(VF) VIDEO/FILM

Courses

VF 100. Intro to Video Production. 3 Hours.
This course introduces students to the world of video and digital filmmaking. Students learn the basic skills needed to create high end, broadcast quality video, including shooting, non-linear editing, gathering professional audio, continuity, composition, and workflow management. In order to progress in the Video Production Program, a grade of C+ or higher must be achieved.

VF 105. Video Production I. 3 Hours.
The goal of this course is to build a solid foundation of information and skill level for students interested in video production and digital filmmaking. Video Production I goes beyond basic proficiencies learned through Intro to Video Production or from secondary education. It delves into camera operations and non-linear editing. Students also start to focus on the concept of crafting quality images through the use of light and how to "motivate" video in the editing process. Students take a number of practical exams to demonstrate a base knowledge of overall techniques, skills, and terminology used by industry professionals. Students need to earn a minimum grade of C+ to progress in the Video Production Program. Prerequisite(s): VF 100.

VF 148. Filmmaking Development & Pre-Production. 3 Hours.
This course provides students with an overall concept of the process and the role of the producer when creating a film. Students examine the role of the independent producer focusing on narrative filmmaking. Guest speakers cover other topics that independents face in production to give students an idea of the similarities and differences between the types of media production. Location surveying, scripts, budgeting, and client communication skills are all important facets every producer needs to learn. The class uses industry standard software to analyze, schedule, and budget a script for production.

VF 205. Video Production II. 3 Hours.
In today's visually charged environment there are many new and exciting avenues in video production and digital filmmaking. This course continues to explore video production and digital filmmaking and the differences in producing content for them. Whether creating for the Internet, an IPOD, a Blu-Ray presentation, or for a broadcast facility, learning what to gather and how to use it is essential for the industry. Expect many challenging projects, as students are asked to use video and audio to tell a complete story. Video II students learn how to control, layer, and convert light, students also learn how to use the camera to illustrate an idea in the form of moving pictures, and do so in a tapeless environment. Prerequisite(s): VF 105.

VF 210. Principles of Video and Film. 3 Hours.
Principles of Video and Film explores cinematic principles, production techniques, aesthetics and genres of filmmaking and visual story telling. The course advances particular attention on styles, techniques utilized in Film, Television, and Commercial Productions with focus on theoretical concepts and practical applications utilized in different approaches to these visual art forms. Students analyze impacts of social and cultural changes upon Film, Television, and Commercial products, in a historical and contemporary context. Different multi-cultural visual pieces spanning the range of realism to formalism are explored using in-class screenings and examples.

VF 212. Audio for Video. 3 Hours.
This course is designed to instruct students in the acquisition, control, processing and purpose of audio in video production and digital filmmaking. Students learn the technology, techniques and requirements for adding additional audio soundtracks to raw digital video footage as well as proper editing techniques. This course covers a wide array of audio topics including: microphone dynamics and designs, placement, audio acquisition, mixing techniques for mono, stereo, and basic 5.1 surround sound, sound effects, dynamics processing, multiple microphone mixing, basic ADR and Foley acquisition and applications. Prerequisite(s): VF 105.

VF 224. TV Studio/Remote Production I. 3 Hours.
In this course, taught through lecture and hands-on experience, students learn how to organize and execute live productions inside the Television Studio and with NESCom's 32-foot Digital Remote Production Unit, integrating the principles of content pre-planning and technical workflow to allow for a cohesive product from many different individuals. With a heavy focus on technical skills, this class teaches teamwork and communication in a live environment. This avenue of video distribution offers challenges and rewards whether students are in the field televising a football game or behind the switcher for a newscast. Prerequisite(s): VF 105.

VF 234. Advanced Lighting for Digital Film Making. 3 Hours.
This course is designed to closely examine the characteristics of light and how it can be used to enhance every aspect of digital filmmaking acquisition. Using a wide array of industry standard fixtures, students learn techniques that allow them to transform the two-dimensional world of video and present it as a rich textured image, ideal for today's high definition experience. This intense project-based course challenges students to apply critical viewing talents as they further develop the necessary skills required to enter the world of digital filmmaking. Students need to earn a minimum grade of C+ to advance in the Video Production Program. Prerequisite(s): VF 205.

VF 235. Scriptwriting. 3 Hours.
Every great project starts with a concept which needs to be molded into a script. This course starts at the beginning of story development to examine the classical narrative paradigm used in the majority of both independent and Hollywood filmmaking. There is a strong focus on standardized script formatting, story structure, character development, story arcs, and scene analysis. Students use industry standard software to cultivate an original concept that they design throughout the stages of story development into a finished screenplay that a production team could then schedule, budget, shoot, and edit a completed film.

VF 239. Feature Storytelling. 3 Hours.
This course prepares students for the creative undertaking of photojournalism. Students are expected to utilize equipment to capture and portray assigned stories taking place around campus and the surrounding communities. Participants hone their skills in shooting professional video, lighting various locations, and sharpening interviewing skills. Consistent with the expectations of the industry, students are expected to produce at a high level, and meet pressing deadlines. Prerequisite(s): VF 105.

VF 243. Video Compositing & Motion Graphics I. 3 Hours.
This course provides an overview of current software programs used to create motion graphics for various digital media productions. Students learn the skills to composite video and still graphics in after effects and motion, using color, space, keyframes and design in this project-based course that guides them towards creative awareness of animated graphic presentations in a 2D and 3D world. Prerequisite(s): VF 105.

VF 245. Photography I. 3 Hours.
This course centers on a method known as Straight Photography. This approach grew in popularity at the beginning of the 20th Century; a variety of artists established and strengthened the medium as an art form. Through lectures and hands-on learning, students are provided with the basic understanding of how to operate a still single-lens reflex camera. Other topics include lens selection, lighting, color temperature, and the digital darkroom. Technology does not define this course. Cameras and software function as tools just like a canvas and brush is to a painter. Students are encouraged to develop a personal, expressive style in addition to mastering a range of practical photographic techniques in assembling a cohesive, meaningful, exhibition-quality portfolio. There are six projects designed to enhance your critical thinking skills, as well as help you discover your own unique approach to photography.

VF 263. A/V Engineering & Networking. 3 Hours.
This course explores the principles and practices of audio/visual networking in professional production environments. Students will configure and troubleshoot systems using core networking concepts, integrate hardware and signal formats, and apply network-based audio and video protocols such as Dante and SRT 2110. Hands-on projects include managing storage workflows, automation, control systems, and engineering for live broadcasts with the mobile production unit across events such as sports, concerts, and television. By the end of the course, learners will design, implement, and evaluate A/V networking solutions that meet industry standards for reliability and creativity.

VF 299. Topic/. 3 Hours.
This course listing is intended to provide the opportunity for faculty to offer courses of interest in Video /Film Production that would not normally be part of the University curriculum.

VF 322. Advanced Editing. 3 Hours.
In this course, students learn the art of integrating video, graphics, and music into one final seamless product. Students also learn about codecs, formats, file structure, and distribution. Course topics include how to import, edit, and tie content together so that a cohesive product can be exported for a variety of multimedia platforms. Color correction, motion graphics and advanced filtering are just a few of the skills used to enhance the video. This course challenges students to perform at an elevated level through the creative use of industry standard tools. Students will need to earn a "C+" or higher to advance in the Video Production Program. Prerequisite(s): VF 234 and VF 243.

VF 325. TV Studio/Remote Production II. 3 Hours.
The skills acquired in VF 224 lay the foundation for this challenging course. Students focus on all aspects of managing live remote productions. Mastering system integration and crew management affords students certain opportunities usually reserved for seasoned professionals. Producing live events with industry standard equipment such as Grass Valley Switchers and EVS replay systems, successful students are prepared to enter the world of professional remote broadcasts. NESCom's strategic partnerships with industry broadcasters allow students to gain valuable on-air experience and form beneficial contacts. This demanding course requires strong interpersonal skills and a significant time commitment. Prerequisite(s): VF 224 and VF 243.

VF 330. Video/Film Production Internship. 3-9 Hours.
This experiential course is a supervised work experience with participating employers for Video/Film Production students. It provides for the application of classroom learning in a professional work environment.

VF 338. Camera in Motion. 3 Hours.
Having set a foundation of solid production and story-telling skills in earlier video courses, students will now put their camera into motion as a dynamic method of further manipulating the viewing. This course introduces many industry standard platforms and techniques for creating motivated camera moves that lead the characters and audience purposefully through a scene. Students will study safety and proper operation of dolly systems, Steadicams, jibs, 3-axis gimbal platforms and use handheld techniques, as well as learn "why and when" to you use each platform appropriately within a narrative storyline. Students' cinematography will have a new sense of professionalism as the camera comes alive in this platforms-based course. Prerequisite(s): VF 234 and VF 205.

VF 342. Video Compositing & Motion Graphics II. 3 Hours.
This course is designed to enable students to composite footage shot with a video camera with assets created in a 3D modeler or 2D graphics program. Students learn techniques of motion tracking, rotoscoping, advanced virtual camera movement and photogrammetry. With this knowledge, students create realistic composites and special effects. The finer details of more familiar programs such as Photoshop and After Effects are expanded upon as Maxon's Cinema 4D is introduced. The goal of this course is to take previously learned techniques for creating news graphics and expand that skillset for use in digital filmmaking.

VF 345. Photography II. 3 Hours.
In this advanced level photography course students apply knowledge and technique learned in VF 245 / FA 110. Through lecture and hands-on labs, students learn about raw acquisition, handheld light meters, strobes, wireless triggers, types of lights and lighting setups. Styles of photography covered include portrait, commercial, public relations and marketing related efforts. Image manipulation using Photoshop and printmaking is also covered in this course. Prerequisite(s): VF 245 or FA 110.

VF 347. Photojournalism. 3 Hours.
This course in photojournalism will explore the use of the photographic image in narrative, documentary and editorial form for newspapers, magazines, and the internet. You will be required to photograph one weekly assignments. Assignments will include general news, features, sports, editorial portraits, and photo essay. Aspects of journalism such as story ideas, research, and picture editing will also be discussed. You will be required to write captions for the weekly assignments. Legal and ethical issues of photojournalism will be explored, along with visual on-location problem-solving. Fundamentally, this course will help you develop the ability to see and communicate visually.

VF 415. Cinematography. 3 Hours.
Through various exercises, students learn how film and television productions utilize digital cinematography techniques with different types of cameras. Students explore and evaluate digital image capture from an artistic as well as technical standpoint, and learn to implement image capture techniques in response to a variety of settings. Topics range from determining exposure latitude, lens selection, camera selection, lighting choices, and lighting styles. Prerequisite(s): VF 148 and VF 234.

VF 425. TV Advanced Remote. 3 Hours.
This course continues to build and advance the professional career skills developed in VF 325. Students lead in managing and operating live remote productions, focusing on athletic events, concert productions, variety productions and other live productions. Principles of managerial practices, engineering, and operations, as well as direct operational standards and practices that are utilized throughout the global industry are at the foundation of the course. This demanding course requires strong interpersonal skills, and fosters managerial, engineering, and operational knowledge. Prerequisite(s): VF 325.

VF 441. Video Workshop. 3 Hours.
In Video Workshop, the class works with the instructor to select an interesting and challenging, long-format project for a client and then creates a finished product that is of broadcast quality. Students produce, script, shoot and edit all aspects of the selected project and then assist in its mass production and distribution. This collaborative undertaking requires the skill sets acquired throughout the Video Production Program. Prerequisite(s): VF 322 and VF 338.

VF 499. Topic/. 3 Hours.
Students will journey farther into the world of film and video, more fully immersed in many aspects of this creative environment introduced and explored in other areas of the VF program. Content, topics and experience are considered and refined as trends both culturally and socially transform in contemporary society, as well as correlating with time honored historical archetypes.