DGA C121: DIGITAL VIDEO (PREMIERE)

Item	Value
Curriculum Committee Approval Date	02/22/2008
Top Code	061400 - Digital Media
Units	3 Total Units
Hours	54 Total Hours (Lecture Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

This project-based course will introduce the basic tools and techniques to explore the capabilities of Adobe Premiere in storytelling using video. Learn how to import and edit video and audio, create, and apply transitions, effects, and animations to create movies that can be exported in various formats. No art background required. Enrollment Limitation: DMD C121; students who complete DGA C121 may not enroll in or receive credit for DMD C121. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Based on specified client/customer criteria, create a finished movie including graphics/photos, video, sound, text, effects, and basic animation that can be exported in various formats.

Course Objectives

- 1. Import video, audio, and still images to edit on Timeline.
- 2. Add transitions and effects to create more engaging and appealing videos.
- 3. Automatically stabilize shaky footage with the Warp Stabilizer.
- 4. Animate layered Photoshop files.
- 5. Create text and titles using the built-in Premiere Pro Titler.
- 6. Use Adobe Encore to author your projects to disk or for web distribution.

Instructional Techniques

A variety of instructional techniques will be employed to encompass different student learning styles. These may include, but are not limited to, lecture, discussion, projects, and small group activities. Instruction will be supplemented, where appropriate, by digital media presentations and resources, guest speakers, and field trips.

Reading Assignments

Students will complete reading assignments from the textbook, supplemental readings, handouts, Internet resources, and any assignments from Coastlines Library.

Writing Assignments

Design plan/storyboard/script, revision/reflective logs, weekly topic responses and critiques.

Out-of-class Assignments

Weekly projects demonstrating skills acquired and develop a self-designed project.

Demonstration of Critical Thinking

Planning storyboards, revising script, and applying skills learned in authentic projects, while troubleshooting errors in exporting video files to various formats.

Required Writing, Problem Solving, Skills Demonstration

Writing weekly topic responses and critiques and also creating reports concerning troubleshooting errors in exporting video files to various formats.

Eligible Disciplines

Graphic arts (desktop publishing): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Smith, J., AGI Creative Team. Premiere Pro CC Digital Classroom, ed. 9781118639603: Wiley, 2014 2. Required Adobe. Adobe Premiere Pro CC Classroom in a Book, 2019 ed. 9780135298893: Adobe, 2019

Other Resources

1. Coastline Library

Lecture Content

Understanding Digital Video Setting Up A Project Importing Media Organizing Media Essentials of Video Editing Working with Clips And Markers Adding Transitions Advanced Editing Techniques Putting Clips in Motion MultiCamera Editing Editing and Mixing Audio Adding Video Effects Color Correction and Grading Exploring Compositing Techniques Creating Dynamic Titles Managing Your Projects Exporting Frames, Clips, And Sequences (Adobe Encore)

Method(s) of Instruction

- Lecture (02)
- DE Online Lecture (02X)