

# Electronic Media Studio II

Summer 2004

60-210, Section S

Mon, Wed, and Thu 10a-12p, 1p-4p

DH B305

<http://www.crudeoils.us/shawn/classes/ems2sum.html>

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## **Abstract:**

This second Electronic Media Studio will focus on video. Students will learn how to use video cameras, manage lighting, audio recording, non-linear editing, storyboarding, special effects, and production. As a supplement to the technical instruction, we will be discussing the unwritten rules of film and video, screening relevant work, and examining some different genres and usages of video.

## **Key Points:**

- Be on time; if you miss something ask a friend or myself during break or outside of class time.
- Spend time outside of class learning the tools; you may need to spend several hours in addition to class time preparing projects or digging more in depth with the tools.
- Participate in class; this accounts for both critiques as well as normal class days.
- Ask questions; most likely someone else is wondering the same thing.
- No audible cell phones; if you decide to take the call, please exit the classroom to talk, and catch up on what you missed from a friend.
- Crash and burn with style; you will learn more from your mistakes than easy successes. Ambitious failures are rewarded more than simply attained goals. We are not a 'demo or die' culture, but we should view everything available.
- Email; use it to communicate with me outside of class. I will also use it to communicate with you, so please check regularly. I will respond as soon as possible, but understand that email between 11pm and 8am will most likely wait until the next morning.

## **Supplies:**

Required:

- Media to carry your work, i.e.: DVD-R, CD-R disks, portable hard-drive, laptop, whatever works best for you and is reliable. Failure to show work due to poor media will not be an acceptable excuse.
- A method for taking notes will become very useful. We will be covering many varied topics that subtly interconnect. Having some reference to review later will become beneficial.
- Keycard for room CFA 323. You'll need to pay a deposit that you'll get back upon returning the card.

## **Grading:**

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Attendance ..... 30 %

- Three absences will equal a loss of one final letter grade.
- Three tardy occurrences will equal one absence.

Participation ..... 20 %

- Ask questions, give answers.
- Constructive critiques and clear, well thought out presentations.

Creativity, Development, and Quality of projects/ assignments .....50 %

- Late projects or assignments will receive a loss of one letter grade for that project or assignment.
- Conceptually fulfilled projects are as important as personal technical achievements within the media.

## **Schedule:**

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### **May**

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Mon 17 • Screen : cards, questions, storyboarding, cameras  
Wed 19 • Lighting, Microphones : shoot storyboard  
Thu 20 • Screen of finish shoot : Final Cut Pro, edit storyboard

Mon 24 • Screen : Storyboard, Rough Footage Review  
Wed 26 • Screen? : Work Time  
Thu 27 • Work Day

Mon 31 • Memorial Day • No Class

### **June**

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Wed 2 • Narrative Critique  
Thu 3 • After Effects : Shawn in Milwaukee

Mon 7 • Screen : Storyboard, Rough Footage Review  
Wed 9 • Screen? : Work Time  
Thu 10 • Work Day

Mon 14 • Documentary Critique  
Wed 16 • Screen : Color Key  
Thu 17 • Screen : Work Time

Mon 21 • Storyboard, Rough Footage Review  
Tue 22 • Work Day  
Thu 24 • Work Day or Final Critique  
Mon 28 • Final Critique?

- changes to syllabus may be made at instructor's best discretion •