



# TELEVISION BROADCASTING Video Production 2

This course is designed to provide students with the advanced knowledge and skills related to the television production industry. Includes instruction and hands-on assignments in the following areas: Camera operation, recording audio, lighting systems, pre-production, production, post production, visual effects and graphics, and copyright laws.

**Utah State Office of Education  
Career & Technical Education**

# VIDEO PRODUCTION 2

Levels:	Grades 10-12
Credit:	Minimum 0.5 credits
CIP Code:	10.0204
11 Digit Code:	40-03-00-00-035
11 Digit CE Code:	40-03-00-13-035
Test #:	593
License:	CTE/Secondary
Endorsement:	Television Broadcasting
Prerequisite:	Video Production 1

## COURSE DESCRIPTION

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## CORE STANDARDS, OBJECTIVES, AND INDICATORS

### STANDARD 1

**Students will be able to understand and demonstrate the correct operation of the camera.**

#### Objective 1: Camera Accessories.

- a. Lens Filters.
- b. Capture Devices.
  - Tape.
  - Hard drives.
  - Flash drives.
  - etc.
- c. External Microphones jack.
- d. Connectors.
  - BNC.
  - Firewire.
  - HDMI.
  - Mini (1/8").
    - Stereo/ mono.
  - Phone (1/4").
    - Stereo/mono.
  - RCA.
  - USB.
  - XLR.

#### Objective 2: Picture Composition

- a. Vectors
  - Index

- Motion
- Graphic

**Objective 3:** Alternative Picture composition

- a. Cinéma-vérité
- b. MTV-esque (overexposed, out of focused – deliberately breaking the rules for artistic expression)
- c. “Reality TV” style (no tripod used, not following the rule of thirds, etc)
- d. New-age techniques

**Objective 4:** Shot selections

- a. Sequencing (establishing shot followed by wide, then medium, then close up)
- b. Follow shots
- c. Point-of-view (POV)
- d. Reaction shots,

**Objective 5:** Camera operation

- a. Color temperature
- b. Rack focus
- c. ND Filter

**Objective 6:** Alternative Camera Support

- a. Jibs
- b. Steadi-cam
- c. Unconventional devices
  - Bean bags
  - Car mounts
  - Wheeled devices

**Objective 7:** Camera movements

- a. Pan
- b. Truck
- c. Dolly
- d. Arc
- e. Pedestal
- f. Tilt

**STANDARD 2**

**Students will be able to understand and demonstrate procedures for recording audio.**

**Objective 1:** Microphone

- a. Pop filters
- b. Wind screens
- c. Proximity effect
- d. Boom mics
- e. USB mics
- f. Camera mic vs external mic
- g. AGC (Automatic Gain Control)

**Objective 2:** Ambience

- a. Definition of ambience
- b. Natural sound (NATS)
- c. Controlling NATS

**Objective 3:** Voice Over

**STANDARD 3**

**Students will be able to understand and demonstrate lighting systems and how they are used.**

**Objective 1:** Principles of Lighting

- a. Key
- b. Back
- c. Fill
- d. Background
- e. Direct light
- f. Diffused light

**Objective 2:** Lighting accessories

- a. Filters
- b. Reflectors
- c. Zebra feature on camera
- d. Cookies/gobos
- e. Gels

**Objective 3:** Lighting situations

- a. Color temperature
- b. Mood
- c. Exterior lighting
- d. Night lighting

**STANDARD 4**

**Students will be able to understand and demonstrate preproduction.**

**Objective 1:** Story development

**Objective 2:** Script development

**Objective 3:** Location scouting

**Objective 4:** Equipment Inventory

**STANDARD 5**

**Students will be able to understand and demonstrate production**

**Objective 1:** Crew responsibilities

- a. Producer
- b. Director
- c. Camera operator
- d. Audio
- e. Talent
- f. Continuity

**Objective 2: Media management**

- a. Labeling
- b. Storing

**STANDARD 6**

**Students will be able to understand and demonstrate post production.**

**Objective 1: Logging**

**Objective 2: Editing**

- a. Capture
- b. Batch Capture
- c. Rendering
- d. Motion Effects (slow motion, fast motion, reverse motion, etc.)
- e. Filters (audio and video)
- f. Time code
- g. Titles
- h. Transitions
- i. Special effects (computer generated digital enhancements)
- j. Sound tracks
- k. Timeline
- l. Cut-to-the-beat

**Objective 3: Sweetening**

- a. Levels and mixing
- b. Sound Effects
- c. NATS
- d. Music tracks

**Objective 4: Television standards**

- a. NTSC
- b. PAL
- c. High definition (720p, 1080i)
- d. Aspect ratio
- e. Frames per second (fps)

**STANDARD 7**

**Students will be able to understand and demonstrate the use of visual effects and graphics.**

**Objective 1: Visual effects**

- a. Chroma key
- b. Animation
- c. Filters
- d. Keyframes

**Objective 2: Graphics**

- a. Text
- b. Fonts
- c. Colors (high contrast improves readability)
- d. Title safe area

## **STANDARD 8**

**Students will be able to understand and practice copyright laws, ethics and legal issues dealing with photography as identified in United States Code Title 17 Chapter 1 Section 101.**

**Objective 1:** Define copyright.

**Objective 2:** Other definitions

- a. Audiovisual works
- b. Computer program
- c. Copies
- d. Copyright owner
- e. Digital transmission
- f. Financial gain
- g. Pictorial, graphic, and sculptural works
- h. Work of visual art

**Objective 3:** Students will practice ethics and rules governing photojournalism (i.e. Editorial content must not be changed)

**Objective 4:** Students will practice correct usage of copyright laws (i.e. the right to reproduce, manipulate, distribute, plagiarize or exhibit another photographer's work outside of fair use provisions)

- a. Time limitations
- b. Portion limitations
- c. Text material
- d. Illustrations and photographs
- e. Copying and distribution limitations

**Objective 5:** Students will demonstrate understanding of ethics related to social and legal issues in subject choice (i.e. model releases, image appropriateness, and cultural sensitivity)

## **STANDARD 9**

**Students will enhance their understanding of Video Production as a profession and will develop professional skills for the workplace.**

**Objective 1:** As a participating member of the SkillsUSA student organization, complete the SkillsUSA Level 2 Professional Development Program.

- a. Measure/modify short-term goals.
- b. Identify stress sources.
- c. Select characteristics of a positive image.
- d. Demonstrate Government awareness.
- e. Demonstrate awareness of professional organizations.
- f. Apply team skills to a group project.
- g. Observe and critique team skills at a local professional meeting.
- h. Demonstrate business meeting skills.
- i. Explore workplace ethics: codes of conduct.
- j. Demonstrate social etiquette.
- k. Complete survey for employment opportunities.
- l. Review a professional journal and develop a three- to five-minute speech.

- m. Complete a job application.
- n. Assemble an employment portfolio.
- o. Explore supervisory and management roles in an organization.
- p. Conduct a worker interview.
- q. Perform a self-evaluation of proficiency in program competencies.

**Objective 2:** Serve in the school's SkillsUSA chapter as a committee member.

**Objective 3:** Display a professional attitude toward the instructor and peers.

**Objective 4:** As a participating member of the SkillsUSA student organization, complete the SkillsUSA Level 3 Professional Development Program.

- a. Evaluate your career and training goals.
- b. Market your career choice.
- c. Develop personal financial skills
- d. Serve as a volunteer in the community.
- e. Plan and develop a business.
- f. Conduct a worker interview.
- g. Develop a résumé and write a cover letter.
- h. Demonstrate interviewing skills.
- i. Understand the cost of customer service.
- j. Identify and apply conflict resolution skills.
- k. Demonstrate evaluation skills.
- l. Examine workplace ethics: the role of values in making decisions.
- m. Perform a skill demonstration.
- n. Learn what is contained in Material Safety Data Sheets (MSDS).
- o. Perform a self-evaluation of proficiency in program competencies.

**Objective 5:** Serve as an officer in the school's chapter of SkillsUSA

**Objective 6:** Participate in an authorized SkillsUSA drafting competition.

**Objective 7:** Display a professional attitude toward the instructor and peers.

\* SkillsUSA PDP requirements - recommended