

Syllabus

Course Number/ATCM 3350.501

Course Title – Digital Arts – Digital Video Production I

Term - Fall 2023

Days & Times

Thursday 7:00-9:45

Class Blog: videooneatcm3300.tumblr.com

Professor Information

Professor Contact Information

Professor Kyle Kondas

Email Address kyle304@utdallas.edu; kkondas@gmail.com

Office Hours: by appointment and after class.

Course Pre-requisites, Co-requisites, and/or Other Restrictions:

None

Course Description

This course will serve as an introduction to digital video studies. The student will receive instruction on storytelling, non-linear editing, filming techniques and recording sound/audio. The students will be given the chance to learn and hone skills needed to create and complete video projects.

Student Learning Objectives/Outcomes

This course is designed to engage the student in the necessary skills and concepts behind the creation of finished video pieces. There will be weekly lectures and discussions along with occasional viewings of video examples. 5 projects will be given to the student for understanding and completion of course curriculum with critiques being given to assignments and final project.

Required Textbooks and Materials

Camera – DSLR, Camcorder, GO PRO, Smart Phone, etc; tumblr account, Youtube or Vimeo account

Suggested Course Materials

External Hard-drive, Mono-pod or tri-pod

Suggested Readings/Texts

Book: Setting Up Your Shots: Great Camera Moves Every Filmmakers Should Know
Author: Jeremy Vineyard

Suggested Software:

Adobe Suite, FINAL CUT X, Audacity

GRADING:

30% Final Video Project (is open to the student) - may be a group project

5% Video Assignment #5 – After Effects Assignment – Will have to create small AF animation

20% Video Assignment #4- 1 Min documentary - No longer than 1 minute

15% Video Assignment #3 – Soundscape project – No longer than 2 minutes

10% Video Assignment #2 - Interview with friend/Cow-worker – No longer than 2 minutes

10% Video Assignment #1 – action/story telling sequence 1 minute

10% Attendance and participation

SYLLABUS

This syllabus is subject to change at the discretion of the instructors (all changes will be furnished to students in writing).

Aug. 24th: Introduction to the course; Go over syllabus and class projects

Assignment #1 given – action/story telling sequence 1 minute

Aug 31st: Go over how to use Premier - up-loading and editing techniques; In-class work time if needed

Sept. 7th: Assignment #1 due and viewing, Lecture on Sound, Sound Editing and recording

Assignment #2 given– Interview with friend/Co-worker – No longer than 2 minutes

Sept 14th.: Lecturer on camera related equipment; in-class work time if needed

Sept. 21st: Critique on assignment #2; Assignment #3 given – Soundscape project

Sept 29th: Possible Guest Lecturer/ Lecture on camera types (will go more in depth on the different camera types and the benefits/flaws for each group) and talk about the differences between free-lance and corporate industry work; in-class work time if needed.

Oct 5th: Possible Guest Lecturer/ or Lecture on advance use of mobile and on-line video and social media; Web-series and Web-television; in-class work time if needed

Oct.12th: Critique on Assignment #3; Assignment #4 given - students have 1 minute to tell us about themselves

Oct. 19th: Possible Guest Lecturer/ Lecture on advance use of mobile and on-line video and social media; Web-series and Web-television; in-class work time if needed

Oct. 26th: 16th: Lecture on After Effects – Students will play around with program in class; in-class work time if needed; 5th Assignment given – Student will have to create a short AF animation

Nov. 2nd: Lecture on Guerrilla Filmmaking, Youtube branding and shooting on a budget; in-class work time if needed; Final assignment given

Nov. 9th: Critique on Assignment #4; in-class work time if needed

Nov.16th Lecture on Video Art; in-class work time if needed

Nov. 23rd: Fall Break

Nov 26th: Film and Lecture on Working for and submitting to Film Festivals; in-class work time if needed

Dec. 7th: Final Assignment due and critique