

Course Title:	Advanced Video Production
Department:	Engineering & Technology Education
Grade Level:	10-12
Time Per Day/Week:	42 per day
Length of Course:	Full Year

Course Overview:
<p>This course covers advanced techniques in video and television production. Students learn advanced digital video editing (Adobe Creative Suite), music creation, text/graphics generation, and video animation. Copyright and authoring laws are studied and practiced. Students learn the skills necessary to properly light a set/scene and record professional audio. Students will participate in local/national student film festivals/competitions. Students contribute material for PRTV programming.</p>

Primary Resources:
None
Secondary Resources (District Approved):
Adobe Creative Cloud, Tri-Caster

Unit 1 Name:	Course Introduction/Basic Concepts
Days in Unit:	1
Representative Learning Goals	
<ul style="list-style-type: none"> ● Identify the course contents contained within the syllabus. ● Discuss the classroom and lab rules. ● Introduce the units and projects to be completed in the course. 	

Unit 2 Name:	Recording Sound
Days in Unit:	5
Representative Learning Goals	
<ul style="list-style-type: none"> • Understand the audio tools of Audition. • Understand and demonstrate audio clip editing. • Define and demonstrate multitrack mixing and finishing. • Understand and demonstrate audio track editing. • Create and export the final audio mix. • Create and record man-made sound effects for a video clip. 	

Unit 3 Name:	Lighting
Days in Unit:	5
Representative Learning Goals	
<ul style="list-style-type: none"> • Learn the importance of appropriate lighting for shooting situations. • Study types of interior lighting. • Study and practice bounce lighting techniques. • Study types of onboard lighting. • Design lighting for a television studio, chroma-keying, in-doors, and exterior. 	

Unit 4 Name:	Scriptwriting
Days in Unit:	8-10
Representative Learning Goals	
<ul style="list-style-type: none"> • Study the different types of Program Formats: TV program categories, Lecture, Lecture/Demonstration, Panel Discussion, Interview, Documentary, Drama, Magazine, Music Video, PSA • Learn the steps to follow when creating a script: Visualization, Program Proposal, Research, The Outline, Writing the script • Study the different types of script formats: Word-for-word, Outline, Format, Montage 	

Unit 5 Name:	Adobe After Effects
Days in Unit:	1
Representative Learning Goals	
<ul style="list-style-type: none"> • Define and demonstrate how to set up a project. • Locate all lesson files that will be used to introduce the software. • Demonstrate how to save files. 	

Unit 6 Name:	Getting to know the workflow of After Effects
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> • Create a project and import footage. • Create a composition and arrange layers. • Add effects and modify layer properties. • Animate the composition. • Render and export student composition. 	

Unit 7 Name:	Create a basic animation using effects & presets
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> • Create a new composition. • Work with imported illustrator layers. • Apply effects to a layer. • Apply an animation preset. • Add transparency. • Render the composition. 	

Unit 8 Name:	Animating Text
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> • Use a text animation preset. • Animate with scale keyframes. • Animate using parenting. 	

- Animate imported Photoshop text.
- Animate type tracking.
- Animate text opacity.
- Animate a non-text layer along a motion path.

Unit 9 Name:	Shape layers
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> • Add a shape layer. • Create custom shapes. • Incorporate video and audio layers. • Apply a cartoon effect. • Add a title blur. 	

Unit 10 Name:	Animate a multimedia presentation
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> • Animate scenery using parenting. • Adjust an anchor point. • Mask a video using vector shapes. • Keyframe a motion path. • Add an audio track. 	

Unit 11 Name:	Animating Layers
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> • Simulate lighting changes. • Duplicate an animation using the pick whip. • Animate movement in scenery. • Adjust the layers and create a track matte. • Add a lens flare effect. 	

Unit 12 Name:	Working with masks
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> ● Create a mask with the Pen tool. ● Feather the edges of a mask. ● Replace the content of a mask. ● Add a reflection. ● Adjust the color of a mask. 	

Unit 13 Name:	Puppet Tools
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> ● Define a puppet tool. ● Define areas of overlap. ● Animate pin positions. ● Record animation. 	

Unit 14 Name:	Roto Brush Tool
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> ● Creating a segmentation boundary. ● Fine-tuning the matte. 	

Unit 15 Name:	Performing Color Correction
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> ● Adjust color balance. ● Replace a background. ● Correct a range of colors. ● Warm colors with the Photo Filter effect. 	

Unit 16 Name:	Using 3D Features
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> • Animate 3D objects. • Add reflections to 3D objects. • Adjust layer timing. • Use 3D lights. 	

Unit 17 Name:	3D camera tracker
Days in Unit:	2-4
Representative Learning Goals	
<ul style="list-style-type: none"> • Define and identify the 3D camera tracker effect. • Track video footage. 	

Unit 18 Name:	Rendering and Outputting
Days in Unit:	5
Representative Learning Goals	
<ul style="list-style-type: none"> • Create templates for the rendering process. • Create templates for output models. • Create an animation video using After Effects techniques. • Study and apply stop motion techniques by creating a stop motion video. 	

Unit 19 Name:	Documentary
Days in Unit:	10
Representative Learning Goals	
<ul style="list-style-type: none"> • Define a documentary: aim to document reality, cinema verity • Follow the steps to writing a script for a documentary. • Study and demonstrate production approaches for a documentary. 	

Unit 20 Name:	Film Festival Project
Days in Unit:	15
Representative Learning Goals	
<ul style="list-style-type: none"> • Define and understand all copyright rules and regulations for television and media. • Follow all copyright rules and regulations during the pre, pro, and post-production steps when creating their film festival entry. • Learn and develop new techniques/ideas by attending a film festival and viewing other school entries. 	

Unit 21 Name:	Tri-Caster Studio Project & Semester Projects
Days in Unit:	60
Representative Learning Goals	
<ul style="list-style-type: none"> • Study and practice the Tri-Caster studio system overview. • Demonstrate the assembly and set-up of three studio cameras: a.Leveling tripod b. Camera functions c. Focusing d.White balance e. Iris adjustment • Define and generate a working television broadcast script. • Design and organize broadcast graphics. • Operate the Tri-Caster studio and produce/record a news broadcast show while following a script. • Receive an introduction/view examples of the semester projects. Write shoot and edit the following semester projects: Suspense Movie, News report, Movie Trailer, Creative Expression, and PodCast. 	

Assessments - Classroom-Based
Curriculum-Based Assessments: Performance Rubrics; Quizzes, Individual & Collaborative Projects; & Observation by Teacher
Assessments - Standardized
None

Standards
Academic Standards for Science and Technology