VIDEO EDITING
VPT 1211

Class Hours: 3  Credit Hours: 3
Laboratory Hours: 0  Date Revised: Fall 2013

Catalog Course Description:

This course is the second in a three-course sequence and is designed to increase student skills with the Avid software, aesthetic theory and application and practical use of linear and nonlinear editors.

Entry Level Standards:

Student will be familiar with basic computer operation and have functional experience with Avid.

Prerequisites:

VPT 1030- Introduction to Desktop Audio/Video

Co-requisites:

None

Textbook(s) and Other Course Materials:

Required Textbook:

Students may want to purchase 1 portable/external Firewire hard drive with a minimum storage of 100 gigabytes, an 8 gig Flash/USB drive, student discount on software for the course, a laptop computer, 2 DVDs and Headphones.

I. Week/Unit/Topic Basis:

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<tr>
<th>Week</th>
<th>Topic</th>
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<tbody>
<tr>
<td>1</td>
<td>Review syllabus. The history, technology and techniques of video editing. Discussion of Timecode and its place in post production, Insert and Assemble editing. Basic edit system layout. The Avid Media Composer interface is examined.</td>
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<tr>
<td>2</td>
<td>Discussion on the video and audio signals. Opening and saving projects. VPT clock and network requirements.</td>
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<tr>
<td>5</td>
<td>Audio mixing techniques. Dealing with multiple track audio on non-linear and tape based systems.</td>
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Creating simple titles in Avid.

Review for midterm. Editing – continued.

Midterm Exam. Questions from Textbook, Handouts and lectures.

Exploration of editing conventions, including cutting on action, maintaining screen direction, cutting parallel action and more.

Discussion on Importing and Exporting.

Discussion on editing dialog.

Discussion on effects. Introduction to Matte Key Effects.

Discussion on editing action sequences.

Discussion on HD. The online editing process. Waveforms and Vectorscopes. Introduction to Color Correction on the Avid.

Final Exam Period

II. Course Goals*:

The course will:

A. Develop the skills necessary to perform straight cut video edits on a basic non-linear video editing system, including editing one-track audio. I, II, IV

B. Develop the skills necessary to create simple computer generated graphics. I, II, III

C. Develop the skills necessary to operate computer based, random access, non-linear edit system. Includes multi-track audio mixing. I, II, III, IV

D. Discriminate between and employ various editing styles based on generally accepted standards and conventions. II, IV

E. Demonstrate the operation and functions of various video editing equipment, the interrelationships of the equipment, signal routing through and between equipment and the maintenance of signal quality. II, IV

*Roman numerals after course objectives reference goals of the Video Production Technology program.

III. Expected Student Learning Outcomes*:

Students will be able to:

1. Create media that communicate the desired message to the intended audience. A, B, C

2. Use a wide variety of industry-standard equipment, techniques, software, hardware and materials to produce the appropriate content. A, B, C, D

3. Demonstrate various styles in communication media that display a grasp of both design and communications media principles and techniques. B, C

4. Demonstrate proficiency in the techniques and equipment that facilitate adaptation to constantly changing media. A, C, D, E
IV. Evaluation:

A. Testing Procedures: 40% of grade

Tests may also be used to measure the student's understanding of editing equipment and processes.

B. Laboratory Expectations: 50% of grade

The student's final grade will reflect his/her demonstrated ability to satisfy the central competencies outlined earlier in this syllabus. This will be accomplished by the completion of several in-class assignments utilizing the equipment already discussed. It is imperative for the student to understand that considerable time may be required outside of the scheduled class and lab time to fully develop the skills necessary for successful completion of this course.

C. Field Work:

None

D. Other Evaluation Methods:

None

E. Grading Scale:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>90 – 100</td>
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<tr>
<td>B</td>
<td>80 – 89</td>
</tr>
<tr>
<td>C</td>
<td>70 – 79</td>
</tr>
<tr>
<td>D</td>
<td>60 – 69</td>
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<tr>
<td>F</td>
<td>below 60</td>
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V. Policies:

A. Attendance Policy:

Pellissippi State expects students to attend all scheduled instructional activities. As a minimum, students in all courses (excluding distance learning courses) must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. Individual departments/programs/disciplines, with the approval of the vice president of the Learning Division, may have requirements that are more stringent. In very specific circumstances, an appeal of the policy may be addressed to the head of the department in which the course was taken. If further action is warranted, the appeal may be addressed to the vice president of Academic Affairs.

VPT Program Attendance: The VPT program believes a more stringent requirement is realistic because of the contractual commitment made by the College with local area employers. Therefore, to successfully complete VPT courses, students must attend at least 85% of classes. To be considered in attendance, students are expected to be in class at the scheduled starting time for that class. Students will be considered tardy from that time until 10 minutes after the scheduled starting time. Three such tardies shall constitute an absence. Students arriving any time after 10 minutes beyond the scheduled starting time for a class will be considered absent.

B. Academic Dishonesty:
Academic misconduct committed either directly or indirectly by an individual or group is subject to disciplinary action. Prohibited activities include but are not limited to the following practices:

- Cheating, including but not limited to unauthorized assistance from material, people, or devices when taking a test, quiz, or examination; writing papers or reports; solving problems; or completing academic assignments.
- Plagiarism, including but not limited to paraphrasing, summarizing, or directly quoting published or unpublished work of another person, including online or computerized services, without proper documentation of the original source.
- Purchasing or otherwise obtaining prewritten essays, research papers, or materials prepared by another person or agency that sells term papers or other academic materials to be presented as one’s own work.
- Taking an exam for another student.
- Providing others with information and/or answers regarding exams, quizzes, homework or other classroom assignments unless explicitly authorized by the instructor.
- Any of the above occurring within the Web or distance learning environment.

Please see the Pellissippi State Policies and Procedures Manual, Policy 04:02:00 Academic/Classroom Conduct and Disciplinary Sanctions for the complete policy.

C. Accommodations for disabilities:

Students that need accommodations because of a disability, have emergency medical information to share, or need special arrangements in case the building must be evacuated should inform the instructor immediately, privately after class or in her or his office. Students must present a current accommodation plan from a staff member in Services for Students with Disabilities (SSWD) in order to receive accommodations in this course. Services for Students with Disabilities may be contacted by sending email to disabilityservices@pstcc.edu, or visiting Goins 127, 132, 134, 135, 131. More information is available at http://www.pstcc.edu/sswd/.

D. Other Policies:

Any act of misuse, vandalism, malicious or unwarranted damage or destruction, defacing, disfiguring, or unauthorized use of property/equipment belonging to Pellissippi State is subject to disciplinary sanction.

No handheld media devices or laptops are allowed in class unless otherwise noted. Students will receive a warning; a second infringement will result in an absence for the class. No gaming, using Facebook, texting or instant messaging will be tolerated on any VPT campus workstations during class.