

**BOWIE STATE UNIVERSITY
SCHOOL OF ARTS & SCIENCES
DEPARTMENT OF FINE & PERFORMING ARTS**

**ART 360: DIGITAL CINEMATOGRAPHY I
INTRODUCTION TO DIGITAL VIDEO PRODUCTION**

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ART 360 (3173)
3 credits Section 001
TUES 4:55-8:15 PM
MLK CAC RM 103
SPRING 2008

Office Hours: MON & WED 10-12; WED 3-5:00; TUES/THURS 3:30-4:30 PM

Sites:

<http://www.soulsuite.com/compgraphbsu.html>
<http://www.bowiestate.edu/community/CGraphics.asp>

Course Description:

This course is an introductory course for students to learn and acquire the skills to produce their own video narratives and moving or time-based art. The course will allow them an opportunity to learn basic digital video equipment, editing and production. It is also focused on the artist using video as a tool for creative expression. Specific emphasis will be placed on video (art) for installation. Terminology from the cinema, video/film, television and documentary industry will be also acquired. Together with critiques and short video projects students will explore the tools, means of communication visually, and technology that are available to today's emerging artist and producer. *Note: This course is a requirement for DFPA/VCDMA majors and minors.*

Prerequisites: Junior Standing; ART 340.

Course Goals

1. Students will learn techniques and applications for basic digital video editing and production.
2. Students will create a portfolio (DVD) of small video art projects and one final digital video, video installation or digital video/media project.

3. Through a series of group and individual projects, students will incorporate the visual arts, multimedia, web, animation, video art, and installation art, with digital imaging/video concepts.

4. To further introduce students to the concepts of streaming media, video art and video/cinema industry. Through active learning strategies such as lessons, tutorials, and critiques, students will be able to produce professional web and multi media presentations that use video. Concepts such as digitizing, compression, digital formats for audio and video will be covered.

To engage students in research and discussion of work by professional film/video makers, designers, visual artists, web artists, animators, and others who use digital video and technologies in their work.

Course Objectives

Upon successful completion of this course, students will be able to:

- Use basic digital video techniques.
- Use digital video equipment and digital imaging, digital video, editing, sound processing software.
- Appropriately use vocabulary of video, film, visual communication, and other art terms/techniques.
- Use a variety of hardware peripherals used in digital video.
- Apply file management and data storage options including import/export/publishing considerations.
- Assemble a portfolio of small video art projects/lessons, and one completed final digital video project, presentation or installation

Required Texts

DV Filmmaking From Start to Finish By Ian David Aronson, Published by O'Reilly, 0-596-00848-1

iMovie '08 & iDVD: The Missing Manual iMovie '08 & iDVD: The Missing Manual By David Pogue, Published by O'Reilly, 0-596-51619-3

Recommended Texts

The Digital Filmmaking Handbook, by Ben Long & Sonja Schenk, Charles River Media, ISBN 1-58450-017-4.

Visual Quickstart Guide for i Movie 2 (or greater) for Macintosh, by Jeff Carlson, Peachpit Press, ISBN 0-201-78788-1.

The Essential Digital Video Handbook, A Comprehensive Guide to Making Videos That Make Money, by Pete May, Focal Press, ISBN0-240-80781-2

Developing Digital Short Films By Sherri Sheridan. Published by New Riders. Series: VOICES; Edition: 1st. Published: Apr 12, 2004; Copyright 2004; ISBN: 073571231X.

Real World Digital Video, 2nd Edition, By Pete Shaner, Gerald Everett Jones. Published by Peachpit Press; 2nd Edition; ISBN: 0321238338.

Creating Motion Graphics with After Effects, Volume 1: The Essentials (2nd Edition, Version 5.5) by Trish Meyer, Chris Meyer, Paperback. Publisher: Backbeat Books; 2nd Book & CDR Edition (September, 2002) ISBN: 1578201144.

Editing Techniques with Final Cut Pro, 2nd Edition, by Michael Wohl, Peachpit Press, ISBN 0-321-16887-9.

Final Cut Pro HD for Mac OS X: Visual QuickPro Guide, By Lisa Brenneis. Published by Peachpit Press. Series: Visual QuickPro Guide. Published: Jul 6, 2004; Copyright 2005; Edition: 1st. ISBN: 0321269187.

Final Cut Pro for Mac OS X, Visual Quick Pro Guide, by Lisa Brenneis, Peachpit Press, ISBN 0-321-16223-4.

Digital Video Filmmaker's Handbook, by Maxi Collier, I Film Publishing, ISBN 1-58065-031-7.

The Little Digital Video Book, by Michael Rubin, Peachpit Press, ISBN 0-201-75848-2.

Visual Quickstart Guide for iMovie 2 (or greater) for Macintosh, by Jeff Carlson, Peachpit Press, ISBN 0-201-78788-1.

Visual Quickstart or other book (approved by Prof.) on After Effects.

These may not be available at the bookstore as of yet, but you should be able to get from Border's Books at the store downtown DC or Bowie Town Center, or online at their website usually the same as www.amazon.com. You may also visit www.half.com for books at a significant discount

Instructional Methods

A variety of tutorials, exercises and projects will be provided using several software applications. Current information pertaining to digital video editing, video art, and compositing will be included in an effort to remain abreast of trends and technology. Case studies and examples from a variety of related industries will be provided.

The methods listed are to fulfill the objectives of the course. Students will engage in the research and practice of basic digital video editing, video art & production techniques; written and video assignments that demonstrate success in application of video techniques, creative experimentation and problem solving. You will learn by participating in a wide range of activities, including those listed below:

1. **Portfolio:** Based on small video projects, lessons, exercises and a final 3-5 minute final video project. Compilation of all projects into professional DVD and website.
2. **Journal/Written Assignments:** Copying, taking notes; writing treatments, scripts, production schedules, etc; research, as well as screenings inside and outside of class.
3. **Tutorials:** Practical usage of digital video pre and post production and editing assignments including camera, lighting and sound.
4. **Video Exercises:** Rewriting sentences and paragraphs to eliminate a designated problem.
5. **Critiques:** Typed critiques of projects, films/videos and class trips to see view films, exhibitions.
6. **Class Participation & Collaboration:** Collaborating with classmates to produce video projects and for participate in videos and production process.

Grading Factors

**Projects = 15%

**Lessons = 10 %

Critiques = 5% (written)

Participation/Studio/Journal = 5%

Event (5 TOTAL); Art show, exhibition or other activities as approved) = 5%

*Attendance = 5%

Midterm Exam = 10%

Other Practical Tests/Quizzes = 5%

Critiques, Field trips to see films/exhibitions (TBA) = 5% (written)

Final Exam/Critique = 10%

* Final Project = 20%

* Final Portfolio DVD= 5%

** Submission to Show/Exhibition (TBA) = 5%

***Attendance to all Art/VCDMA related events is mandatory.** Students are required to Submit artwork to BSU Gallery of Art, Juried Student Art show, Student Art/Film/Video Competition or other approved competition, contest and/or website. By specified deadlines and/or the end of semester (SEE PROF. FOR DETAILS).

** Final projects must be submitted in various file formats must be on a CD-ROM, DVD, and/or mini DV as stated, and prepared for viewing from Department of Fine & Performing Art's and/or class online gallery and website.

Grading of tutorials, creative projects:

A= Excellent, scores of 90 to 100 reserved for aesthetically sound, well designed artwork that could be included in a portfolio.

This is also given for adherence to the instructions for the project as well as meeting deadlines.

B= scores 80 to 89, satisfactory completion of most of the projects' instructions, a moderately successful project turned in on time.

C= 70 to 79, work was turned in on time but may be lacking some elements as dictated by the instructions.

D= 60-69, Poor work; directions not followed, or poor usage of elements and principles of art/design, software or other design methods; criteria for assignment not met.

F= 50-59, Extremely poor work and directions not followed, also if I receive no work!

The instructor will make an effort to assist students with general principles of video, design and composition. Points may be taken off for late projects. Total Possible Points for Projects: 100%, unless otherwise stated.

Required Materials

- ** A journal, or "book of notice" and a small sketchbook is required for working out ideas and for keeping notes, readings, critiques, handouts, etc. that will be given. A 3 ring binder w/dividers is recommended to keep this information.
- ** USB Flash (or Jump) Drive. This should be a 250 MB or larger USB Jump Drive. This will replace the usage of zip disks, and will allow you to go from MAC to PC and from computer to computer.
- A pack of about 5-10 (or more) blank CD ROMs (CD-R) for video files.
- Videotapes (about 2-4 each Mini DV, and 1-2 VHS, for projects).
- Access to a computer, printer and the internet (for some class assignments, email and critiques) and A DVD-R recordable disk for saving files for submission of final completed projects/portfolio at the end of the course.
- Art supplies for storyboards (such as black illustration boards, pencils, pens, colored pencils, etc.)
- ** An external Firewire drive such as the Lacie 20 or 40 GB Firewire & USB-2 Pocket-Drive - 4.2K or another portable Firewire and USB Drive, or another external high speed hard drive. A pair of stereo headphones
- Planning the usage of digital video (DV) camera and equipment.

**** These MUST be brought to class each day.**

Labs and Equipment

A student must be a registered member of a computer graphics or advertising class in order to use the Computer Graphics lab at non-class times. A valid Bowie State University ID (with Comp. Graphics sticker) must be shown at all times to enter and use labs. For the use of video and/or computer equipment you must leave a valid BSU ID, drivers' license and complete a checkout/request form.

All digital cameras, cables, and other equipment can only be checked out by your Instructor for a 3 hour maximum period per day, unless otherwise stated. All equipment must be returned and checked by an Instructor. You will need to supply a student ID, and a Driver's License to borrow equipment.

Late fees will be assessed for \$5.00 per day, and you will be charged the full price of the replacement of any equipment that is either unreturned, damaged, missing equipment (this includes batteries, cables, charges, cords, manuals, cords, etc.) You can only check out equipment if you submit a proposal and written request in advance (usually 1 week) before you need it and receive Instructors permission. Please plan ahead, and know that you are fully responsible for any equipment checked out to you.

Classroom/Studio Policies

Attendance

Attendance will be factored into your overall grade. Please see university's policy) as poor attendance, leaving early/unexcused tardiness to class can lower your overall grade and/or be grounds for failure; the lack of attendance and failure to submit all projects and lessons will result in a lowered grade and student will be in jeopardy of failing this course.

Snow/Inclement weather: Class does not automatically close when the public schools close. School closings are announced on TV channels 4, 5, 8, and 9 and radio stations, WAL, WPGC, WPFW, WOL, WRC, WTOP, WMAL, WHUR, & WKYS. Also check the web for internet news organizations that list local school closings.

No food, candy, gum, drink, etc., hats or cel phones are allowed in the computer lab or during class/studio time. Also, during class and studio time, there is no "surfing the net", checking email or using unauthorized software. Class assignments and/or projects and lesson(s) will be due the following based on the required deadlines, unless otherwise stated.

PLEASE NOTE: Special equipment, project needs, printing/mounting, exporting various file formats is the student's responsibility. Lost, unsaved or damaged files are no excuse to complete and submit assignments on time. Backing up of coursework is the students' responsibility. Students must back up all files including lessons to

additional storage medium (i.e. the computer, CD-R, or DVD-R). Test your files before submitting for grade and **BACK THEM UP!** Be sure to print two copies, one for you portfolio and one for submission for a grade. Back up keep all work files (example: YourName_Projectname.psd or YourName_Projectname.ai) until you have turned in the project and received a grade.

Class Participation

I assign frequent and unannounced classwork to guide group activities, monitor students' learning, obtain feedback on my teaching, and reward thoughtful and consistent class participation. Therefore, since students cannot make up exams or classwork (see below), students who are absent or tardy will miss not only valuable instruction but also credit.

Extra Credit

I will offer extra credit only during the term and only to the class as a whole (especially through extended or more advanced projects and other approved activities). Therefore, you cannot improve your grades at the last minute by requesting additional work. Also, if you earn a borderline course average (i.e., 59, 69, 79, 89), you will not receive an additional point to capture the higher grade—unless you earn that grade (or higher) on your final portfolio.

Example: If a student with a 79 course average earns a “B” or better on the final project/portfolio, that student will qualify for a “B” on the final grade report. Please note, though, that this policy applies only to course averages ending with “9.”

Incomplete Grades and Withdrawals

A grade of Incomplete (I) is given only if an emergency prevents you from submitting the final portfolio. Such an emergency must be documented (with a written note from a doctor) by your dean or advisor. However, if you wish to withdraw from the course, please see me before the Registrar's deadline.

Lateness

I cannot accept late journal entries, projects or homework. However, if you cannot submit the work on time because of an emergency, you should submit a memo in which you document the emergency and ask to be excused from the assignment. (For instance, submit a doctor's note with your memo.) If you experience computer-related problems, you should request a note from a technical assistant and/or you must send an IMMEDIATE e-mail to tmelchishua@bowiestate.edu to document your problem and bring in a hard-copy of this information within one (1) day of the absence, or return to class.

Missed Exams, Crits or Classwork

There will be no make-up quizzes, projects or make-up classwork. However, if you miss a quiz, crit or other classwork because of an documented and acceptable emergency, you should submit a documented excuse as explained above.

Academic Integrity

Please read the “Academic Code of Conduct,” which is published in the Student Handbook or Directory of Classes. If you are suspected of cheating, you must submit your sources and/or make up the assignment in my office. If you are caught cheating, you will receive a “0” for the assignment.

To support a community committed to academic achievement and scholarship, the University advances the principle of honest representation in the work that is produced by students seeking to engage fully in the learning process. Be original and honest and use/create (100%) YOUR OWN digital-based classwork.

This includes avoiding copyright/trademark infringement, illegally using, scanning or downloading images, music, software or using images, words, videos, prerecorded music etc. that do not belong to you, or were not created by you.

Obey the laws in terms of intellectual property and respect copyright and even if you are not sure if author/work has a copyright. **IF YOU'RE NOT SURE...DON'T USE IT!**

Support Services & American Disabilities Act (ADA)

Special Needs: Any student with a documented disability (including learning disabilities) that the student feels may affect classroom performance should discuss the matter privately with the instructor at the beginning of the semester so that reasonable accommodations can be made.

It is also recommended that the student make contact with the appropriate office for Academic/Student Services for additional assistance with classes and campus activities. Bowie State University is committed to providing an educational environment that is accessible to all students.

In accordance with this policy, students who need accommodations because of a disability should contact the Disability Support Services Office immediately, located in Room 311 of the Center for Learning and Technology (301) 860-3292 as soon as possible after admission to the University or at the beginning of each semester. If you need a special accommodation required by the American Disabilities Act, please document and discuss your disability with me during the FIRST TWO WEEKS of classes.

Production Time & Lessons

Production time is considered to be done both outside of our normal class schedule, and when possible during class times. Students will be encouraged to brainstorm and generate the creative spark that problem-solving possible for artistic endeavors using digital media. Active learning strategies include extensive use of lessons, tutorials, and on-line help, exercises and other companion materials. **Please complete the tutorials and lessons and practice as much as you possibly can outside of the class time. This is critical to your success on the projects.**

Please be advised that visual communication and computer graphics can be a time consuming process and it is expected that you spend a minimum of 1-3 hours per week/project. You will need to manage your time and find additional time to work in the lab on projects. **Plan ahead in terms of your projects, lessons and especially your final project.**

ART 360 Class Schedule Spring 2008

MODULE 1: What is DV (digital video)? Intro to basic DV techniques

- I. Introduction to Course & Overview
- II. Introduction to Digital Video Basics & Pitching a Project
- III. Developing Scripts and Treatments; Screenplay Format
- IV. Digital Camera Basics & Script development
- V. Creating Storyboards & Animatics; Basic Digital Editing

MODULE 2: Firewire filmmaking: Producing video from your PC

- VI. The Production Pipeline. Shooting for Coverage & Tips
- VII. Camera angles, Rule of Thirds, More Digital Editing
- VIII. Lighting, Locations, Copyright & Clearances for Digital Video
- IX. Sound, Music & Digital Audio

MODULE 3: Sound, titles, motion graphics, animation, and transitions

- X. Video Art, Installation Art w/Video
- XI. Motion Graphics, Title s & Transitions

MODULE 4: Exporting digital video; video art/installation

- XIII. Preparing Video for the web, CODECS & Formats
- XIV. Creating DVD's, Basic authoring for DVD
- XV. Simple Effects & Advanced Techniques

MODULE 5: The final product; showing off your digital video production

- XVI. Finishing & Publishing: FINAL VIDEO PRODUCTION TIME.
- XVII. Finishing & Publishing: FINAL VIDEO PRODUCTION TIME.
- XVIII. FINAL SCREENING/CRIT

Art 360/BSU/DFPA Important Dates

January 28: First day of class. Late Registration until Feb 4, 2008

February 4: Late registration & Add/Drop ends

February 4: Last day to add

February 4: Last day to drop/without a "W" grade

February 13: Spring 2008 Convocation

February 14 & 15: English Proficiency Exam. Requirement for graduation

February 27-28: Black History Month Activities: Sistahs of Harlem, NYC lecture and workshop; others TBD)

February 28: Last day to withdraw (1st 8 week classes)

March 1: Deadline for FAFSFA for 2007-2008 Academic Year

March 1 & 8: Graduate Comprehensive Examination

March 9-15: Mid-term evaluation for Undergraduate students

March 12: Last day to remove Fall 2006 Incomplete Grades

March 16-23: Spring Break

March 27 & 29: English Proficiency Exam CLT 102. Requirement for graduation

March 31: Last day to add a 2nd 8-week class

April 7: Last Day to withdraw or audit a class (W or AU) 16 week

April 9: Spring Job Fair by Career Services

April 14-18: DFPA Annual Spring Arts Festival. FocusOnDesign Portfolio Review and Event. Various DFPA/VCDMA activities, attendance to VCDMA activities is mandatory. Advisement Week for Fall 2008

April 21: Fall & Summer 2008 registration opens

April 28: Last day to drop/with "W" grade - 2nd 8 week classes

May 3-9: Final exams for Graduation candidates. Grades for candidates due within 72 hours after the examination).

May 13: Last Day of classes

May 14-20: Final Exams.

May 17: Commencement

May 23: End of Semester. Last Day to submit grades

ART 360 Syllabus Spring 2008

*** Instructor withholds the right to substitute projects, alter/delete projects, or introduce alternative/special projects for the overall improvement of the learning experience. Students shall be given this information in advance and in writing. ***

Projects and Semester Deadlines

- I. January: What is DV (digital video)? Intro to basic DV techniques.
- II. February: Firewire filmmaking: Producing video from your PC.
- III. March: Sound, titles, motion graphics, animation, and transitions.
- IV. April: Exporting digital video; video art/installation
- V. May: The final product; showing off your digital video production

Projects (subject to change)

Intro Activity	Due 3/13/08
PR 1: Typed Proposal & Pitches (3 IDEAS)	Due 2/5/08
PR 2: Treatment (TYPED)	Due 2/12/08
PR 3: 1st Draft Of Script (TYPED)	Due 2/26/08
PR 4: In-Camera Narratives (Silent Video)	Due 3/11/08
<u>MIDTERM EXAM/CRIT: 3/11/08 + 1st set of lessons</u>	
PR 5: 2nd Draft Script (TYPED)	Due 3/11/08
PR 5B: Final Draft of Script (TYPED)	Due 3/25/08
PR 6: Storyboards (ROUGH)	Due 3/15/08
PR 7: Production Storyboards (Professional/Mounted)	Due 4/1/08
Black Illustration board, labled and typed	
PR 8: Production Materials (Typed)	Due 4/8/08
PR 9: Opposites (w/Dialogue) 3 min.	Due 4/24/08
PR 10: Visual Soundscape (projection/installation)	Due 5/6/08
PR 11: Final Project (5 minute min.) ** Seniors due 5/6/08, all other students due 5/20/08. + Final/2nd set of lessons.	

April 22: Individual Critiques, Show A "Progress Report" And Rough Version Of Your Final Video Project. Sign up for a time. SENIORS: All Seniors must schedule and individual critique with me, before submitting your final project and this meeting will be averaged into your final grade. You may also submit lessons, and refurbished or incomplete projects and journals at this time. Only work that was turned in on time, no

late work will be accepted w/out excused absence or documented reason.

May 6: FINAL EXAMINATIONS/FINAL PROJECTS DUE FOR PROSPECTIVE GRADUATES.

All Students must schedule an individual critique with me, before submitting your final project and this meeting will be averaged into your final grade. You may also submit lessons, and refurbished or incomplete projects and journals at this time. Only work that was turned in on time, no late work will be accepted w/out excused absence or documented reason. Other students: Production time. Work on your final videos.

May 13: FORMAL CLASSES END.

May 20: FINAL EXAMINATION/CRITIQUE ALL OTHER STUDENTS AND SUBMISSION OF FINAL PROJECTS. Course evaluations & surveys by students. Possible Visiting Artists, Faculty, Filmmakers to participate in critiques and presentations.

May 23: End of Semester

Additional Information:

LAST DAY OF CLASS. You may also submit lessons, and refurbished or incomplete projects at this time. Only work that was turned in on time, no late work will be accepted w/out excused absence or documented reason. The **2nd Set of lessons are due saved to a CD-ROM, labeled and turned.**

FINAL EXAMINATION & CRITIQUE. All students must show up, present work and participate in final critique for a final critique/exam grade. All **Final Projects** must be submitted on miniDV, DVD & CD-ROMS of portfolio of all final images/projects from class; CD-ROMS of final lessons due.

The following websites will be for your projects and information:

<http://www.webopedia.com/TERM/g/graphics.html>

<http://www.adobe.com>

<http://www.soulsuite.com/Links.html>

<http://www.digitalvideoediting.com/cgi-bin/getframeletter.cgi?/headlines/techniques.htm>

<http://www.shortcourses.com/video/>

<http://www.adobe.com/motion/main.html>

<http://www.adobe.co.uk/products/tips/aftereffects.html>

http://dir.yahoo.com/Computers_and_Internet/Multimedia/Digital_Video/
<http://www.digitaleditor.com/tutorials/>
http://desktopvideo.about.com/library/weekly/aa040703a.htm?PM=ss12_desktopvideo
http://education.apple.com/education/ilife/howto/imovie_tips/
<http://www.ifilm.com/?sctn=main&pg=shortfilms>
<http://atomfilms.shockwave.com/af/home/>
http://www.urbanentertainment.com/1/shortfilm_list.asp?aff_id=1
<http://www.icommag.com>
<http://www.electricskin.com/>
<http://www.whitney.org/>

ART 360 DIGITAL CINEMATOGRAPHY
NAME:

SEMESTER:
STUDENT ID:

STUDENT PROJECT AND PARTICIPATION SHEET: Use the following to record your grades, points, and comments as necessary. Also keep track of the project descriptions, and take notes for any special grading factors/criteria, dates and possible deadlines. Use points, percentages and add up as you receive grades. Refer to your course syllabus for the grading factors, attendance policy and percentages. All projects must be submitted with proper name such as Project1YOURNAME, and saved to your storage medium first. Please ask first and be sure your files/work is received. You must keep a copy of all assignments until the end of the semester. Instructor will withhold the right to refuse to accept any late work unless you receive instructions/directions. You are to maintain a professional portfolio of all work.

GRADING RUBRIC:

Time: Project was submitted on time and by the deadline: **20 pts.**

Technique: successful execution of concept; elements/principles of art: **20 pts.**

Creativity: original idea (s), problem solving, development of sketches; ideas: **20 pts.**

Complete: Project is completed, finished as assigned; all criteria met: **20 pts.**

Presentation: Project submitted in correct file formats; mounted/printed/CD/DVD: neatness as well overall presentation for critique & grading. **20 pts.**

PROJECTS = 15%:

Project Points Earned GRADE Comments/Critique Feedback Due Date

IntroActivity	Points Earned	Grade	Comments/Critique	Feedback	Due Date
1A.					
1B.					
1C.					
2.					
3.					
4.					
5.					
6.					
7.					
FINAL					
FINAL CRIT					

LESSONS/TUTORIALS = 10% MIDTERM = ____ FINAL = ____

CRITS = 5% CRIT 1: ____ CRIT 2: ____ CRIT 3: ____ CRIT 4: ____

PARTICIPATION = 10 % Studio time, readings, journal, class critiques & discussions:

MIDTERM = ____ FINAL = ____

ATTENDANCE= 5% MIDTERM = ____ FINAL = ____

- # OF LATE: - # OF LATE: - # OF ABSENCES: - # OF ABSENCES:

MIDTERM EXAM = 10 %: MIDTERM EXAM = ____ **QUIZZES OTHER EXAMS = 5%**

MIDTERM = ____ FINAL = ____

FINAL EXAM CRIT = 10% Y/N

FINAL CD-R OR DVD & PORTFOLIO =5%

FINAL PROJECT = 20 % FINAL = ____

SUBMISSION TO SHOW/EXHIBITION OR OTHER = 5%: Y/N

EVENT=5% Y/N

TOTAL MIDTERM = ____ TOTAL FINAL = ____

DFPA/VCDMA Student Survey
PLEASE PRINT LEGIBLY!! Return to Instructor

Date: This Course Title:
Course Number: Section:
Student ID:

Your Name: Semester:
Address (local, campus):
Address 2:
City: State: Zip:
Email: Emergency Contact & #:
Emergency Contact/Cel Phone #:
Phone #: Additional Phone/Cel:

Your status (senior, junior, etc.): Expected graduation date/year:
Your Major: Minor:
Your Advisor: Department:
Ph: School:

I have taken these prerequisite(s) and/or related courses:
.....
.....
.....

Describe any experience using computers & software:
.....
.....
.....

Reasons for taking this class and your overall expectations, goals or objectives:
.....
.....
.....

Other Activities, interests, hobbies, campus or community activities:
.....
.....
.....

Please write a brief biographical statement:
.....
.....
.....

I have read the syllabus for this course, course requirements; as well as grading factors, computer lab and attendance policy and agree to the terms set therein:

NAME (SIGNATURE)

DATE