Instructor:  Jenny Stark   278-6285  jenstark@csus.edu

Office Hours:  TBA, Mendo 5027

Course Description and Objectives:
This course provides theory in video production. Students will be expected to understand: camera operation, audio control, basic directing, lighting, and editing. Students will also be expected to learn the terminology of video production/post-production and use this terminology competently. Students enrolled in Com S 27A must be concurrently enrolled in Com S 27B. There are no exceptions to this requirement.

Course Requirements:
The major requirement of this class is that you are here and on time, and that you give your best effort. Any student who misses more than two classes may be dropped from this class. You will be responsible for 3 exams. A grade of at least B- in this course, as in Com S 27B, will need to be earned to be able to take upper-division production classes in the Digital Video/Cinema Program.

Text:
Video Shooter, Barry Braverman, 2nd Edition.

Evaluation:
Com S 27A is a theory class (Com S 27B is the practical component) and as such you will be responsible for lecture and text material.

Exam #1 30 points
Exam #2 30 points
Exam #3 40 points

Total Possible 100 points

Attendance –0-20 pts total:
4 unexcused –20 pts
3 unexcused –15 pts
2 unexcused –10 pts
1 unexcused –5 pts
0 unexcused –0 pts

Attendance will be taken at the beginning and end of the class. Students who are more than 15 minutes late without a valid excuse will lose 1 attendance point. If a student is over 30 minutes late or leaves 30 minutes early without a valid excuse will receive an absence.
Classroom Etiquette:

A violation of this etiquette will result in an absence. Cell phones should be turned off in classrooms or in the labs. If a cell phone is mistakenly left on, please turn it off as soon as possible. Under no circumstances should the student pick up the cell phone and speak while that student is in a classroom or lab.

Students are not permitted to use the Internet during lectures or student presentations. Any work on computers in class should relate directly to classroom activities. Internet messaging, games, etc are not permitted during class.

There should be no talking during lectures and student presentations.

Class Schedule

1.30  DV-Storytelling-The Camera and How it Works  1-48
2.6  DV-Technique 49-94
2.13  DV-Technique 49-120,
2.20  DV-Camera, Storytelling, Goals 49-134
2.27  Exam #1 – Short Answer 1-134 Text, Power Point
3.6  Storytelling-Lighting  134-166
3.13  Storytelling-Lighting  134-166
3.20  Audio 167-177
3.27  Spring Break
4.3  Behind the DV image/Camera Moves 179-194
4.10  Exam #2
4.17  Montage 195-227
4.24  Finishing the DV Image 229-254
5.1  Finishing the DV Image 229-254
5.8  Putting It All Together
5.15  Final Exam