

Academic Year: (2023 / 2024)

Review date: 15-07-2023

Department assigned to the subject: Communication and Media Studies Department

Coordinating teacher: UTRAY DELGADO, FRANCISCO

Type: Compulsory ECTS Credits : 6.0

Year : 2 Semester : 2

REQUIREMENTS (SUBJECTS THAT ARE ASSUMED TO BE KNOWN)

Subject with use of audiovisual production equipment: camera, sound, editing and post-production

OBJECTIVES

1. The basic understanding of technology concepts involved in filming and TV.
2. Developing skills and abilities for working with video cameras and sound equipment.
3. Developing skills and abilities for working with digital video editing and digital postproduction equipments.
4. Developing skills and abilities to work with a professional audio-visual team.

DESCRIPTION OF CONTENTS: PROGRAMME

- Digital video file
- Video editing technologies
- Cameras for photography and video
- Sound. Recording and editing
- Technologies for a TV studio
- New technologies for media industry

This subject is recognised as experimental, and has seven additional hours in audiovisual laboratory workshops. DSLR photography and video workshop. Creative workshop to learn how to operate DSLR cameras for photography, video and audio. These experimental sessions will take place in the photography laboratory equipped with DSLR cameras, lighting equipment, photographic backgrounds, audio recorders and microphones.

LEARNING ACTIVITIES AND METHODOLOGY

- THEORETICAL AND PRACTICAL CLASSES. Theoretical classes for the acquisition of basic notions of audiovisual image technology and technique.
- TUTORIALS. Individual (individual tutorials) or group (group tutorials) assistance to students by the teacher.
- INDIVIDUAL OR GROUP WORK BY THE STUDENT
- WORKSHOPS AND LABORATORIES

ASSESSMENT SYSTEM

% end-of-term-examination:	40
% of continuous assessment (assignments, laboratory, practicals...):	60

The continuous evaluation consists of different tests throughout the course:

- 3 theory quizzes taken in class. (10% each).
- Publication of 3 video assignments and peer review of classmates' work (10%).
- Participation in the experimental workshop (10%)
- Participation in the SPOC of the course (10%).

For the continuous evaluation to be considered valid, it will be necessary to achieve an average grade equivalent to or higher than 3/6.

In the case of not having passed the continuous evaluation the student will have to take a theory exam on the day of the ordinary call with a value of 60% of the final grade. In this test it will be necessary to achieve a grade equivalent or higher than 3/6.

In this subject the final exam consists of the delivery of a corrected portfolio with the 3 videos of the continuous evaluation. This delivery will be done through the Google Drive folder shared with the teacher on the day and time of the official exam. It is a mandatory requirement, and it will be necessary to achieve in this test a grade equivalent or higher than 2/4 to pass the course.

Percentage value of the continuous evaluation and the final exam:

60% continuous evaluation

40% final exam

In the extraordinary call the student can use the same evaluation system as in the ordinary call.

Additionally, the student has the possibility of choosing to be evaluated by means of a theoretical-practical exam with a value of 100% of the grade.

BASIC BIBLIOGRAPHY

- Arundale, S., & Trieu, T. Modern Post Workflows and Techniques for Digital Filmmakers, Focal Press, 2015
- Brinkman, R The art and science of Digital Compositing. Techniques for visual effects, animation and motion graphics, Morgan Kauffman, 2008
- Dancyger, Ken The Technique of Film and Video Editing : History, Theory and Practice, Focal Press, 2007
- Des Lyver Basics of Video Sound, Focal Press, 1999
- Dinur, Eran The Filmmaker's Guide to Visual Effects: The Art and Techniques of VFX for Directors, Producers, Editors and Cinematographers, Focal Press , 2017
- Owens, Jim Television Production, Focus Press, 2015
- Prieto Souto, X. y Doménech González, G. Respirar con la imagen. Conversaciones sobre montaje con Teresa Font., TECMERIN, 2019
- Stump, D. Digital Cinematography (Fundamentals, Tools, Techniques, and Workflows). , Focal Press, 2014
- Utray, F., Armenteros, M. & Benítez, A.J. Postproducción digital. Una perspectiva contemporánea, Dykinson, . 2015

ADDITIONAL BIBLIOGRAPHY

- Dion Scoppettuolo The Beginner's Guide to DaVinci Resolve, Blackmagic Design, 2021
- Mitchel, Mitch (2004) Photography for effects. Visual effects for film & television. Focal Press: USA. . , . , .

BASIC ELECTRONIC RESOURCES

- Blackmagic Design . DaVinci Resolve training:
<http://https://www.blackmagicdesign.com/es/products/davinciresolve/training>
- Francisco Utray . video Postproduction with DaVinci Resolve: <https://www.youtube.com/@Francisco.Utray.UC3M>
- Rodríguez Ortega, Vicente; Utray Delgado, Francisco . Fundamentals of shooting with digital video cameras:
<https://e-archivo.uc3m.es/handle/10016/9726>
- Utray Delgado, Francisco; Hooper, Gerald . Production and delivery in Ultra HD and 4K: <https://e-archivo.uc3m.es/handle/10016/23461>
- Varios autores . UC3M Communication Lab. : <http://https://www.youtube.com/@laboratorioscomunicacionuc145>