ITP 411: Multimedia and Video Production

Course: Multimedia and Video Production
http://blackboard.usc.edu
Spring, 2016
3 Units

Lecture/Lab: Wednesday from 2 PM – 5 p.m. in OHE-540

Instructor: Larry Jordan
larry@larryjordan.com
(818) 519-2183

Teaching Asst. (TBA)

Office Hours: 12 PM - 2 PM
Biegler Hall - B-5

Open Labs: OHE-540 and OHE-542
(Times will be posted after the semester starts)

Summary
Visual communication and storytelling are essential skills in the digital age. This course teaches how to think and create visually by showing how to use a variety of software and techniques to create, edit, and deliver compelling images and video.

From creating websites to posting videos on YouTube, your ability to effectively communicate your ideas depends, in large part, on your ability to master visual communication.

Not all of us can be artists, but all of us can improve our visual communication skills.

In this survey course, you will learn how to use image and video creation software to create a variety of simple to complex visual projects, and, ultimately, present your projects to the entire class.

Objective
Structured around a professional workflow, the purpose of this course is to learn the creative skills and technical knowledge for producing compelling media: images, text, audio, and video; plus, interactivity.
This course will explore the use of professional-grade software to create 2D images, 2D graphics, audio, text, motion graphics, video, visual effects, and simple web design.

During the course, students will create images, posters, web menus, motion graphics, and videos. Plus, as a final project, students will author a small, interactive, multimedia web site, containing images, audio, and video. This final project will include graphics and video produced and edited by the student.

**Content Goals**

1. To discover the art of visual communication in creating persuasive presentations and the importance of the call to action.

2. To learn the fundamentals of story-telling, structure and workflow.

3. To actually see, not just look at, what you are creating. To create work according to directions, not just what you think the directions should be.

4. To learn new creative applications

**Grading**

Grading is based on class participation, lab completion, assignments, quizzes, and a final project.

Here’s the breakdown of assignments and points:

<table>
<thead>
<tr>
<th></th>
<th>Qty</th>
<th>Pts Each</th>
<th>Total Pts</th>
<th>Approx. % of Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quizzes</td>
<td>3</td>
<td>30</td>
<td>90</td>
<td>14%</td>
</tr>
<tr>
<td>Labs</td>
<td>12</td>
<td>25</td>
<td>300</td>
<td>43%</td>
</tr>
<tr>
<td>Final Project</td>
<td>1</td>
<td>75</td>
<td>75</td>
<td>12%</td>
</tr>
<tr>
<td>Assignments</td>
<td>4</td>
<td>50</td>
<td>200</td>
<td>31%</td>
</tr>
<tr>
<td>Total points</td>
<td></td>
<td></td>
<td>665</td>
<td>100%</td>
</tr>
</tbody>
</table>

Final course marks are determined by standard formulas:

- A 93-100%
- A- 90-92%
- B+ 88-89%
- B 82-87%
- B- 80-81%
- C+ 78-79%
- C 72-77%
- C- 70-71%
- D+ 68-69%
- D 62-67%
D- 60-61%
F 59% or below

Secrets to Success
1. Read the instructions before doing the work!
2. Do the labs at the end of class, don't wait to do them later.
2. Practice seeing what's *actually* on the screen, not what you *expect* to see!

Class Policies
Students are expected to:
- Attend and participate in class discussions and critiques; asking questions is encouraged!
- Complete weekly labs and assignments on time
- Complete all quizzes
- Complete assignments and projects on time

Assignments
It is the responsibility of the student to make sure projects and assignments are turned in on time. Make sure you follow the procedures outlined in each assignment or project. All assignments will be uploaded by students through Blackboard. Some assignments will be turned in on paper.

Late projects automatically deduct 10% of the total possible points before grading starts. A project is considered late if it is turned in after the deadline, unless prior arrangements have been made.

IMPORTANT!
All labs and assignments must be submitted to Blackboard in order to be graded. Emailed projects to me won’t count. Also, projects need to be submitted on time in order to get full credit.

ITP Labs
Before logging onto an ITP computer, students must ensure that they have emailed or saved projects created during the class or lab session. Any work not saved will be erased after restarting the computer. ITP is not responsible for any work lost.

ITP offers Open Lab use for all students enrolled in ITP classes. These open labs are held beginning the second week of classes through the last week of classes. Please contact your instructor for specific times and days for the current semester.

Academic Integrity
The use of unauthorized material, communication with fellow students during an examination, attempting to benefit from the work of another student, and similar behavior that defeats the intent of an examination or other class work is unacceptable to the University. It is often difficult to distinguish between a cul-
pable act and inadvertent behavior resulting from the nervous tension accompanying examinations. When the professor determines that a violation has occurred, appropriate action, as determined by the instructor, will be taken.

Although working together is encouraged, all work claimed as yours must, in fact, be your own effort. Students who plagiarize the work of other students will receive zero points and possibly be referred to Student Judicial Affairs and Community Standards (SJACS).

All students should read, understand, and abide by the University Student Conduct Code available at: http://www.usc.edu/student-affairs/SJACS/nonacademicreview.html.

**Students with Disabilities**

Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Be sure the letter is delivered as early in the semester as possible. DSP is located in STU301 and is open 8:30 a.m. – 5 p.m., Monday through Friday. The phone number for DSP is (213) 740-0776.

**Required Texts**

While there are no required texts, because the span of software we are covering is too broad, the suggested reading below can be an aid in understanding the material covered in this course.

**Suggested Readings**

**Relevant Lynda.com online training**

**In The Blink of an Eye (2 Revised Edition)**
Walter Murch
Silman-James - 2001

**Final Cut Pro X: Making the Transition**
Larry Jordan
Peachpit Press – 2011

Students will be required to bring a Flash memory drive or a portable hard drive to all classes. The ITP department will provide all students with a USB flash drive on the second day of class that will contain media used throughout the course.
Final Project

The final project is the culmination of all the labs and assignments. In it, students present the four Assignments they have created during the course: a Photoshop image, poster ad, motion graphic, and video commercial, via a student-designed website.

The theme for the project is chosen by each student as their first lab. That theme is then expressed visually through each of the four assignments.

The final project will be presented by each student to the entire class for comments and critique. Presentation of the final project constitutes the student’s final exam.
Interactive Multimedia Production
ITP-411 (3 units)

Note: The purpose of a lab is to reinforce subjects taught in that day's lecture. Labs are designed to be completed in class. Assignments are designed to be completed outside of class. Quizzes contain 10 questions in short-answer format.

Detailed information on all four Assignments and the Final Project will be handed out the first day of class.

COURSE OUTLINE

Lecture 1 Aug. 23  
PLANNING FOR THIS COURSE - WORKFLOW
Course introduction – what we are doing this semester
Discussion of goals and theme for semester
Workflow for digital projects and assets
Media Basics: Digital Media Fundamentals.
File formats for audio, video, images, text & animation
Non-graded quiz: “Help Me Get To Know You”
Lab #1: Due at the start of Lecture 2
  Topic: Set goals for semester projects

Lecture 2 Aug. 30  
ADOBE PHOTOSHOP - INTRODUCTION
Intro to Graphic Production and Photoshop
Basic tools, Selections, Layers, Effects
Basic photo techniques
Using the Shape tool
Working with Text
Lab #2: Due at the start of Lecture 3
  Topic: Text and shapes in Photoshop

Lecture 3 Sept. 6  
ADOBE PHOTOSHOP - MASKS and IMAGE REPAIR
Digital Image Editing
Image manipulation and clean-up
Drawing on a path
Masks – what they are and how to create them
Advanced selections
Using blend modes
Using filters to create special effects
Lab #3: Due at the start of Lecture 4
  Topic: Masks and photo repair
**Lecture 4  Sept. 13**
ADOBE DREAMWEAVER (Part 1)
Introduction to website production
Creating a website
Creating a web menu
Keys to achieving interactivity on the web
Create a slide show
Embed images and video
*Quiz #1 – covering first three weeks of lectures*
*Lab #4: Due at the start of Lecture 5*
  *Topic: Create a web site and web page*

**Assignment #1: Image project due**

**Lecture 5  Sept. 20**
PLANNING FOR VIDEO PRODUCTION
Video production – get ready for your commercial
How and what to plan, how to get it all done, how to decide what is important and what should be left out.
Balancing technology with story.
Storyboarding
The importance of emotion, reactions, and breathing
Basics of camera angles, placement, and framing
Basics of lighting
Basics of production audio
*Lab #5: Due at the end of class*
  *Topic: Storyboard a dramatic scene*

**Lecture 6  Sept. 27**
APPLE COMPRESSOR
Exporting, Compression, and Creating DVDs
Optimum settings for video compression
Introduction to DVD Studio Pro
Building a simple DVD
*Optional: Screen commercials*
*Lab #6: Due at the start of Lecture 7*
  *Topic: Create a compressed video file*

**Lecture 7  Oct. 4**
GUEST LECTURE: Norman Hollyn, USC Film School
Techniques of visual story-telling
*No lab this week*

**Lecture 8  Oct. 11**
APPLE MOTION (Part 1)
Motion graphics - harnessing the power of Motion
Creating something truly stupid
Animating text
Animating backgrounds
*Lab #7: Due at the start of Lecture 9*
  *Topic: Create a motion animation*

**Assignment #2: Poster Ad due**
Lecture 9  Oct. 18  APPLE MOTION (Part 2)
Creating movement with behaviors
Animating a still image
Applying effects
Working with sound
Drawing paths and random shapes
Creating an effect for Final Cut Pro X

Quiz #2 – covering weeks 4 - 8
Lab #8: Due at the start of Lecture 10
   Topic: Animate stills, add with audio

Lecture 10  Oct. 25  APPLE FINAL CUT PRO X - EDITING
Introduction to editing digital video
An 11-step workflow to focus your efforts
The importance of telling a “story”
Creating a new project, importing media
Reviewing clips, and editing a basic story.
   No Lab this week.

Lecture 11  Nov. 1  APPLE FINAL CUT PRO X - TRIM AND TRANSITIONS
The story of “John and Martha”
Trimming an edit to improve story-telling
Adding transitions
Lab #9: Due at the start of Lecture 12
   Topic: Edit a dramatic scene
   Assignment 3: Motion Graphics project due

Lecture 12  Nov. 8  APPLE FINAL CUT PRO X - AUDIO AND EFFECTS
Audio, sample rates, and human hearing
How to add, edit, and mix audio
Creating simple visual effects
Working with backgrounds
Integration of Motion projects into Final Cut
Lab #10: Due at the start of Lecture 13
   Topic: Edit a short documentary

Lecture 13  Nov. 15  ADOBE DREAMWEAVER (Part 2)
Advanced web work
Creating a multi-page website with links
Embedding video and audio into a website
Quiz #3 – covering weeks 9 - 12
Lab #11: Due at the start of Lecture 14
   Topic: Create an interactive web menu
Thanksgiving Break

Lecture 14  Nov. 29  HOW TO FIND AND GET A JOB
Larry's philosophy of how to market yourself, find a job, get a job, and negotiate a decent salary.

Assignment 4: 30-second video commercial due

Dec. 1     Final projects due by 5 p.m.
Dec. 6     FINAL: Final Projects screened for class