

DESCRIPTION

This course is designed to provide students with the advanced knowledge and skills related to the video production industry. Includes instruction and hands-on assignments in the following areas: Camera operation, recording audio, lighting systems, pre-production, production, post production, visual effects and graphics, and copyright laws.

Total Test Questions: 29

Levels: 10-12

Units of Credit: 0.5

Prerequisites: Video Production I

STANDARDS, OBJECTIVES, AND INDICATORS

STANDARD I

16% of Exam Blueprint

◆ STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE THE CORRECT OPERATION OF THE CAMERA.

Objective 1: Camera Accessories

1. Lens Filters
2. Capture Devices
Memory Card
 - Hard drives
 - Flash drives
3. External Microphone jack
4. Connectors
 - BNC
 - HDMI
 - 1/8" mini
 - Stereo/mono
 - 1/4"
 - Stereo/mono
 - RCA
 - USB
 - XLR

Objective 2: Shot selections

1. Sequencing (establishing shot followed by wide, then medium, then close up)
2. Follow shots
3. Point-of-view (POV)
4. Reaction shots
5. Bird's Eye
6. Worm's Eye
7. Overhead
8. Dutch (slanted)



- Objective 3: Camera operation
1. Depth of Field
 2. Exposure
 3. Zoom
 4. Color temperature
 5. Rack focus
 6. ND Filter
- Objective 4: Alternative Camera Support
1. Jibs
 2. Steadi-cam
 3. Unconventional devices
 - Bean bags
 - Car mounts
 - Wheeled devices
- Objective 5: Camera movements
1. Pan
 2. Truck
 3. Dolly
 4. Arc
 5. Pedestal
 6. Tilt

STANDARD 2

10% of Exam Blueprint

 **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE PROCEDURES FOR RECORDING AUDIO.**

- Objective 1: Microphone
1. Pop filters
 2. Wind screens
 3. Proximity effect
 4. Boom mics
 5. USB mics
 6. Camera mic vs external mic
 7. AGC (Automatic Gain Control)
- Objective 2: Ambience
1. Definition of ambience
 2. Natural sound (NATS)
- Objective 3: Voice Over

STANDARD 3

18% of Exam Blueprint

 **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE LIGHTING SYSTEMS AND HOW THEY ARE USED.**

- Objective 1: Principles of Lighting



- 1. Key
 - 2. Back
 - 3. Fill
 - 4. Background
 - 5. Direct Light
 - 6. Diffused Light
- Objective 2: Light accessories
- 1. Filters
 - 2. Reflectors
 - 3. Gels
- Objective 3: Lighting situations
- 1. Color temperature
 - 2. Mood
 - 3. Night lighting

STANDARD 4

12% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE PREPRODUCTION.**

- Objective 1: Story development
- Objective 2: Script development
- Objective 3: Location scouting
- Objective 4: Equipment and Prop Inventory

STANDARD 5

12% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE PRODUCTION.**

- Objective 1: Crew responsibilities
- 1. Producer
 - 2. Director
 - 3. Script Writer
 - 4. Camera operator
 - 5. Audio
 - 6. Talent
 - 7. Continuity

STANDARD 6

20% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE POST PRODUCTION.**

- Objective 1: Media management
- 1. Storing



- 2. Logging
- 3. Labeling
- Objective 2: Editing
 - 1. Transfer
 - 2. Rendering
 - 3. Motion Effects (slow motion, fast motion, reverse motion, etc.)
 - 4. Filters (audio and video)
 - 5. Time code
 - 6. Titles
 - 7. Transitions
 - 8. Special effects (computer generated digital enhancements)
 - 9. Sound tracks
 - 10. Timeline
 - 11. Cut-to-the-beat
- Objective 3: Sweetening
 - 1. Levels and mixing
 - 2. Sound Effects
 - 3. NATS
 - 4. Music tracks
- Objective 4: Industry standards
 - 1. NTSC
 - 2. PAL
 - 3. High definition vs. Standard definition
 - 4. Interlaced and Progressive
 - 5. Aspect ratio
 - 6. Frames per second (fps)
- Objective 5: Exporting
 - 1. Compression
 - 2. Format
- Objective 6: Color Correction

STANDARD 7

8% of Exam Blueprint

◆ STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE THE USE OF VISUAL EFFECTS AND GRAPHICS.

- Objective 1: Visual effects
 - 1. Chroma key
 - 2. Animation
 - 3. Filters
 - 4. Keyframes
- Objective 2: Graphics
 - 1. Text
 - 2. Fonts
 - Title Colors (High Contrast)
 - 3. Title safe area



STANDARD 8

4% of Exam Blueprint

◆ **STUDENTS WILL BE ABLE TO UNDERSTAND AND PRACTICE COPYRIGHT LAWS, ETHICS, AND LEGAL ISSUES DEALING WITH PHOTOGRAPHY AS IDENTIFIED IN THE UNITED STATES CODE TITLE 17 CHAPTER I 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 sculpted 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 9

◆ **STUDENTS WILL ENHANCE THEIR 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 2 Professional Development Program.

1. Measure/modify short-term goals.
2. Identify stress sources.
3. Select characteristics of a positive image.
4. Demonstrate Government awareness.
5. Demonstrate awareness of professional organizations.
6. Apply team skills to a group project.
7. Observe and critique team skills at a local professional meeting.
8. Demonstrate business meeting skills.
9. Explore workplace ethics: codes of conduct.
10. Demonstrate social etiquette.
11. Complete survey for employment opportunities.
12. Review a professional journal and develop a three- to five-minute speech.



13. Complete a job application.
 14. Assemble an employment portfolio.
 15. Explore supervisory and management roles in an organization.
 16. Conduct a worker interview.
 17. Perform a self-evaluation of proficiency in program competencies.
- Objective 2: Serve in the school's SkillsUSA chapter as a committee member.
- Objective 3: Display a professional attitude toward the instructor and peers.
- Objective 4: As a participating member of the SkillsUSA student organization, complete the SkillsUSA Level 3 Professional Development Program.
1. Evaluate your career and training goals.
 2. Market your career choice.
 3. Develop personal financial skills
 4. Serve as a volunteer in the community.
 5. Plan and develop a business.
 6. Conduct a worker interview.
 7. Develop a résumé and write a cover letter.
 8. Demonstrate interviewing skills.
 9. Understand the cost of customer service.
 10. Identify and apply conflict resolution skills.
 11. Demonstrate evaluation skills.
 12. Examine workplace ethics: the role of values in making decisions.
 13. Perform a skill demonstration.
 14. Learn what is contained in Material Safety Data Sheets (MSDS).
 15. Perform a self-evaluation of proficiency in program competencies.
- Objective 5: Serve as an officer in the school's chapter of SkillsUSA
- Objective 6: Participate in an authorized SkillsUSA drafting competition.
- Objective 7: Display a professional attitude toward the instructor and peers.

