GROSSMONT COLLEGE

COURSE OUTLINE OF RECORD

Curriculum Committee Approval: 11/29/2022

Approved by GCCCD Governing Board: 12/13/2022

MEDIA COMMUNICATIONS 120 – SINGLE CAMERA VIDEO CINEMATOGRAPHY

1. Course Number Course Title Semester Units

MCOM 120 Single Camera Video Cinematography 3

Semester Hours

2 hours lecture (36 hours); 3 hours laboratory (54 hours); 72 outside-of-class hours for lecture;

162 total hours

2. Course Prerequisites

None

Corequisite

None

Recommended Preparation

None

3. Catalog Description

This course introduces the theory, terminology, and operation of single camera video production, including composition and editing techniques, camera operation, portable lighting, video recorder operation, audio control, and basic editing. It examines foundational media law and ethics pertaining to visual creations and focuses on the aesthetics and fundamentals of scripting, producing, and directing on location, postproduction, and exhibition.

4. Course Objectives

The students will:

1. Apply both the technical and aesthetic aspects of video field production.
2. Utilize knowledge of basic production techniques.
3. Operate video field recording equipment correctly to acquire quality video and audio product.
4. Conceive and execute appropriate approaches to editing field footage into cohesive projects.
5. Implement the skills necessary for successful teamwork in television, film, or other media employment.
6. Apply ethical, moral, and legal standards and responsibility.

5. Instructional Facilities

1. Standard classroom
2. Audio production laboratory
3. Computer-based video editing workstations
4. Digital video cameras and equipment

6. Special Materials Required of Student

High-capacity portable media storage drive

7. Course Content

1. An overview of the process of pre-production, production and post-production camera operation including recording formats, lens operation, basic filters, and tripod use.
2. Picture composition.
3. Basic lighting techniques and equipment.
4. Basic audio including different microphones and mounting techniques and appropriate sound theory such as balance, presence, and perspective.
5. General concepts of acting and directing.
6. Post-production theory such as continuity and dynamic editing, plus basic operation for linear and nonlinear editing including ingest, editing operation, and distribution.

Laboratory Activities

1. Participate in group and individual project work.
2. Assemble as a final individual project a live action (or dramatic creation) suitable for review and evaluation during a public showing.

8. Method of Instruction

1. Lecture, lab demonstration, and classroom review with analysis of projects
2. Classroom viewing of various digital media formats

9. Methods of Evaluating Student Performance

1. Instructor evaluation of individual and group video projects assigned for the semester.
2. Classroom review and critique of programs by the instructor and peers.
3. Final capstone project, such as short drama or one-act play.
4. Exams, including a final video project.

10. Outside Class Assignments

1. Operate video cameras to gather source footage and do post-production editing of both narrative and non-narrative television projects, both individually and as a member of a team.
2. Read required texts on film history, aesthetics, criticism, and production techniques.

11. Representative Texts

1. Representative Text(s):
2. Schenk, Sonja, and Ben Long. *The Digital Filmmaking Handbook*. Foreign Films Publishing, 2021.
3. Supplementary texts and workbooks:
	1. Supplemental readings or workbooks.
	2. Bibliography handout.
	3. Glossary handout.

Addendum: Student Learning Outcomes

Upon completion of this course, our students will be able to do the following:

1. Recognize, recall and apply principles and processes of professional video production.
2. Operate digital video production equipment to capture original images and sounds to professional standards.
3. Create video assignments using digital recording equipment and computer-based editing stations.
4. Analyze, compare and discuss technical and creative elements in video programs.