

Virginia Western Community College

ART 208

Video Techniques

Prerequisites

Art 130 Multimedia

Course Description

Addresses the fundamentals of video technology and non-linear video editing. Focuses on the aesthetics of time-code editing using current industry software. Teaches a student to shoot and capture video and record and edit sound, and combine artwork, animation, video, and sound in the creation of professional-quality original video projects. Lecture 2 hours. Laboratory 2-4 hours. Total 4-6 hours per week. 3-4 credits

Semester Credits: 3

Lecture Hours: 2

Studio Hours: 2

Required Materials

Textbook:

None

Other Required Materials:

- Portable storage device – jump drive or pocket drive

Course Outcomes

At the completion of this course, the student should be able to:

- Transfer animated projects and other computer generated art work to video, incorporating sound and visual effects
- Utilize typographic design techniques for titles and captions
- Create an animation
- Incorporate original video into a multimedia product
- Identify and use video and sound formats
- Understand and use basic terminology regarding video techniques
- Edit various components into a multimedia video project
- Write a script treatment and final script
- Develop a plot/storyline and translate it to visual terms through the use of storyboards

Topical Description

1	Critical analysis of various editing styles
2	Examination of the relationship between sound and images
3	Script progression and continuity
4	Lighting
5	Visual effects
6	Use of real time, delayed time, and recorded time
7	Video as document
8	Video's relationship to other media and practices
9	Critiques and work presentation

Notes to Instructors

[ADA Statement \(PDF\)](#)

[Title IX Statement \(PDF\)](#)