VIDEO PRODUCTION COURSE DESCRIPTION
This course will allow students to develop professional skills in video, film, and television pre-production, production, and post-production. Fundamentals of video production, including the techniques and the aesthetics of shooting, lighting, and editing will be covered. Emphasizes hands-on production experience, using digital video. While in this course, students will be using class members as the production unit focusing on filmmaking, including story development, production/post techniques, directing, and interpretation of drama from script to screen. This class will introduce students to video camera operation, camera stabilization techniques, lighting, scripts and storyboarding, digital imaging, motion graphics software, and, importing/exporting graphics, movies, animations and sound effects into, or out of video editing software. The main focus of the class is dedicated to non-linear video editing (Computer Based Editing). Students will develop an understanding of the wide range of business aspects within the industry. Students will also create a digital portfolio to display all their work.

• 1 Credit towards Graduation
• Fulfills the Computer Literacy Requirement for Graduation
• Fulfills the 1 Credit in Art Requirement for Graduation

COMPUTER SOFTWARE:
• **Final Cut Pro 7:** Final Cut Pro is the name given to a series of non-linear editing software. The software allows users to log and transfer video onto a hard drive (internal or external), where it can be edited, processed, and output to a wide variety of formats. Since the early 2000s, Final Cut Pro has developed a large and expanding user base, mainly video hobbyists and independent filmmakers. It had also made inroads with film and television editors who have traditionally used Avid technology's Media Composer. According to a 2007 SCRI study, Final Cut Pro made up 49% of the United States professional editing market, with Avid at 22%.
• **GarageBand:** GarageBand is a software application for OS X and iOS that allows users to create music or podcasts. GarageBand's music and podcast creation system enables users to create multiple tracks with pre-made MIDI keyboards, pre-made loops, voice recordings, and an array of various instrumental effects. GarageBand can support any sound format except those that are at 8-bits or lower.
• **iDVD:** iDVD includes over 100 Apple-designed themes for DVD menus and submenus, allowing for the easy creation of DVD menu systems. Each theme includes "drop zones," onto which movies or photographs may be placed, some of which can be animated automatically. Any theme can be applied to each of the menus in an iDVD project. It gives the user the ability to hide or show an approximation of the 'TV-safe area' (as old televisions often cut off some of a video's outer areas).

• **Adobe Soundbooth:** Soundbooth is a digital audio editor. It was developed to give creative professionals who do not specialize in audio or people who need a simple editing program.

• **Compressor:** Compressor is a video and audio media compression and encoding application for use with Final Cut Studio and Logic Studio on Mac OS X.

• **Microsoft Word:** Microsoft Word is a word processor developed by Microsoft.

**EXTRA CURRICULAR ACTIVITIES:**
- FIRST ROBOTICS Team 1546

**EXAMPLES OF FIELD TRIPS:**
- Locust Valley High School Film Festival
- Long Island International Film Festival
- Molloy College: Communications Department

**OUTCOMES:**
Upon completion of this course, students will have explored a variety of film making techniques. Each student will be able to analyze and measure the success of his or her work by:
• Demonstrate skills and knowledge learned in the video production course and apply them to a real-world setting
• Demonstrate technological proficiency in the use of digital video production equipment including computers, recording devices, lights, microphones, and editing software
• Demonstrate mastery of media industry language and terminology
• Demonstrate ability to script, storyboard, shoot and edit short digital video projects with emphasis on personal and creative expression
• Demonstrate the ability to critique, compare/contrast, and evaluate media content and its message or interpretation
• Study the impact of media on society from a social and economic viewpoint
• Demonstrate ability to work independently and as a member of a team
• Demonstrate excellence in the work ethic
• Creation of portfolio
VIDEO PRODUCTION- COURSE OUTLINE
TECHNOLOGY EDUCATION DEPARTMENT
BALDWIN HIGH SCHOOL

I. Classroom Orientation
   A. Class Procedures
   B. Safety
   C. Attendance, Grading, Syllabus

II. Career Development & Employment
   A. Employment resources
   B. Career paths and opportunities
   C. Job Portfolio
      a) Resume
      b) Project samples
      c) Letters of recommendations
   D. Professional organizations
   E. Goal Setting

III. Communication Skills
   A. Habits of Mind
   B. Principles of effective communication
   C. Oral and written communication
   D. Conflict Resolution

IV. Legal Issues
   A. Ethics
   B. Fair use
   C. Copyright and trademark
   D. Digital Rights Management
   E. Releases and contracts
   F. Federal Communications Commission

V. Video Production
   A. Stages of production
      1. Pre-Production
         a) Concept development and project proposal
         b) Treatment page / characterization development
         c) Screenplay
         d) Budgeting
         e) Scripting and revising
         f) Visual storytelling and storyboarding
         g) Developing shooting schedules
         h) Location
         i) Set and costume design
         j) Casting
            1) Contracts & releases
      2. Production
         b) Establishing/adhering to shooting schedules
         c) Basic camera operation
         d) Tripods/camera stabilization devices
e) Audio
f) Lighting
g) Consideration of camera angles
h) Movement and position, and, shot composition
i) Maintaining shot log sheets

3. Post Production
   a) Editing
   b) ADR - additional dialogue recording
   c) Titling
   d) A/V effects

B. Production Roles & Responsibilities

C. Time Management & Deadlines
   1. Production Schedules

D. Studio Equipment & Tools
   1. Cameras, lighting, audio, sets, and cabling
   2. Digital & analogue equipment

E. Audio/Video Editing Hardware & Software
   1. Analogue vs. digital systems

   2. Digitizing and conversion issues

   3. Non-Linear Editing (NLE)
      a) Input
      b) Acquisition strategies
      c) Project file management
      d) Log & capture, time code
      e) Edit Decision Lists (EDLs)
      f) Export for distribution, archiving, streaming, broadcast
         1) Formats, region codes
         2) Codecs, compression, & size
         3) Frame rate & bit-rate

4. Adapters & connectors

F. Production Operation & Techniques
   1. Video imaging techniques
      a) Camera shots
      b) Camera movement
         1) Pans & tilts
         2) Trucks & dollys
         3) Zooms & pull outs
      c) Composition & rule of thirds
      d) Camera angles & blocking
      e) Shooting handheld
      f) Single camera shoots
      g) Multiple camera shoots

   2. Lighting Principles & Techniques
a) Choosing a light source  
b) Light quality & color temperature  
c) Elements of three-dimensional lighting
   1) Three point lighting  
   2) Key & fill lighting

3. Audio Recording  
a) Microphone types  
b) Placement  
c) Metering  
d) Technical aspects
   1) Sample rates  
   2) Bit depth  
   3) Proper levels  
   4) Compression  
e) Importance of good audio

4. Non-Linear Video Editing  
a) A/B roll  
b) Timeline  
c) Basic editing  
d) Advanced editing
   1) Insert & overwrite edits  
   2) Fit to fill & superimpose edits  
   3) Split edits  
   4) Trim edits  
e) Key framing  
f) Transitions  
g) Importing graphics / video clips
   1) Pixel aspect ratio  
h) Titles
   1) Overlays  
   2) Lower thirds  
   3) Animations  
i) Special Effects
   1) Plug-ins / filters  
   2) Composites  
   3) Chroma Key  
j) Rendering

5. Elements of Good Design

VI. Film History
   A. Silent Films - 1900’s to 1930’s  
   B. Early Black & White Films - 1930’s to 1950’s  
   C. Technicolor Films - 1960’s to 1970’s  
   D. Modern Age Films - 1980’s to Present

VII. Film Terminology