

**PELLISSIPPI STATE COMMUNITY COLLEGE
MASTER SYLLABUS**

**VIDEO EDITING
VPT 1211**

Class Hours: 3
Laboratory Hours: 0

Credit Hours: 3
Date Revised: Fall 2017

Catalog Course Description

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

Prerequisites

VPT 1030

Co-requisites

None

Textbook(s) and Other Course Materials Required

Textbook

Media Composer 6: Part 2 – Effects Essentials authored by Greg Staten Course
Technology
Cengage Learning

Students may want to purchase 1 portable/external USB 3.0/2.0 hard drive with a minimum storage of 1 Terabyte, an 8 gig Flash/USB drive, student discount on software for the course, 2 DVD-R discs and over-the-ear headphones. ***Not Required – but helpful – Laptop Computer (Mac or PC)**

Week/Unit/Topic Basis

Week Topic

- 1 Review syllabus. Cover the General Assessment worksheet to find median starting point.
Discuss the history, technology and techniques of video editing.
Relinking Media Exercises. Setting up and delivering through online storage. Dock and App Customization.
- 2 Opening and saving projects. VPT clock and network requirements (VPT Clock Exercise).
Introduction to Audio Effects. (Chapter 1 & Exercise 1 Due week 3)
- 3 Transitions - adding, removing, modifying, replacing (Shortcut Key Quiz & Chapter 2 & Exercise 2, Due week 4)
- 4 Corrective Effects. Digging into the effects pallet and finding what works, what's great and what's awesome (Chapter 3 & Exercise 3, Due week 5) (Plant a row)

- 5 Retiming. Motion effects with changes in time that is steady through a single clip or ramping up or down. The Matrix is within reach (Chapter 4 & Exercise 4, Due week 5)
- 6 Color Treating and correcting. This class we will be working with a project from both the Part 2 book and Color Grading with MC and Symphony 6 (Chapter 5 & Exercise 5, Provided bonus book exercise - Due week 8) Study guide for midterm.
- 7 Midterm Exam - Questions taken from textbook, handouts and lectures.
- 8 Nesting Multiple Effects, Hierarchy of control. Nesting ordering and processing (Chapter 6 & Exercise 6, Due week 9)
- 9 Multilayered Effects. Now the real magic begins. How to see something you would like to achieve and “reverse engineer” the solution. This class we will be working with a project from both the Part 2 book and book 4 Professional Effects and Compositing (Chapter 7& Exercise 7, Provided bonus book exercise - Due week 10)
- 10 Keying and Mattes. Spectra Matte, Garbage Mask and refining the matte channel (Chapter 8 & Exercise 8, Rough cut of final project - Due week 11)
- 11 3D Title Animation with Marquee. (Chapter 9 & Exercise 9 - Due week 12)
- 12 Additional Project from MC6 Professional picture and sound editing Book 5 (Read and be prepared to review Appendix A – D – Short Quiz from all exercises in MC6 Editing, Book 2)
- 13 (Lowes Commercial) Appendices review, Class time for editing of your Final Project
- 14 Review. Is tape dead? Is color dead? Appendix B & C discussion only
- 15 Final Exam Period

Course Goals

NOTE: Roman numerals after course objectives reference the goals of the VPT program.

The course will

- A. Master and employ advanced electronic video editing skills by completing various editing assignments utilizing non-linear editing technologies and techniques. I, IV
- B. Apply quality control to technical aspects of the video signal by using appropriate electronic test equipment. I, IV
- C. Identify and delineate aesthetic elements, conventions, techniques and styles employed in compelling moving image/sound presentations; utilize them in project work. I, III, IV
- D. Understand trends in industry-related technological developments that appear to have short and long term implications for the marketplace and the workplace. II

Expected Student Learning Outcomes

NOTE: Capital letters after Expected Student Learning Outcomes reference the course goals listed above.

The student will

1. Identify, describe and employ editing conventions considered as universally recognizable and understandable by most viewers, including the use of fades, dissolves, wipes and other special effects and storytelling techniques like flashback, foreshadowing, parallel action, continuity, etc. A, B
2. Understand and operate all nuances of the Avid Editing Software. A
3. Digitally compose and manipulate a still image utilizing Adobe Photoshop and include this image in a videotape project. A
4. Create electronic titles to be used in a video project using computer software found in the VPT lab including, but not limited to, Photoshop, etc. A, D
5. Evaluate and discern editing styles from viewing and critiquing mass media. C
6. Describe the fundamental hardware requirements that must be met to build a digital video editing system around a desktop computer. A
7. Use raw footage supplied by the department; create an interpretive piece utilizing accepted conventions. A, C

Evaluation

Testing Procedures

Technical Aptitude as indicated in projects:

Successful education in Advanced Editing is indicated by the mastery of technical skills provided by editing software.

Conceptual Understanding as indicated in projects:

Each student will demonstrate the ability to construct a storyline within an editing environment.

Creative Use of Equipment as indicated in projects:

Project work will indicate student's understanding and use of the creative aspects involved in video editing.

Midterm and Final Exams:

Students will be required to demonstrate proficiency in editing concepts through a midterm project and final exam or final project.

Laboratory Expectations

n/a

Field Work

n/a

Other Evaluation Methods

A minimum required level of performance will be established when all tests and quizzes are completed according to the deadline parameters. Generally, missed tests and quizzes will NOT be eligible for makeup, however, at the option of the instructor, certain opportunities for extra credit MAY be extended.

Grading Scale

Grade Determination

- Attendance, Class Participation, Questions – 20 Final points
- Exercises (9) – 20 points each when turned in on time and correct Projects (1) – 40 Final points when turned in on time and correct
- Quizzes (2) – 20 Final points each
- Midterm – 220 Final points when turned in on time and correct
- Final Project – 500 Final points when turned in on time and correct

Scale

90 – 100	A
80 – 89	B
70 – 79	C
60 – 69	D
below 60	F

Policies

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 Academic Affairs, 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

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.

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 Disability Services (DS) in order to receive accommodations in this course. [Disability Services](#) (<http://www.pstcc.edu/sswd/>) may be contacted via [Disability Services email](#) or by visiting Alexander 130.

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.

Anyone caught using the class computers for any of these activities during

class time will receive a “Computer Absence” meaning your workstation and therefore, your attention, is absent from the class. These will be treated the same as a Tardy violation, meaning 3 computer absences will result in a actual recorded full absence and possibly effecting your grade.