

COURSE SYLLABUS

LAST REVIEW	Fall 2022
COURSE TITLE	Macintosh Digital Video Production
COURSE NUMBER	MMVP 0201
DIVISION	Career and Technical Education
DEPARTMENT	MMVP
CIP CODE	24.0101
CREDIT HOURS	2
CREDIT HOUR BREAKDOWN	Class: 1 Lab: 2
PREREQUISITES	None
COREQUISITES	None

COURSE DESCRIPTION

The fundamentals of Digital Video Production on the Macintosh will be studied including image capture, non linear, non destructive editing with industry standard software, application of special effects and output to tape and DVD.

PROGRAM LEARNING OUTCOMES

1. The student will define the hardware and interactive requirements that comprise multimedia
2. The student will compare and contrast technical developments in multimedia and their impact on society
3. The student will create digital audio, digital still images and video images that exemplify the elements and principles of professional level asset acquisition
4. The student will edit original digital content including audio, video and still images
5. The student will create original content by applying the elements and principles of aesthetics and design
6. The student will demonstrate the ethical use of video, audio and copyright law to their creation of media.
7. The student will evaluate the time, scope and medium requirements of multiple projects and create a plan that will result in the on-time completion
8. The student will analyze the scope and medium requirements of multimedia projects, project a completion date and submit the finished work by that date

TEXTBOOKS

<http://kckccbookstore.com/>

METHOD OF INSTRUCTION

A variety of instructional methods may be used depending on content area. These include but are not limited to: lecture, multimedia, cooperative/collaborative learning, labs and demonstrations, projects and presentations, speeches, debates, panels, conferencing, performances, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.

COURSE OUTLINE

Introduction to the Macintosh Editing Suite

I. OSX

- A. The Dock
- B. The Finder
- C. Preferences

II. Sony DSR20

- A. Usable cassettes
- B. Cassette memory
- C. Write protection
- D. Format limitation
- E. Front Panel
- F. Display Section
- G. Tape Transport Control
- H. Inside Door
- I. Rear Panel
- J. Playback and Recording
- K. Connecting to other equipment
- L. Set Up Menu settings

III. The Final Cut Pro Interface

IV. Acquiring Media

- A. Device Control and Capturing Media
- B. Setting up for Capture
- C. Changing Setting
- D. Setting Scratch Disks
- E. Creating a New Project
- F. Capturing Clips
- G. Logging Clips
- H. Batch Capture

V. Basic Editing 1:00

- A. Creating a New Project
- B. Organizing you media in the Browser
- C. Doing Overwrite Editing
- D. Doing Three-Point Edits
- E. Adding Multiple Clips
- F. Adding a Clip at a specific Timecode
- G. Split edits
- H. Roll Edits
- I. Match Frame Edits
- J. Find Clip Command
- K. Applying Transitions

VI. Compositing and Effects 2:00

- A. Doing a Superimposition
- B. Adding Drops Shadows
- C. Adding Dancers
- D. Adding Blue Screen Filter
- E. Cropping and Resizing

- F. Resizing a Clip and adding Transitions
- G. Working with Graphic Layers
- H. Applying a Path
- I. Changing Opacity
- J. Copying Motion Paths to other Clips
- K. Editing Once Sequence into Another
- L. Editing an Animated Video Clip
- M. Doing an Insert Edit
- N. Adding Text to a clip

VII. Audio Editing

- A. Adjusting Audio Over Time
- B. Adding a Final Touch

VIII. Distributing Media

- A. Exporting a Sequence for Multimedia or the Web
- B. Printing to Video Tape
- C. Moving Forward in Final Cut Pro

IX. DVD Studio Pro Basic Tutorial

- A. Configuring the workspace
- B. Adding Assets
- C. Planning the DVD
- D. Creating the main menu
- E. Titling the menus
- F. Adding Drop Zones
- G. Creating Chapter Index Menu
- H. Creating a Play Button
- I. Creating a Slide show with Audio
- J. Linking Elements
- K. Simulating DVD Player Action
- L. Burning a DVD

X. DVD Studio Pro Advanced Tutorial

- A. Modifying workspace configurations
- B. Naming the Disc and Project
- C. Importing Assets
- D. Assigning a Background
- E. Assigning the Overlay
- F. Color Mapping
- G. Overlay Buttons
- H. Adding Video and Audio
- I. Adding a Second Language
- J. Appending Additional video and audio assets
- K. Linking buttons
- L. Adding Subtitles
- M. Simulating the Project
- N. Creating Chapter Index with Templates
- O. Converting a slide show to a track
- P. Adding Text Fields
- Q. Emulating a Project
- R. Building

S. Burning

COURSE LEARNING OUTCOMES AND COMPETENCIES

Upon successful completion of this course, the student will:

A. Utilize the Mac User Interface

1. Identify the components of the Dock, Finder and System preferences
2. Navigate the Mac User Interface and prepare the machine for use in non linear editing

B. Identify the components of the Mini DV tape deck

3. Identify and connect a Mini DV tape deck to a computer via firewire
4. Set up the Mini DV tape deck menus

C. Demonstrate appropriate use of a Macintosh based Non linear editing workstation and software

5. Acquire and log media
6. Complete basic edits
7. Apply compositing and effects
8. Complete audio edits
9. Distribute media

D. Demonstrate appropriate use of a Macintosh based DVD editing workstation and software

10. Configure the workspace
11. Create and title menus
12. Create overlay buttons
13. Create chapter indexes
14. Build and burn DVDs

ASSESSMENT OF COURSE LEARNING OUTCOMES AND COMPETENCIES

Student progress is evaluated through both formative and summative assessment methods. Specific details may be found in the instructor's course information document.

COLLEGE POLICIES AND PROCEDURES

Student Handbook

<https://www.kckcc.edu/files/docs/student-resources/student-handbook-and-code-of-conduct.pdf>

College Catalog

<https://www.kckcc.edu/academics/catalog/index.html>

College Policies and Statements

<https://www.kckcc.edu/about/policies-statements/index.html>

Accessibility and Accommodations

<https://www.kckcc.edu/academics/resources/student-accessibility-support-services/index.html>.

