

DESCRIPTION

Video Production I is designed to provide students with the basic knowledge and skills related to the television production industry. Topics include camera operation, recording audio, lighting systems, pre-production, production, postproduction, visual effects and graphics, and copyright laws.

Total Test Questions: 45

Levels: Grades 10-12

Units of Credit: .50

Prerequisites: None

STANDARDS, OBJECTIVES, AND INDICATORS

STANDARD I

19% of Exam Blueprint

STUDENTS WILL UNDERSTAND AND DEMONSTRATE THE CORRECT OPERATION OF THE CAMERA.

- Objective 1: Basic parts of a camera
1. Image Sensor (CCD/CMOS)
 2. Lens
 3. Body
 4. Viewfinder

- Objective 2: Camera movements
1. Pan
 2. Truck
 3. Dolly
 4. Arc
 5. Pedestal
 6. Tilt

- Objective 3: Picture composition (Framing)
1. Rule of thirds
 2. Nose room
 3. Headroom
 4. Lead room
 5. Crossing the line
 6. Aspect Ratio Selection
 7. Two shot
 8. Three shot

- Objective 4: Shot selections
1. Wide or long shot (LS)
 2. Medium shot (MS)
 3. Close up shot (CU)
 4. Extreme close up shot (ECU)



5. Over-the-shoulder shot (O/S)
 6. Cross shot (XS)
- Objective 5: Camera operation
1. Focus
 2. White balance
 3. Zoom
- Objective 6: Camera Support
1. Tripod
 2. Monopod

STANDARD 2

13% of Exam Blueprint

◆ STUDENTS WILL UNDERSTAND AND DEMONSTRATE PROCEDURES FOR RECORDING AUDIO.

- Objective 1: Microphone
1. Pickup patterns
 - Omnidirectional
 - Unidirectional
 - Bidirectional
 - Cardioid
 - Hypercardioid
 2. Transducers
 - Dynamic
 - Condenser (additional power source)
 - Ribbon
 3. Microphone types
 - Lavalier
 - Hand (stick)
 - Shotgun/Boom
- Objective 2: Ambience
1. Definition of ambience
 2. Natural Sound (NATS)

STANDARD 3

20% of Exam Blueprint

◆ STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF LIGHTING SYSTEMS AND HOW THEY ARE USED.

- Objective 1: Principles of lighting
1. Triangle or three-point lighting
 - Key (spot)
 - Back or halo (spot)



- Fill (flood)
- Objective 2: Lighting instruments
 1. Spot (direct)
 2. Flood (diffused)
 3. Barn doors
 4. Reflector
- Objective 3: Lighting situations
 1. Base lighting
 2. Chroma key
 3. Silhouette
 4. Falloff

STANDARD 4

11% of Exam Blueprint

❖ STUDENTS WILL UNDERSTAND AND DEMONSTRATE PREPRODUCTION.

- Objective 1: Storytelling
 1. Audience
 2. The three P's – People, Place, Predicament
 3. Scriptwriting
- Objective 2: Storyboard
- Objective 3: Shot list
- Objective 4: Props and costumes

STANDARD 5

2% of Exam Blueprint

❖ STUDENTS WILL UNDERSTAND AND DEMONSTRATE PRODUCTION.

- Objective 1: Crew responsibilities
 1. Director
 2. Camera operator
 3. Talent

STANDARD 6

20% of Exam Blueprint

❖ STUDENTS WILL UNDERSTAND AND DEMONSTRATE POST PRODUCTION.

- Objective 1: Logging
- Objective 2: Editing
 1. Time code
 2. Titles
 3. Transitions
 4. Countdowns
 5. Sound tracks



6. Timeline
7. Jump cut
8. Cut-to-the-beat

Objective 3: Industry standards

1. NTSC.
2. PAL
3. High definition vs. standard definition
4. Aspect ratio
5. Frames per second (fps)

STANDARD 7

4% of Exam Blueprint

STUDENTS WILL UNDERSTAND AND DEMONSTRATE THE USE OF VISUAL EFFECTS AND GRAPHICS.

Objective 1: Visual effects

1. Chroma key
2. Animation

Objective 2: Graphics

1. Text
2. Fonts
3. Drop shadows on texts
4. Title colors (high contrast)
5. Title safe area
6. Lower Third

STANDARD 8

11 % of Exam Blueprint

STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF THE FUNCTION OF VARIOUS CABLES AND CONNECTORS.

Objective 1: Short-run video connections (F, RCA, HDMI)

Objective 2: Long-run video connections (BNC)

Objective 3: Connectors that can also be used for audio (RCA, USB, HDMI, BNC)

Objective 4: Professional audio connectors (XLR)

Objective 5: Other audio connectors (1/4" phone plugs [stereo & mono], 1/8" mini plugs [stereo and mono])

STANDARD 9

STUDENTS WILL UNDERSTAND AND PRACTICE COPYRIGHT LAWS, ETHICS, AND LEGAL ISSUES DEALING WITH PHOTOGRAPHY AS IDENTIFIED IN UNITED STATES CODE TITLE 17 CHAPTER 1 SECTION 101.

Objective 1: Define copyright



- Objective 2: Other definitions
1. Audiovisual works
 2. Computer program
 3. Copies
 4. Copyright owner
 5. Digital transmission
 6. Financial gain
 7. Pictorial, graphic, and sculptural works
 8. Work of visual art
- Objective 3: Students will practice ethics and rules governing photojournalism (i.e. Editorial content must not be changed).
- Objective 4: Students will practice correct usage of copyright laws (i.e. the right to reproduce, manipulate, distribute, plagiarize, or exhibit another photographer's work outside of fair use provisions).
1. Time limitations
 2. Portion limitations
 3. Text material
 4. Illustrations and photographs
 5. Copying and distribution limitations
- Objective 5: Students will demonstrate understanding of ethics related to social and legal issues in subject choice (i.e. model releases, image appropriateness, and cultural sensitivity).

STANDARD 10

 **STUDENTS WILL GAIN AN UNDERSTANDING OF VIDEO PRODUCTION AS A PROFESSION AND WILL DEVELOP PROFESSIONAL SKILLS FOR THE WORKPLACE.**

Objective 1: As a participating member of the SkillsUSA student organization complete the SkillsUSA Level I Professional Development Program.

1. Complete a self-assessment inventory and identify individual learning styles.
2. Discover self-motivation techniques and establish short-term goals.
3. Determine individual time-management skills.
4. Define future occupations.
5. Define awareness of cultural diversity and equity issues.
6. Recognize the benefits of conducting a community service project.
7. Demonstrate effective communication skills with others.
8. Participate in a shadowing activity.
9. Identify components of an employment portfolio.
10. Explore what is ethical in the workplace or school.
11. Demonstrate proficiency in program competencies.
12. Explore what is ethical in the workplace or school.



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- State the SkillsUSA motto.
- State the SkillsUSA creed.
- Learn the SkillsUSA colors.
- Describe the official SkillsUSA dress.
- Describe the procedure for becoming a SkillsUSA officer.

Objective 2: Display a professional attitude toward the instructor and peers.

