Prepared by the Department of: Arts & Communication
Date of Departmental Approval: October 6, 2011
Date approved by Curriculum and Programs: February 15, 2012 Effective: Fall 2012

1. **Course Number:** **COM131**
   Course Title: **Introduction to Video Production**

2. **Description:** Students learn video production through lectures and hands-on projects. Specific skills covered include concept development, storyboarding, proper video camera operation, framing, and camera angles. While learning about the equipment and techniques used in video production and post production, students write and produce two projects that are edited on a non-linear system and screened in class for review. Students in this course are expected to be proficient in computer file management skills.

3. **Student Learning Outcomes:** Upon successful completion of this course, students are able to do the following:
   - Demonstrate proficient use of a digital video camera
   - Demonstrate proficient use of the non-linear editing program Final Cut Pro
   - Recognize proper composition and exposure
   - Demonstrate the ability to light a scene using 3-point lighting
   - Demonstrate the appropriate use of film terminology such as pan, tilt, dolly, etc.
   - Write and produce two video projects that are edited with a non-linear system
   - Critique video projects

4. **Credits:** Three credits

5. **Satisfies a General Education Requirement:** No

6. **Prerequisite:** None

7. **Semesters Offered:** Fall, Spring

8. **Suggested General Guidelines for Evaluation:** Two written tests are administered to evaluate the participants' technical knowledge of the equipment. A midterm video project and a final video project are screened in class and reviewed by peers as well as the professor.

9. **General Topical Outline (Optional):**

   - The anatomy of a video camera
     - Lens, iris, focus ring, etc.
   - Operation of a video camera.
     - Hand held vs. tripod.
     - White balance
     - Setting exposure
   - Aesthetic principles of video composition.
     - Rule of thirds.
   - Learning the language of video
     - Pan, tilt, zolly, etc.
   - Basic three point lighting.
     - Key, fill, backlight.
   - An Introduction to nonlinear editing.
     - Importing media
     - Setting sequences and bins
     - Exploring the platform and tools