

Syllabus **A-S 346 Digital Video** Monday and Wednesday 3 – 5:50

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O F F I C E H O U R S

Email for appointment. Room 223 Reynolds

C O U R S E D E S C R I P T I O N

Students will learn advanced video compositing methods, image control and key effects in the digital world specific to the Final Cut Pro environment. Basic and advanced titling and graphic animation will be explored as well as storyboarding, sound design and title effects. This class will explore video for performance and as metaphoric narrative. Work will be collaborative in theory but individual in execution.

L E A R N I N G O B J E C T I V E S

1. To use digital video editors and program their correct sequence presets
2. To program correct input and output parameters
3. To edit in a variety of styles and techniques
4. To understand the critical history of video art
5. To use digital video cameras
6. To master work off to DVD

G O A L S & E X P E C T A T I O N S

This is an intermediate class. I need you to work consistently and to collaborate and help others in the class. The goal of this course is for students to acquire the knowledge they need to become versatile in editing, compositing, and camera work as well as the history of video art.

B O O K S & M A T E R I A L S

Required:

DV Video Camera
Personal Hard Drive

Recommended:

Video Art a Guided Tour, by Catherine Elwes (Amazon)

Final Cut Pro 6: Visual QuickPro Guide (Paperback); Lisa Brenneis Film Art An Introduction, by Bordwell and Thompson

EXPECTATIONS

I expect you to come to class and to work to the best of your ability. If you do that, you will get a B. For A work, I will need to see dedication to ideas and a commitment to problem solving and above average levels of creativity and an excellent execution of your ideas.

ATTENDANCE AND ABSENCE

Seating Chart: There will be an assigned seating chart; it will be determined during the class. Only the instructor can change it.

A student's physical presence in the classroom is a prerequisite for active learning to occur. It is not enough that you do work at home on your own computer.

You are allowed 3 excused absences from the class. Every subsequent absence will result in a drop in a letter grade. **If you are absent of a crit day you will be penalized a full letter grade on the assignment, no exceptions.**

If you are going to miss a class, I expect an email to my personal account: doreen.maloney@uky.edu by the end of the day.

If you do not work on you assignments in class, I will assume someone else did your work for you and you will fail the project. CELL PHONES ARE NOT PERMITTED TO BE ON IN CLASS unless you have an emergency situation that you are monitoring.

If you are not working on the assignment in class during class time and instead write an essay for your English class, etc .you will be penalized as being absent.

Excused Absences: S.R. 5.2.4.2 defines the following as acceptable reasons for excused absences:

1. serious illness;
2. illness or death of family member;
3. University-related trips;
4. major religious holidays;
5. other circumstances you find to be "reasonable cause for nonattendance".

ETIQUETTE

Please be mindful that you are respectful to your fellow students in the classroom. Excessive talking is disruptive. Please turn cell phones to vibrate and do not use them in class. I will document your use of facebook or other social networking software and your grade will reflect that use.

STORAGE

Because we are using a general lab, you cannot store your files on the computers. You need to be able to store your files to a hard drive and make back-ups. If you lose your drive, it is not an excuse.

PLACE

We will be meeting in Lucille Little Lab.

GRADES

Grades will be determined through demonstrated mastery of the learning objectives established for this course. The minimum requirements are as follows:

- Attendance in class.
- Demonstration through exam and/or practical application of the concerns, skills, and techniques articulated in the learning objectives for the course and for each project.

Letter grades will be given in this class and will be assigned using the standard grading scale:

100-90%=A (Represents an exceptionally high achievement as a result of aptitude, effort and intellectual initiative. Work created well exceeded all of the requirements for the project/course.)

89-80%=B (Represents a high achievement as a result of ability and effort. Work created met all requirements for the project and exceeded some of them.)

79-70%=C (Represents average achievement. Work met all requirements for the project/course.)

69-60%=D (Represents the minimum passing grade. Work met some requirements for the project/course and failed to meet some.)

59% and below=E (Represents unsatisfactory performance and indicates failure in the project/course. Work did not significantly meet requirements for the project/course.)

Projects: Your work will be graded based on the project requirements and on your use and understanding of the elements and principles as demonstrated in your drawings, projects and critique participation.

Other considerations in the grading process are:

- -attendance
- effort to improve and grow in your understanding and production of work

Grades for this class will be on a 430 point system:

1.	<u>Quotidian 30 seconds:</u>	30 points
	storyboard/script:	10 points
	form:	10 points
	content:	10 points
	first cut:	10 points
	final cut:	10 points
2.	<u>Redo IT</u>	100 points
	storyboard/script:	10 points
	form:	10 points
	content:	10 points
	first cut:	10 points
	final cut:	10 points

3. **YouTube Remix and Repost** **100 points**
 storyboard/script: 10 points
 form: 10 points
 content : 10 points
 first cut: 10 points
 final cut: 10 points
4. **Personal Choice** **100 points**
 storyboard/script: 10 points
 form: 10 points
 content : 10 points
 first cut: 10 points
 final cut: 10 points
5. **Video Artist Presentation** **100 points**
 research, video, critical interpretation 100 points

CALENDAR

January

	1-12 First day of class; go over syllabus. Go over email accounts and computer accounts. Talk about cameras to purchase.
1-17 Academic Holiday Martin Luther King birthday	1-19 Introduce Final Cut Pro.
1-24 Final Cut Pro Tutorial	1-26 Final Cut Pro Tutorial
1-31 Final Cut Pro Tutorial	

February

	2-2 Presentations begin! #1 & #2
2-7 Quotidian due.	2-9 Begin RedoIT Presentations begin! #3 & #4
2-14	2-16 Presentations begin! #5 & #6

2-21	2-23 Presentations begin! #7 & #8
2-28	3-2 RedoIT due

March

3-7 RedoIT due	3-9 YouTube Remix Begins Presentations begin! #9 & #10
3-14 SPRING BREAK	3-16 SPRING BREAK
3-21	3-23 Presentations begin! #11 & #12
3-28	3-30 YouTube ReMix due

April

4-4 YouTube ReMix due	4-6 Begin Personal Presentations begin! #13 & #14
4-11	4-13 Presentations begin! #15 & #16
4-18	4-20
4-25 Personal Choice due	4-27 Personal Choice due Last day of Classes