

CENTER FOR INNOVATIVE TECHNOLOGIES
MASTER COURSE DOCUMENT

AVP 210 Videography: Multi Camera Production and Lighting

Course Description: A course on concepts and techniques for multi camera video production. Topics include: industry terminology, pre-production and planning, camera types and formats, shot composition, and use of gripping and support equipment.

Prerequisites(s): AVP 110 (minimum grade C)

Corequisite(s): No corequisite

Lecture Hours: 2	Lab Hours: 3	Credit Hours: 3
Lab Fee: 105	Supplemental Fee: 0	Purpose:
<input type="checkbox"/> Transfer Assurance Guide Course (TAG)	<input type="checkbox"/> Transfer Module Course (TM)	
Course Format: Lec/Lab	Grading: A/B/C/D/F/I	
Delivery Method: <input type="checkbox"/> Web	<input type="checkbox"/> Hybrid	X Classroom
Semesters Offered: X Fall	X Spring	X Summer

Course Primary Text:

Title: Directing: Cinematic Motion	Edition: 2 nd
Title: Film Directing Shot by Shot: Visualizing from Concept to Screen – Paperback Edition	

Supplemental Materials:

AVP Majors and those taking the full sequence of audio and video classes

Some, but not all, items below are available in the campus bookstore.

All students must have the basic set of tools and hardware listed by semester 2:

1 Pair of full coverage headphones (no ear buds),

USB jump drive (16 gig or larger),

External media drive (see requirements below)

1 Pair leather work gloves (no rubber or nylon finger material - full coverage leather)

Multi-purpose tool (ie: gerber or leatherman or equivalent)

Small Flashlight

Measuring Tape

Note: External drive must be 7200 rpm or faster and should have the Oxford chipset (either 911 or 934), USB and Fire Wire compatible and have a minimum 500 gig capacity; however, a larger size is recommended for AVP majors as you will be required to have a media drive for your video, audio and compositing classes. See the additional AVP Equipment list for more details on theses and other tools used in the AVP major.

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Course Outcomes:

Students will:

- Work in all positions on a live broadcast television production. This includes both studio and control room functions.
- Work independently and as part of a team on location production assignments. This includes videographer, grip, audio, and field producer/reporter.
- Work on all aspects of postproduction involved in the creation of a live television show.
- Recall the industry standards and terms used to describe the production elements and activities involved in the creation of a television show.
- Operate and control studio equipment including cameras, studio lighting, support gear and accessories.
- Be able to operate and maintain location production gear including cameras, mics, and lighting and gripping gear.
- Effectively communicate shooting and lighting set-ups to crewmembers with diagrams, shot sheets, storyboards, and other diagrams used in professional video productions.

The ultimate goal of this class is to train students to work effectively as members of a broadcast production "crew". This is primarily a workshop style class with daily production activities and jobs.

Course Topics:

Week 1	<p>Class 1 –</p> <ol style="list-style-type: none">1. Go over Syllabus2. Discuss professional development semester long assignment (show sample websites)3. Discuss coverage and Project Management4. Show how to match cameras using camera settings on the various camera systems<ol style="list-style-type: none">a. Gammab. Kneec. Black Levelsd. Color5. Go over Project 1 (Promotional Spot) Multiple Graded Deadlines<ol style="list-style-type: none">a. Teams picked along with Targeted Program Due Week 1 Class 2b. Draft of letter to clients along with early research Week 2 Class 3. Emails sent after approval.c. Student report of client meeting Due Week 3 Class 5 <p>Class 2 –</p> <ol style="list-style-type: none">1. Continue matching cameras using Panasonic cameras, and Sony's.2. Discuss syncing audio.3. Practice shooting a multi camera scene.
Week 2	<p>Class 3 –</p> <ol style="list-style-type: none">1. Show multi cam examples in Documentary.2. Practice multi-cam documentary interview.3. Assign "Behind the Scenes" paper.4. Teach how to set up a Multi-camera sequence in Adobe Premiere for an edit. <p>Class 4 –</p> <ol style="list-style-type: none">1. Go over lighting overhead diagrams.2. Discuss multi-cam shot lists.3. Introduce the class to programming the Lighting Grid.4. Film basic multi-camera interview in class5. Assign Multi-camera edit Lab
Week 3	<p>Class 5 –</p> <ol style="list-style-type: none">1. Assign Project 22. Chair Sitting scene Multi Cam Shoot. (Provide overheads & shot list)3. Hang lights, & program grid.

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	<p>4. Have students try their own ways.</p> <p>Class 6 -</p> <p>1. Continue with Chair sitting exercise.</p>
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Week 4	<p>Class 7 –</p> <p>1. Film In-Class Multi-Cam Interview</p> <p>Class 8 –</p> <p>1. Watch clips from “The Last Waltz” and discuss how the shot lists were created.</p> <p>2. Discuss covering a live event.</p> <p>3. Students invent a game show.</p> <p>4. Design a set and begin to discuss coverage ideas.</p>
Week 5	<p>Class 9 -</p> <p>1. Build Game show set.</p> <p>Class 10 –</p> <p>1. Set cameras and test how to best get coverage.</p>
Week 6	<p>Class 11 –</p> <p>1. Film multiple run troughs of the game show.</p> <p>Class 12 –</p> <p>1. View footage, and test how well it can be cut together.</p>
Week 7	<p>Class 13 -</p> <p>1. Talk set design, and camera placement for a live-switched program.</p> <p>2. Go over the control room.</p> <p>3. Matching cameras using CCU's</p> <p>4. Audio board/patch panel.</p> <p>5. Tape playback.</p> <p>6. Teleprompter</p> <p>7. Introduce to the basics of the switcher.</p> <p>8. Run students through the process of directing a live program from a control room.</p> <p>Class 14 –</p> <p>9. First Projects due.</p> <p>10. Review first projects.</p> <p>11. Assign Project #3.</p> <p>12. Discuss end of Semester Practical.</p> <p>13. Students design and build, and light their talk show set</p>
Week 8	<p>Class 15 –</p> <p>1. Go over in-studio crew positions again.</p> <p>2. Discuss the practical exam.</p> <p>3. Demo directing for their Practical exam.</p> <p>4. Discuss what it means to direct a live show.</p> <p>Class 16 –</p> <p>5. Students take turns directing a live 2-minute 2-person interview</p> <p>6. Instructor Critiques the students for each position.</p>
Week 9	<p>Class 17 –</p> <p>1. Students take turns directing a live 2-minute 2-person interview</p>

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	<p>2. Instructor Critiques the students for each position.</p> <p>Class 18 –</p> <p>1. Students take turns directing a live 2-minute 2-person interview</p> <p>2. Instructor Critiques the students for each position.</p>
Week 10	<p>Class 19 –</p> <p>1. Students take turns directing a live 2-minute 2-person interview</p> <p>2. Instructor Critiques the students for each position. .</p> <p>Class 20 –</p> <p>1. Students take turns directing a live 2-minute 2-person interview</p> <p>2. Instructor Critiques the students for each position.</p>
Week 11	<p>Class 21 –</p> <p>1. Students take turns directing a live 2-minute 2-person interview</p> <p>2. Instructor Critiques the students for each position.</p> <p>Class 22 –</p> <p>1. Project 2 is due.</p> <p>2. Go over Projects in class.</p>
Week 12	<p>Class 23–</p> <p>1. Visit CET.</p> <p>Class 24–</p> <p>1. Students take turns directing a live 2-minute 2-person interview</p> <p>2. Instructor Critiques the students for each position.</p>
Week 13	<p>Class 25 & 26 –</p> <p>1. 1. Students take turns directing a live 2-minute 2-person interview</p> <p>2. Instructor Critiques the students for each position.</p>
Week 14	<p>Class 27 –</p> <p>1. Practical exams begin.</p> <p>Class 28–</p> <p>1. Practical exams continue.</p>
Week 15	<p>Class 29 –</p> <p>1. Practical exams continue.</p> <p>Class 30 –</p> <p>1. Final section of the Practical exams are finished.</p> <p>2. Behind the Scenes paper, and Project #3 due.</p>

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Methods of Evaluation/Assessment

<u>Grading</u>	<u>(200 points total)</u>	<u>Grading Scale</u>
Attendance -----	15 Points	
Multi-Camera Edit Lab-----	10 Points	
Professional Development----	15 Points	90-100% A
Practical Exam-----	30 Points	80-89% B
First Project-----	50 Points	70-79% C
Second Project -----	40 Points	60-69% - D
Third Project-----	20 Points	00-69% F
Papers/Research -----	20 Points	

Attendance/Grading Policy

Students are required to attend all class meetings and to come prepared for class. Unapproved absences will result in a reduction in your final grades as follows:

- 2 missed class sessions -10%
- 3 missed class sessions -20%
- 4 missed class sessions will result in a failing grade

Attendance will be taken at the beginning of every class. If you are more than 20 minutes late for class you will be counted as absent.

Cell Phone Policy

Your cell phone must be turned off and out of view in this class. If there is a special situation that requires you to be available by cell phone during class time you must alert the instructor prior to class and set your phone to silent/vibrate. You will be asked leave the class session and will be counted absent if this policy is ignored.

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PLEASE TAKE THE FOLLOWING INTO ACCOUNT

- Students will not be permitted to make up any tests/quizzes or submit assignments for unapproved absences.
- Students are required to inform instructor if they will not be attending class or will be late due to an emergency situation. Late assignments/exercises will not be accepted for unapproved absences.
- Documentation may be requested for approved absences.
- Arrangements to turn in work due during class missed because of an approved absence will be dealt with on a case-by-case basis. It is the student's responsibility to make these arrangements.
- Having to work is not an excuse. If your work schedule does not permit you to attend class, please drop the course and take it when it is a priority.

Plagiarism/cheating will not be tolerated and will result in a failing grade for the assignment as well as a failing grade for the course. Students will be reported to the division Dean and will be asked to meet immediately with their academic advisor.

Copying or downloading, in part or in total, articles, research papers or any other information, including graphics, found on the Internet is considered plagiarism and will not be tolerated. All resources, whether quoted directly or indirectly, must be properly documented.

Definition-

Plagiarize: to steal or pass off as one's own (the idea or words of another); use (a created production) without crediting the source; to commit literary theft; present as new and original an idea or product derived from an existing source. (*Webster's Third New International Dictionary of the English Language*, Unabridged, p. 1728)

The instructor reserves the right to modify or adjust the syllabus and assignments any time throughout the course.

Course Keeper: Christian Appleby

REVISED: March 18, 2019