



Course syllabus

Faculty of Arts and Humanities

Department of Media and Journalism

IMP143 Video och audio - illustrera, animera och ljudlägga, 15 högskolepoäng

Video and Audio - Illustrate, Animate and Audio edit, 15 credits

Subject Group

Media Production

Level of classification

First Level

Progression

G1F

Date of Ratification

Approved by Faculty of Arts and Humanities 2016-09-21

The course syllabus is valid from autumn semester 2016

Prerequisites

IMP141 Video and Audio – Design and Narrate, 15 credits, or the equivalent.

Objectives

After completing the course, the student should be able to:

- design and produce artefacts of publishable quality for video/TV, including narrative components of animation and audio,
- design and produce digital, studio-based artefacts produced with multiple cameras for TV, at a high design-technical level,
- account for and justify design and production technical choices in a production process.

Module 1, Animation and Audio Editing, 7.5 credits

After completing the module, the student should be able to:

- account for concepts and definitions in animation technique, audio editing and audiovisual effects for TV/video,
- apply professional design-technical tools for audio editing, animation and audiovisual effects for TV/video,
- design and produce animations, motion graphics, audiovisual effects and audio editing for TV/video, at a high design-technical level,
- account for and justify design and production technical choices in the creation of artefacts for TV/video including narrative components of animations and audio,
- plan, design and produce a digital artefact of publishable quality for video/TV.

Module 2, Studio-based Multi-Camera Production, 7.5 credits

After completing the module, the student should be able to:

- account for concepts, definitions, roles and narrative forms in studio-based TV production,
- analyse feature and studio productions for TV from technical, artistic and media-critical perspectives,
- apply design-technical tools for studio-based TV production professionally,
- conduct research and planning for a studio-production for TV,
- design and produce studio-based TV at a high design-technical level.

Content

This course introduces animation, illustration and audio editing for video/TV, an area in which some previous knowledge in TV/video production is required. The course also includes studio-based multi-camera production including its tools, concepts, theories and methods. It includes two modules focusing on some of these aspects.

All sessions marked as seminars or creative work in the schedule are compulsory.

Module 1, Animation and Audio Editing, 7.5 credits

This module includes basic animation, illustration and audiovisual effects for video/TV. It also includes the production of digital artefacts in these fields. The module also discusses audio editing for video/TV, including audio post-production. It also includes the application of knowledge and skills in the field, through the creation of a relevant artefact of publishable quality in media production for video/TV.

Module 2, Studio-based Multi-Camera Production, 7.5 credits

This module introduces working methods, production methods and design techniques for studio production for TV. Technology and roles in studio-produced TV are introduced. The module also includes the production of studio-based artefacts for TV. The module also includes in-depth studies of camera and editing technology, picture narration and design.

Type of Instruction

Teaching is delivered in the form of lectures, seminars, supervision and exercises.

Examination

The course is assessed with the grades A, B, C, D, E, Fx or F.

Module 1, Animation and Audio Editing, 7.5 credits, is examined through a written examination, creative work and seminars.

Module 2, Studio-based Multi-Camera Production, 7.5 credits, is examined through a written examination, creative work and seminars.

In order to receive the grade of pass (E), the student must achieve the course objectives. For students who do not pass the first examinations, retake examinations are provided in accordance with local regulations at the university.

The grade of A is the highest grade and the grade of E is the lowest grade for passing the course. The grade of F means that the student has failed the course. The grading criteria are available in a document communicated to the students when the course starts. In order to receive the grade of Pass for the course as a whole, the student must have received at least the grade of E (Pass) in all modules.

Course Evaluation

At the end of the course, a course evaluation is conducted. Results and analysis of the course evaluation are communicated to the students who have taken the course and the students who are taking the course when it is offered the next time. The evaluation is anonymous. The course evaluation is filed according to departmental regulations.

Required Reading and Additional Study Material

Module 1, Animation and Audio Editing

Crook, Ian, Bere, Peter. (the latest edition). *Motion Graphics: Principles and Practices from the Ground Up*. Fairchild Books. 200 p.

Viers, Ric. (the latest edition). *The Sound Effects Bible: How to Create and Record Hollywood Style Sound Effects*. Studio City. Michael Wiese productions. 326 p.

Fridsma, Lisa, Gyncild, Brie. (the latest edition) *Adobe After Effects CC Classroom in a Book*. Adobe Press. 416 p.

Module 2, Studio-based Multi-Camera Production

Millerson, Gerald. (the latest edition). *Television production*. Oxford. Focal Press. 434 p.

Castle, Brian Jr. (the latest edition) *Media Composer Editing Essentials*. Avid Learning series. 438 p.