



# Video Production II

## EXAM INFORMATION

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**Items**

29

**Points**

50

**Prerequisites**

VIDEO PRODUCTION I

**Grade Level**

10-12

**Course Length**

ONE SEMESTER

**Career Cluster**

ARTS, A/V TECHNOLOGY, AND  
COMMUNICATION

**Performance Standards**

INCLUDED

**Certificate Available**

YES

## DESCRIPTION

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This course is designed to provide students with the advanced knowledge and skills related to the video production industry. Includes instruction and hands-on assignments in the following areas: Camera operation, recording audio, lighting systems, pre-production, production, post production, visual effects and graphics, and copyright laws.

## EXAM BLUEPRINT

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STANDARD	PERCENTAGE OF EXAM
1- Camera Operation	16%
2- Recording Audio	10%
3- Lighting Systems	18%
4- Preproduction	12%
5- Production	12%
6- Post Production	20%
7- Visual Effects and Graphics	8%
8- Copyright laws and Ethics, and Legal Issues	4%
9- Professional Skills for the Workplace (Optional)	



**STANDARD I**

STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF THE CORRECT OPERATION OF THE CAMERA

- Objective 1 Camera Accessories
1. Lens Filters
  2. Capture Devices
  3. Memory Card
    1. Hard drives
    2. Flash drives
  4. External Microphone jack
  5. Connectors
    1. BNC
    2. 2. HDMI
    3. 1/8" mini
      1. Stereo/mono
    4. 1/4"
      1. Stereo/mono
    5. RCA
    6. USB
    7. XLR

- Objective 2 Shot selections
1. Sequencing (establishing shot followed by wide, then medium, then close up)
  2. Follow shots
  3. Point-of-view (POV)
  4. Reaction shots
  5. Bird's Eye
  6. Worm's Eye
  7. Overhead
  8. Dutch (slanted)

- Objective 3 Camera operation
1. Depth of Field
  2. Exposure
  3. Zoom
  4. Color temperature
  5. Rack focus
  6. ND Filter

- Objective 4 Alternative Camera Support
1. Jibs
  2. Steadi-cam
  3. Unconventional devices



- 1. Bean bags
  - 2. Car mounts
  - 3. Wheeled devices
- Objective 5 Camera movements
- 1. Pan
  - 2. Truck
  - 3. Dolly
  - 4. Arc
  - 5. Pedestal
  - 6. Tilt

Standard 1 Performance Evaluation included below (Optional)

## **STANDARD 2**

STUDENTS WILL BE ABLE TO UNDERSTAND AND DEMONSTRATE PROCEDURES FOR RECORDING AUDIO

- Objective 1 Microphones
- 1. Pop filters
  - 2. Wind screens
  - 3. Proximity effect
  - 4. 4. Boom mics
  - 5. 5. USB mics
  - 6. 6. Camera mic vs external mic
  - 7. 7. AGC (Automatic Gain Control)
- Objective 2 Ambience
- 1. Definition of ambience
  - 2. Natural sound (NATS)
- Objective 3 Voice Over

Standard 2 Performance Evaluation included below (Optional)

## **STANDARD 3**

STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF LIGHTING SYSTEMS AND HOW THEY ARE USED

- Objective 1 Principles of Lighting
- 1. Key
  - 2. Back
  - 3. Fill
  - 4. Background
  - 5. Direct Light
  - 6. Diffused Light



Objective 2 Light accessories

1. Filters
2. Reflectors
3. Gels

Objective 3 Lighting situations

1. Color temperature
2. Mood
3. Night lighting

Standard 3 Performance Evaluation included below (Optional)

### **STANDARD 4**

STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF PRE-PRODUCTION

Objective 1 Story development

Objective 2 Script development

Objective 3 Location scouting

Objective 4 Equipment and Prop Inventory

Standard 4 Performance Evaluation included below (Optional)

### **STANDARD 5**

STUDENTS WILL UNDERSTAND AND DEMONSTRATE PRODUCTION

Objective 1 Crew responsibilities

1. Producer
2. Director
3. Script Writer
4. Camera operator
5. Audio
6. Talent
7. Continuity

Standard 5 Performance Evaluation included below (Optional)

### **STANDARD 6**

STUDENTS WILL UNDERSTAND AND DEMONSTRATE KNOWLEDGE OF POST-PRODUCTION

Objective 1 Media management

1. Storing
2. Logging
3. Labeling



- Objective 2    Editing
1. Transfer
  2. Rendering
  3. Motion Effects (slow motion, fast motion, reverse motion, etc.)
  4. Filters (audio and video)
  5. Time code
  6. Titles
  7. Transitions
  8. Special effects (computer generated digital enhancements)
  9. Sound tracks
  10. Timeline
  11. Cut-to-the-beat

- Objective 3    Sweetening
1. Levels and mixing
  2. Sound Effects
  3. NATS
  4. Music tracks

- Objective 4    Industry standards
1. NTSC
  2. PAL
  3. High definition vs. Standard definition
  4. Interlaced and Progressive
  5. Aspect ratio
  6. Frames per second (fps)

- Objective 5    Exporting
1. Compression
  2. Format

- Objective 6    Color Correction

Standard 6 Performance Evaluation included below (Optional)

## **STANDARD 7**

STUDENTS WILL UNDERSTAND AND DEMONSTRATE THE USE OF VISUAL EFFECTS AND GRAPHICS

- Objective 1    Visual effects
1. Chroma key
  2. Animation
  3. Filters
  4. Keyframes

- Objective 2    Graphics



1. Texts
2. Fonts
  1. Title Colors (High Contrast)
3. Title Safe area

Standard 7 Performance Evaluation included below (Optional)

## **STANDARD 8**

STUDENTS WILL UNDERSTAND AND PRACTICE COPYRIGHT LAWS, ETHICS, AND LEGAL ISSUES DEALING WITH PHOTOGRAPHY AS IDENTIFIED IN THE UNITED STATES CODE TITLE 17 | SECTION I

Objective 1 Define copyright

Objective 2 Other definitions

1. Audiovisual works
2. Computer program
3. Copies
4. Copyright owner
5. Digital transmission
6. Financial gain
7. Pictorial, graphic, and sculpted works
8. Work of visual art

Objective 3 Students will practice ethics and rules governing photojournalism (i.e. Editorial content must not be changed)

Objective 4 Students will practice correct usage of copyright laws (i.e. the right to reproduce, manipulate distribute, plagiarize or exhibit another photographer's work outside of fair use provisions)

1. Time limitations
2. Portion limitations
3. Text material
4. Illustrations and photographs
5. Copying and distribution limitations

Objective 5 Students will demonstrate understanding of ethics related to social and legal issues in subject choice (i.e. model releases, image appropriateness, and cultural sensitivity).

Standard 8 Performance Evaluation included below (Optional)

## **STANDARD 9 (Optional)**

STUDENTS WILL ENHANCE THEIR UNDERSTANDING OF VIDEO PRODUCTION AS A PROFESSION AND WILL DEVELOP PROFESSIONAL SKILLS FOR THE WORKPLACE

Objective 1 As a participating member of the SkillsUSA student organization, complete the SkillsUSA Level 2 Professional Development Program.

1. Measure/modify short-term goals.



2. Identify stress sources.
3. Select characteristics of a positive image.
4. Demonstrate Government awareness.
5. Demonstrate awareness of professional organizations.
6. Apply team skills to a group project.
7. Observe and critique team skills at a local professional meeting.
8. Demonstrate business meeting skills.
9. Explore workplace ethics: codes of conduct.
10. Demonstrate social etiquette.
11. Complete survey for employment opportunities.
12. Review a professional journal and develop a three- to five-minute speech.
13. Complete a job application.
14. Assemble an employment portfolio.
15. Explore supervisory and management roles in an organization.
16. Conduct a worker interview.
17. Perform a self-evaluation of proficiency in program competencies.

Objective 2

Serve in the school's SkillsUSA chapter as a committee member.

Objective 3

Display a professional attitude toward the instructor and peers.

Objective 4

As a participating member of the SkillsUSA student organization, complete the SkillsUSA Level 3 Professional Development Program.

1. Evaluate your career and training goals.
2. Market your career choice.
3. Develop personal financial skills
4. Serve as a volunteer in the community.
5. Plan and develop a business.
6. Conduct a worker interview.
7. Develop a résumé and write a cover letter.
8. Demonstrate interviewing skills.
9. Understand the cost of customer service.
10. Identify and apply conflict resolution skills.
11. Demonstrate evaluation skills.
12. Examine workplace ethics: the role of values in making decisions.
13. Perform a skill demonstration.
14. Learn what is contained in Material Safety Data Sheets (MSDS).
15. Perform a self-evaluation of proficiency in program competencies.

Objective 5

Serve as an officer in the school's chapter of SkillsUSA

Objective 6

Participate in an authorized SkillsUSA drafting competition.

Objective 7

Display a professional attitude toward the instructor and peers.

Standard 9 Performance Evaluation included below (Optional)



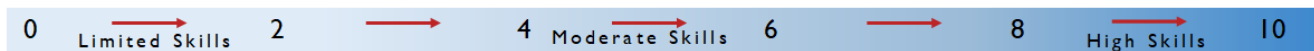
## Video Production II Preparation Performance Standards (Optional)

Performance assessments may be completed and evaluated at any time during the course. The following performance skills are to be used in connection with the associated standards and exam. To pass the performance standard the student must attain a performance standard average of **8 or higher** on the rating scale. Students may be encouraged to repeat the objectives until they average **8 or higher**.

Students Name \_\_\_\_\_

Class \_\_\_\_\_

### PERFORMANCE RATING SCALE



#### STANDARD 1 Correct Operation of the Camera

Score:

- Understand and demonstrate the correct operation of the camera.

#### STANDARD 2 Recording Audio

Score:

- Understand and demonstrate procedures for recording audio.

#### STANDARD 3 Lighting Systems

Score:

- Understand and demonstrate knowledge of lighting systems and how they are used.

#### STANDARD 4 Preproduction

Score:

- Understand and demonstrate preproduction.

#### STANDARD 5 Production

Score:

- Understand and demonstrate production.

#### STANDARD 6 Post-Production

Score:

- Understand and demonstrate production.

#### STANDARD 7 Visual Effects and Graphics

Score:

- Understand and demonstrate the use of visual effects and graphics.
- Understand and demonstrate knowledge of the function of various cables and connectors.

#### STANDARD 8 Copyright Laws, Ethics, and Legal Issues

Score:

- Understand and practice copyright laws, ethics and legal issues dealing with photography as identified in *United States Code Title 17 Chapter 1 Section 101*.

#### STANDARD 9 Professional Skills in the Workplace

Score:

- Understanding of Video Production as a profession and will develop professional skills for the workplace.

### PERFORMANCE STANDARD AVERAGE SCORE: