 - f. Using audio in a video
 - g. Creating a final video
3. Basic Editing Concepts
- a. Importing clips
 - b. Adding clips to the timeline
 - c. Developing a storyboard
 - d. Previewing
 - e. Using automate-to-timeline functions
 - f. Trimming clips in the timeline
 - g. Pre-trimming clips in the source window
 - h. Fine-tuning edits in the timeline
 - i. Exporting a movie
4. Adding Transitions
- a. About transitions
 - b. Transition palette
 - c. Inserting a transition
 - d. Previewing transitions
 - e. Pre-trimming a clip and adding a transition
 - f. Adding a transition using transition palette
 - g. Changing transitions
 - h. Adding multiple transitions
5. Adding Audio
- a. Creating an L-cut
 - b. Using markers to synchronize clips
 - c. Overlaying video with sound
 - d. Adding audio clips
 - e. Becoming familiar with the audio workspace
 - f. Adjusting audio levels in the timeline
 - g. Automating the mixing process
6. Intermediate Editing Techniques
- a. 3 point and 4 point editing
 - b. Linking and unlinking clips
 - c. Ripple edits and ripple delete
 - d. Rolling edits
7. Advanced Editing Techniques
- a. Extract and lift functions
 - b. Pasting to fill a gap
 - c. Fine tuning edits with slip and slide tools
 - d. Trim view editing
 - e. Changing a clip's rate
8. Titles
- a. About titles
 - b. The title window
 - c. Creating basic titles
 - d. Adding graphics for placement
 - e. Using shape and drawing tools
 - f. Rolling and crawling titles and previewing
 - g. Adding titles to the timeline
9. Superimposing
- a. Superimposition basics

- b. Making a split screen
 - c. Applying transparency and keying
 - d. Applying track matte transparency
 - e. Fading clips
10. Adding Motion
- a. Creating 2D animation
 - b. Creating a traveling matte
11. Applying Video and Audio Effects
- a. Why use effects
 - b. Applying effects
 - c. Copying effects, key frames, and settings
 - d. Changing effects over time
 - e. Adding an illustration
 - f. Applying effects to specific areas of an image
 - g. Applying audio effects
12. Duplicate Clips and Virtual Clips
- a. Understanding and creating duplicate clips
 - b. Understanding and creating virtual clips
 - c. Nesting virtual clips
 - d. Editing virtual clips
 - e. Compiling virtual clips

REQUIRED READING: Adobe Premiere Classroom in a Book. Berkeley: Peachpit Press, 2001.

SUGGESTED READING: None

REQUIRED WRITING: Submit a 1-2 page written proposal and justification that describes how the student plans to complete a motion graphics project.

OUTSIDE ASSIGNMENTS:

Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments, prorated for short-term classes. Students will work on research and complete written assignments, study and complete handouts, and spend time on own computer or in open lab completing computer assignments for portfolio.

INSTRUCTIONAL METHODOLOGY:

Check all that apply:

- lecture
- laboratory
- lecture-laboratory combination
- directed study

DISTANCE LEARNING:

This course may be offered as a distance learning course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.

Yes No

If yes, check all that apply:

- Television Course (Video one-way, e.g. ITV, video cassette, etc.)
- Online Course (Text one-way, e.g. newspaper, correspondence, electronic file, etc.)
- Two-Way Video Conferencing (Two-way interactive video and audio)
- One-Way Video Conferencing (One-way interactive video and two-way interactive audio)
- Computer Assisted Instruction (A specialized form of mediated instruction relying primarily on student access to information and prepared lessons or teaching materials through a computer terminal, but not under immediate supervision of a qualified instructor.)

GRADING POLICY AND STANDARDS (include methods of determining whether the stated objectives have been met by students): 40% Lab Projects, 30% Lessons and Assignments, 10% Participation, 20% Final Exam

IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?

Yes No Number of times course may be taken for credit: 3

If yes, identify specific provision of Title 5 Division 2 section(s), 55761-55763 and 58161 which qualifies course as repeatable: 58161 (d)(2)(A)

CONTACT PERSON: Mark J. Bealo (x.5613)

SIGNATURES ON FILE