

GID 45: DIGITAL SOUND, VIDEO & ANIMATION

Foothill College Course Outline of Record

Heading	Value
Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in ART 88, DRAM 86, GID 80, GRDS 86, MUS 12 or VART 86.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- A successful student will demonstrate an awareness of elements of time-based media. (Created By Department - Graphic & Interactive Design (GID))
- A successful student will be able to apply basic video editing techniques using a video editor app on their computer or mobile device. A successful student will be able to compose an original soundtracks in Audacity. A successful student will be able to create animation using computer animation software. (Created By Department - Graphic & Interactive Design (GID))

Description

Basic instruction using the computer for emerging media technologies; digital sound, video editing, and animation. Emphasis on time based media and creative problem solving.

Course Objectives

The student will be able to:

- demonstrate an understanding of the language and characteristics of digital media.
- assess form, content and technique when solving problems in a variety of media.
- demonstrate a working knowledge of digital media computer software.
- develop an understanding of aesthetic characteristics of computer generated media, and discernment in their application.
- create digital sound, digital video, and animation files for class critique and portfolio presentation.
- recognize and appreciate the artistic contributions made by people from diverse cultures and backgrounds.

Course Content

- Digital audio, digital video and animation technologies
 - History and development of digital media
 - Contributions by individuals from diverse cultural backgrounds
 - Art and science
- Traditional media and computer media
 - Digital and analog technologies

- Digital audio
 - Digital video
 - Animation
- Software demonstrations and techniques
 - Digital audio software
 - Sound capture
 - Sound editing
 - Sound recording
 - Digital video software
 - Video capture
 - Video editing
 - Video recording
 - Animation with time based rendering software
 - Image creation
 - Animate graphics
 - Techniques, special effects and shortcuts
- Hardware Instruction
 - Digital sound devices
 - Video digitizing devices
- Explore all applications in multicultural American society

Lab Content

Software demonstrations and techniques.

- Digital audio software
 - Sound capture
 - Sound editing
 - Sound recording
 - Digital video software
 - Video capture
 - Video editing
 - Video recording
 - Animation with time based rendering software
 - Image creation
 - Animate graphics
 - Techniques, special effects and shortcuts
- Hardware Instruction
 - Digital sound devices
 - Video digitizing devices

Special Facilities and/or Equipment

- A lecture room equipped with instructional computer, high resolution color monitor, scanner; software; projection system, sound system, and lighting suitable for listening to audio media and displaying projected media. An integrated or separate facility with student workstation configurations to include hard drives, color monitors, video input and output hardware, audio input and output hardware, mice or electronic drawing tablets, keyboards, scanner, and software.
- When taught via Foothill Global Access: on-going access to computer with java-script enabled Internet browsing software, media plug-ins, and relevant digital media applications.

Method(s) of Evaluation

- Completed student projects
- Participation in class critiques
- Written examinations

Method(s) of Instruction

- Lectures on technical and conceptual concepts in digital audio, digital video, and animation.
- Discussion and critique of projects and representative media.

- C. Discussions that address the creative problem solving process and technical concepts.
- D. Demonstration of digital audio, digital video, and animation software and technique.

Representative Text(s) and Other Materials

Schenk, Sonia. [The Digital Filmmaking Handbook](#). Cengage, 2014.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

- A. Example of required reading assignments: read chapter 2 - screenwriting.
- B. Example of required writing assignments: write a script for a 30 second video story.

Discipline(s)

Graphic Arts, Multimedia, Music