

## Audio/Video Production\*

<p><b><u>1<sup>st</sup> Six Weeks - Units of Study</u></b></p> <p>Introduction to video</p> <ul style="list-style-type: none"> <li>• Understand meaning of video communication</li> <li>• Understand nature of the video world</li> <li>• Describe the three major phases of video production</li> </ul> <p>Getting started</p> <ul style="list-style-type: none"> <li>• Operate basic video equipment</li> <li>• Videotape a simple program</li> <li>• Conduct a safe and courteous shoot</li> </ul> <p>Video Space</p> <ul style="list-style-type: none"> <li>• Compose images and action for two-dimensional screen</li> <li>• Create illusion of depth in the image</li> <li>• Understand elements of scale, distance, position, and relationship</li> </ul>	<p><b><u>2<sup>nd</sup> Six Weeks - Units of Study</u></b></p> <p>Video Time</p> <ul style="list-style-type: none"> <li>• Explain difference between actual time and video time</li> <li>• Describe and use the characteristics of video time in making programs</li> </ul> <p>Video Composition</p> <ul style="list-style-type: none"> <li>• List the key principles</li> <li>• Explain how contrast is used</li> <li>• Describe techniques for creating depth in compositions</li> </ul> <p>Video Language</p> <ul style="list-style-type: none"> <li>• Explain the concept of camera angles</li> <li>• Name types of camera angles</li> <li>• Vary shot types effectively</li> <li>• Create continuity of action</li> <li>• Select and use scene transitions</li> </ul>	<p><b><u>3<sup>rd</sup> Six Weeks – Units of Study</u></b></p> <p>Video Sound</p> <ul style="list-style-type: none"> <li>• List important functions of audio</li> <li>• Listen analytically to sound tracks</li> <li>• Describe the component parts</li> </ul> <p>Video Communication</p> <ul style="list-style-type: none"> <li>• Explain how the characteristics of video fit and work together</li> <li>• Build programs by assembling individual components</li> <li>• Distinguish video “truth” from real-world truth</li> </ul> <p>Program development</p> <ul style="list-style-type: none"> <li>• Discuss a video program in terms of each of the required elements</li> <li>• Select appropriate formats</li> <li>• Develop a storyboard for a sequence</li> </ul>
<p><b><u>4<sup>th</sup> Six Weeks - Units of Study</u></b></p> <p>Production Planning</p> <ul style="list-style-type: none"> <li>• Determine production requirements</li> <li>• Develop a production schedule</li> <li>• Identify production resources</li> <li>• Calculate costs/budget the production</li> </ul> <p>Camera Systems</p> <ul style="list-style-type: none"> <li>• Explain functions of camcorder controls</li> <li>• Describe major support systems</li> <li>• Prepare equipment for shooting</li> <li>• Operate all camcorder systems</li> </ul> <p>Camera Operation</p> <ul style="list-style-type: none"> <li>• Demonstrate ability to establish and adjust camera settings as needed for each shot</li> </ul>	<p><b><u>5<sup>th</sup> Six Weeks - Units of Study</u></b></p> <p>Lighting Tools</p> <ul style="list-style-type: none"> <li>• Identify principal components</li> <li>• Demonstrate the characteristics of different lighting instruments</li> <li>• Explain the functions of different lights and accessories</li> </ul> <p>Lighting Design</p> <ul style="list-style-type: none"> <li>• Explain the three standards</li> <li>• Recognize the major styles</li> <li>• Demonstrate effective strategies</li> <li>• Follow proper procedures</li> </ul> <p>Lighting Applications</p> <ul style="list-style-type: none"> <li>• Light small and large interiors</li> <li>• Solve common lighting problems</li> <li>• Light interior and exterior scenes</li> </ul>	<p><b><u>6<sup>th</sup> Six Weeks - Units of Study</u></b></p> <p>Recording Audio</p> <ul style="list-style-type: none"> <li>• Distinguish the different types and purposes of recording</li> <li>• Understand audio equipment</li> <li>• Record quality audio tracks</li> <li>• Solve problems associated with recordings</li> </ul> <p>Directing for Content</p> <ul style="list-style-type: none"> <li>• Deliver info completely and effectively</li> <li>• Communicate emotional effects</li> <li>• Solve production problems</li> </ul> <p>Directing for form</p> <ul style="list-style-type: none"> <li>• Create a three-dimensional world on the two dimensional screen</li> <li>• Choreograph effective camera movement</li> </ul>

*\*This syllabus is tentative and may change at the discretion of the teacher.*