

**NOVA COLLEGE-WIDE COURSE CONTENT SUMMARY
ART 208 – VIDEO TECHNIQUES (3 CR.)**

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. Studio instruction 2 hours. Total 4 hours per week.

General Course Purpose

Teaches multimedia students the principal concepts and techniques of video and in the creation of a multimedia product on the computer. Includes techniques for sound editing and development of original video.

Course Prerequisites/Corequisites

None.

Course Objectives

Upon successful completion of this course, students will be able to:

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

Major Topics to be Included

- i) Critical analysis of various editing styles
- j) Examination of the relationship between sound and images
- k) Script progression and continuity
- l) Lighting
- m) Visual effects
- a) Use of real time, delayed time, and recorded time
- b) Video as document
- c) Video's relationship to other media and practices
- d) Critiques and work presentation