



ANTELOPE VALLEY COLLEGE

Academic Affairs
Course Outline of Record

Academic Affairs Only

- New Course
- COR Revision 12/11/2008
- COR Update
- Pre Req/Advisories 12/11/08
- Other Changes 12/11/08
- Effective Date
- SLO 4/14/2008

COURSE SUBJECT & NUMBER: DM 112

COURSE NAME: *Experimental Digital Video (formerly MM 112/ART 234, Experimental Digital Video)

COURSE UNITS: 3.0 **COURSE HOURS:** 4 hours weekly

COURSE REQUISITES: (*Follow format of similar courses found in the college catalog.*)

Corequisite: Concurrent enrollment in DM 112L.

Advisory: Completion of DM 101, ART 110, and Eligibility for READ 099.

Instructional materials fee required for this course and must be paid at registration.

COURSE DESCRIPTION: (*Write a short paragraph providing an overview of topics covered. Be sure to identify target audience--transfer, major, GE, degree/certificate, etc. If repeatable, state the number of times at end of description.*)

This course will introduce the student to various digital techniques and methods of experimental video. Intended to assist the student to unleash his/her imagination and creation skills as well as their intuition in creating artistic visual images in the context of a digital video format. The central focus of the class is to freely explore a variety of digital video techniques used in the production of artistic images. The student will experiment with the capabilities of these media to capture and represent images that may invoke various emotional states in the viewer using the elements of design, color, texture, shapes, form, space, and visual transformations within time sequences. **BEFORE ENROLLING** in this course, students should be familiar with the Macintosh operating system, the Macintosh computer, and related peripherals. (CSU, AVC) (R2)

COURSE OBJECTIVES: (*Use Bloom's taxonomy to formulate concise, performance-based measurable objectives common to all students. Objectives must be closely aligned with course content, assignments, and methods of evaluation.*)

Upon completion of course, the successful student will be able to:

- Evaluate the work of video artists and identify visual imagery processes
- Evaluate video equipment and software for effects on visual imagery
- Experiment with effects using image-generating equipment and image-modifying software
- Compose moving visual imagery to produce desired effect(s)
- Plan projects to produce evocative time-based imagery
- Prepare motion-based digital imagery projects that show creative risk

Course Subject & Number: DM 112
Course Name: Experimental Digital Video

COURSE CONTENT: *(Enter course content in terms of specific topics or a specific body of knowledge that each instructor must cover. Put topics in outline form with major and minor headings. Title 5 requires that each instructor must cover all material listed below.)*

1. Introduction to Experimental Video.
 - A. Review how artists have used video to explore their own creativity,
 - B. Review the transition of video exploration from analog to digital format,
 - C. Provide several exercises designed to allow the student to experiment with digital video concepts of previous artists.
 - D. Producing a working script (does not necessarily include specific dialogue).
 - E. Review storyboarding elements. Developing a story board and shot list.

2. Introduction to visual effects
 - A. Digital video hardware
 - i. Capture hardware (cameras)
 - ii. Non-camera, non-computer signal processing hardware
 - B. Digital video software
 - i. Editing Software
 - ii. Software for unique effects.

3. Topics for experimental video projects
 - A. 30-second piece:
 - i. "Found Art" (silent)
 - ii. Illustrating an art genre (silent)
 - iii. Student's Choice (silent)
 - iv. Repeat one of above with sound
 - B. One-to-two-minute piece. Sound is optional.
 - C. Three-to-Five minute piece. Finished piece must have full sound track

Course Subject & Number: DM 112
Course Name: Experimental Digital Video

TYPICAL HOMEWORK ASSIGNMENTS: (Do not include in-class work, quizzes, or tests)

This information is necessary for all credit courses. Assignments should be closely related to course objectives, content, and methods of evaluation. (See sample of a “Model Outline” in the AP&P Standards & Practices handbook.) Include a range of assignments (minimum of three) from which faculty may choose when designing their syllabus.

1. Describe nature and frequency of typical reading assignments if applicable; note if any are required:

- Classroom Handouts
- Assigned chapters in reserved Library books
- Directed Internet searches

2. Describe nature and frequency of typical writing assignments if applicable; note if any are required:

- Synopsis and analysis of experimental movies and videos
- Written reports of Internet search results

3. Describe nature and frequency of typical computational assignments if applicable; note if any are required:

N/A

4. Describe other types of homework assignments that students may be asked to complete (oral presentations; special projects; visual/performing arts; etc); note if any are required:

Analysis and critique of selected video art

5. Describe those critical thinking skills that are derived from assignments listed above; be sure that they reflect course objectives.

- Analyze video art
- Synthesize visual imagery processes to produce experimental video art

6. For categories 1-4 above, describe the estimated time per week it would take a student to complete homework assignments. Title 5 uses the Carnegie formula for establishing units using a 2:1 ratio as follows: 1 hr. lecture = 2 hrs. homework; 2 hrs. lecture = 4 hrs .homework; etc. For example: reading textbook—2 hours; writing reports—3 hours.

Reading Assignments: 1 hour

Writing Assignments: 1 hour

Computational Assignments: N/A

Other Assignments: 6 hours

Course Subject & Number: DM 112
Course Name: Experimental Digital Video

METHODS OF INSTRUCTION: *(Methods must be consistent with content and appropriate to objectives; state in terms of what instructor will be doing in order to present course content to students: for example, lecture, demonstration, present audio/visual materials; facilitate group work, etc. Do not list specific instructional equipment.)*

- Lectures and Instructor demonstrations
- Guest Speakers
- Video presentations
- Individual and group exercises
- Directed laboratory work

METHODS OF EVALUATION: *(These must be clearly related to course objectives and reflect course content and assignments in order to comply with Title 5 requirements. Describe what instructor will be looking for when evaluating various assignments and tests in order to determine whether students have met course objectives. Grades must be based on demonstrated proficiency in subject matter and determined, where appropriate, by essays, objective and essay tests, research papers or projects, problem solving exercises, or skills' demonstrations.)*

- Instructor evaluation of completed projects
- Instructor evaluation of student's ability to conceptualize ideas exploring the limits of the digital video format
- Instructor evaluation of student's ability to proceed from story idea to completed video
- Instructor evaluation of student's ability to analyze scripts, produce storyboards, and shot lists

Suggested Texts or other Instructional Materials *(list several when possible; include title, author, publisher, date, and latest edition.)*

Motion Blur, onedotzero (Shane Walter and Matt Hanson), published by Laurence King; Pap/DVD edition (June 1, 2006)