

# DDP 120: VIDEO POST PRODUCTION

---

Date Submitted: Wed, 04 Sep 2019 01:27:15 GMT

**Formerly known as:**

DDP 020 (or if cross-listed - inactivated courses associated with this course)

**Originator**

mabril

**Justification / Rationale**

Updating the course title and description will give potential students and counselors a better understanding about the course. This update will also better align with other similar California community college and university offerings as well as reflect the advances and changes within the industry. Updating objectives and outcomes will meet Title 5 requirements. Adding additional modalities will expand offerings and reach potential students.

**Effective Term**

Fall 2020

**Credit Status**

Credit - Degree Applicable

**Subject**

DDP - Digital Design & Production

**Course Number**

120

**Full Course Title**

Video Post Production

**Short Title**

VIDEO POST PRODUCTION

**Discipline****Disciplines List**

Graphic Arts (Desktop publishing)

**Modality**

Face-to-Face

100% Online

Hybrid

**Catalog Description**

This course focuses on the fundamental techniques, skills, and theories of editing as well as the technical requirements for assembling digital video projects. Through a series of hands-on projects, students will put traditional theories of picture and sound editing into practice. The course will also cover the history of non-linear editing and provide an overview of the post production process. Students use the computer to create digital presentations that synthesize photography, graphics, video, sound, and animation. This introductory course familiarizes students with the fundamental aspects of digital video production. Covering acquisition formats, authoring formats and delivery formats, the class provides a strong foundation for working with digital picture (both motion picture and still pictures) and digital sound in non-linear digital video post production. Topics will include digital vs. analog, time code, frame rates, frame size, frame aspect ratio, pixel aspect ratio, data transfer rates, key frames, NTSC and PAL television standards, image composition and acquisition, video capture, compression and output.

**Schedule Description**

Students learn the basic concepts and skills of non-linear editing using video editing software (Adobe Premiere Pro).

**Lecture Units**

2

**Lecture Semester Hours**

36

**Lab Units**

1

**Lab Semester Hours**

54

**In-class Hours**

90

**Out-of-class Hours**

72

**Total Course Units**

3

**Total Semester Hours**

162

**Required Text and Other Instructional Materials****Resource Type**

Book

**Author**

Dockery, Joe; Schwartz, Rob; Chavez, Conrad

**Title**

LEARN Adobe Premiere Pro CC for Video Communication

**Edition**

2016

**City**

Berkeley

**Publisher**

Adobe Press

**Year**

2016

**College Level**

Yes

**Flesch-Kincaid Level**

12

**ISBN #**

0134396413

---

**Resource Type**

Book

**Author**

Maxim Jago

**Title**

Adobe Premiere Pro CC Classroom in a Book

**Edition**

1st

**Publisher**

Adobe Press

**Year**

2019

**College Level**

Yes

**ISBN #**

0-13-529889-X

---

**Resource Type**

Web/Other

**Open Educational Resource**

Yes

---

**Class Size Maximum**

25

**Course Content**

1. Use of raster/bitmap and vector/object images on a presentation, types of bitmap and vector images
2. Presentation Styles: Linear and Non-Linear
3. Sound capture, file formats and use
4. Digital video formats and use
5. Basic animation and loops

**Lab Content**

1. Managing files for video production
2. Understanding job requirements
3. Basic editing workflow
4. Enhancing audio
5. Using markers in the timeline
6. Color correction
7. Creating a rough cut
8. Editing vertical video
9. Adding credits
10. Creating a simple animation
11. Masking with green screen
12. Importing Illustrator files
13. Adding transparency
14. Layers and Timelines
15. Assets
16. Digital storytelling
17. Creating text
18. Animating for the web
19. Nested symbols
20. Adding sound
21. Fading in and out
22. Editing video

**Course Objectives**

Objectives	
Objective 1	Identify, assess, and apply the basic concepts behind digital video.
Objective 2	Demonstrate user interface.
Objective 3	Identify and analyze the basic effects and composition techniques.
Objective 4	Prepare, import and organize footage and files.
Objective 5	Plan and construct film composites (integrating various elements with each other).
Objective 6	Capture video, plan, design, and create a short video clip using an array of production techniques and effects.
Objective 7	Analyze audio to enhance video content.
Objective 8	Evaluate transitions, effects and color to enhance video content.
Objective 9	Evaluate basic principles and best practices employed in the digital video industry.

**Student Learning Outcomes**

Upon satisfactory completion of this course, students will be able to:	
Outcome 1	Analyze the purpose, audience, and audience needs for editing video.
Outcome 2	Evaluate project management tasks and responsibilities while communicating with others (such as peers and clients) about editing plans.
Outcome 3	Integrate professional standards of conduct into video production activities.

**Methods of Instruction**

Method	Please provide a description or examples of how each instructional method will be used in this course.
Lecture	Lectures will be provided on historical and contemporary approaches to digital art and media, as well as demonstrations on how to use software as it relates to the assignments.
Laboratory	Students will use the MAC computer lab for the course assignments, or their personal computer with the appropriate software and hardware.
Demonstration, Repetition/Practice	Students will learn technical software and hardware applications and apply them in a series of assignment/design challenges.
Technology-based instruction	All course work uses current technology in the field, the students will learn the software and create physical and digital projects with the technology. Instructors will use the technology in demonstrations as it pertains to the assignments.
Skilled Practice at a Workstation	A large portion of the lab will be dedicated to time for students to create digital artwork on an individual workstation. Each student will need to be have access to a computer to participate in this course.

**Methods of Evaluation**

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Product/project development evaluation	Students will create assignments with given criteria and will work to solve the design/art challenge as well as apply key fundamental compositions.	In and Out of Class
Student participation/contribution	Students will be graded in their participation at critiques and group discussions.	In Class Only
Tests/Quizzes/Examinations	Students will be quizzed on key art and media terminology including the principles and elements of design.	In Class Only
Written homework	Students will have a written exam that will be graded with a rubric.	Out of Class Only
Mid-term and final evaluations	Students will have both a mid term and final evaluation. The culmination of the course will be a graded assignment/project or physical test of knowledge pertaining to software or hardware.	In Class Only

Portfolios	Students will create a "body of work" that will be evaluated with a rubric.	In and Out of Class
Critiques	Students will participate in group critiques, addressing the requirements of the assignment as well as the creative exploration and graded with a rubric.	In Class Only

## Assignments

### Other In-class Assignments

1. Create a digital presentation using type, color, and animation.
2. Synthesize animation with sound.
3. Capture and process digital raster images and combine with type sound, and animation.
4. Develop an interactive presentation.
5. Produce an interview project.
6. Make a slide show (that will make PowerPoint look like cave drawings).

### Other Out-of-class Assignments

1. Create a digital presentation using type, color, and animation.
2. Synthesize animation with sound.
3. Capture and process digital raster images and combine with type sound, and animation.
4. Develop an interactive presentation.
5. Create a simple game using interactive controls.
6. Make a slide show (that will make PowerPoint look like cave drawings).

### Grade Methods

Letter Grade Only

## Distance Education Checklist

**Include the percentage of online and on-campus instruction you anticipate.**

**Online %**

50

**On-campus %**

50

## Lab Courses

**From the COR list, what activities are specified as lab, and how will those be monitored by the instructor?**

Chapter lessons from book will be turned in via canvas for instructor evaluation. Create a new document with the appropriate settings for web, print, and video. Set appropriate document settings for printed and onscreen images. Navigate, organize, and customize the application workspace.

**How will you assess the online delivery of lab activities?**

Student will upload lesson/project file via canvas and instructor will evaluate using rubric.

## Instructional Materials and Resources

### Effective Student/Faculty Contact

**Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?**

**Within Course Management System:**

Timely feedback and return of student work as specified in the syllabus  
 Discussion forums with substantive instructor participation  
 Chat room/instant messaging  
 Regular virtual office hours  
 Private messages  
 Online quizzes and examinations

Weekly announcements

**External to Course Management System:**

Direct e-mail  
E-portfolios/blogs/wikis  
Posted audio/video (including YouTube, 3cm mediasolutions, etc.)  
Synchronous audio/video  
Teleconferencing  
Telephone contact/voicemail

**For hybrid courses:**

Scheduled Face-to-Face group or individual meetings  
Field trips  
Library workshops  
Orientation, study, and/or review sessions  
Supplemental seminar or study sessions

**Other Information**

**MIS Course Data**

**CIP Code**

11.0803 - Computer Graphics.

**TOP Code**

061460 - Computer Graphics and Digital Imagery

**SAM Code**

C - Clearly Occupational

**Basic Skills Status**

Not Basic Skills

**Prior College Level**

Not applicable

**Cooperative Work Experience**

Not a Coop Course

**Course Classification Status**

Credit Course

**Approved Special Class**

Not special class

**Noncredit Category**

Not Applicable, Credit Course

**Funding Agency Category**

Not Applicable

**Program Status**

Program Applicable

**Transfer Status**

Transferable to CSU only

**Allow Audit**

No

**Repeatability**

No

**Materials Fee**

No

**Additional Fees?**

No

**Approvals****Curriculum Committee Approval Date**

11/05/2019

**Academic Senate Approval Date**

11/14/2019

**Board of Trustees Approval Date**

12/19/2019

**Chancellor's Office Approval Date**

1/07/2020

**Course Control Number**

CCC000213126

**Programs referencing this course**Digital Design Production AS Degree (<http://catalog.collegeofthedesert.eduundefined?key=126/>)Digital Design Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=127/>)General Business AS Degree (<http://catalog.collegeofthedesert.eduundefined?key=190/>)Advanced Film Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=196/>)Graphic Design and Marketing AA Degree (<http://catalog.collegeofthedesert.eduundefined?key=213/>)Film Post-Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=270/>)Film Production AS Degree (<http://catalog.collegeofthedesert.eduundefined?key=69/>)