

**HOWARD UNIVERSITY**  
**DEPARTMENT OF ART/DIVISION OF FINE ARTS**  
**COLLEGE OF ARTS & SCIENCES**

**Digital Video Narratives (DVN):**  
**New Concepts in Digital Video Art, Editing and Compositing**

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**Lecturer**  
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**CRN 16042 SEC 01**  
**W & F 10:10 AM - 12 PM**  
**SPRING 2007**  
**UGL RM 172**  
**OFFICE HRS WED 1-2 PM**

**Prerequisites:** Signature/Permission only. Courses: Computers In the Arts, Desktop Web Publishing and/or Animation I; other courses in Electronic Studio, Art (Design) or Television and Film.

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**Syllabus and Course Overview:** Welcome to the wonderful world of firewire filmmaking! 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 and multimedia as a tool for expression. Specific emphasis will be placed on video, web art and video installation design. Terminology from the cinema, video/film, television and documentary industry will be also acquired.

**EXPECTED COURSE OUTCOMES:** Upon successful completion of this course, students will be able to:

- Use basic digital video/imaging techniques.
- Use digital imaging, digital video and editing and sound processing software.
- Use basic digital video equipment.
- Appropriately use vocabulary of video, film, visual communication, and other art terms/techniques.
- Use a variety of hardware peripherals used in computer graphics.
- 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.
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**Grading Factors:** Projects = 15%, Lessons = 10 %, Critiques, Events/Field trips = 10% (written), Participation/Studio = 10%, Attendance = 5%, Midterm Exam = 10%, Final Exam/Critique = 10%, \* Final Project = 20%

(\* must be submitted in various file formats, and on videotape, Portfolio/DVD =5%, Show=5%; and prepared for streaming from Department of Art and DVN class 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.

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

### **Requirement 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. **This MUST be brought to class each day.***
- *USB Flash (or Jump) Drive. This would be either a 128 or 250 MB (or larger) USB Jump Drive. This can replace the zip disks, and will allow you to go from MAC to PC and from computer to computer. **This MUST be brought to class each day.***
- *At least 1-2 zip disks; 250 MB (formatted for Apple Macintosh)*
- *A pack of about 5-10 (or more) blank CD ROMs (CD-R) for video files and for submission of final completed projects/portfolio at the end of the course. Perhaps a DVD-R recordable disk for saving files.*

- Videotapes (about 2-3 each Mini DV, and 1-3 VHS, for projects).
  - Access to a computer, printer and the internet (for some class assignments and critiques).
  - 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 hard drive. (Recommended, but not required).
  - Planning the usage of digital video (DV) camera and equipment.
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### **PLEASE NOTE:**

Special equipment, project needs, talent, sound, video to various file formats are 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). Attendance (lack of) and failure to submit all projects and lessons will result in a lowered grade and student will be in jeopardy of failing this course.

### **Required Texts**

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

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

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

### **Recommended Texts**

*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 ISBN: 1578201144.

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

*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, 2005; Copyright 2005; Edition: 1st. ISBN: 0321269187.

*Developing Digital Short Films* by Sherri Sheridan. Published by New Riders; 1<sup>st</sup> Edition; ISBN: 073571231X.

*After Effects and Photoshop: Animation and Production Effects for DV and Film* by Jeff Foster, Publisher: Sybex Inc; Book & DVD RM edition ISBN:

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

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

Visual Quickstart or other book (approved by me) 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 online at their website usually the same as [www.amazon.com](http://www.amazon.com). You may also visit [www.half.com](http://www.half.com) for books at a significant discount.

Please be advised that digital video production & editing is a time consuming process and it is expected that you spend a minimum of 2-4 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 1) projects, especially your final project.**

**Range of Subject Matter:** 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.

**Attendance, Projects, lessons, assignments, and critiques** (considered as participation) and will be factored into your overall grade.

**Classroom Policies:** Please be advised that with any E Studio, computer graphic and/or digital design-based course that is software intensive, it is a time consuming process and it is expected that you spend a minimum of 3 to 5 hours per week/project. You will need to manage your time and find additional time to work in the lab on projects. Please plan ahead in terms of your final video project. Class time is for screenings, class critiques, workshops and demonstration. 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.**

**Additional information:** A student must be a registered member of a electronic studio class in order to use the HEC 1023 lab at non-class times. A valid Howard University ID (with Electronic Studio sticker) must be shown at all times to enter and use labs. 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. For the use of video and/or computer equipment you must leave a valid HU 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 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.**

Class assignments and/or project and lesson(s) will be due the following class time, unless otherwise stated, or next meeting time of the week. Critique of all projects is mandatory and factored into your grade. Some projects may be subject to change and you will be given prior notice if this occurs.

Later this semester you will be required to have some of your projects presented professionally: scripts typed w/cover pages, videos w/credits, color bars, etc. and storyboards properly mounted.

**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.

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**\*\* GRADUATING SENIORS:** Your projects (1-6; 8, 7 or 9, & 10) will be due much sooner, please keep up with these dates as they will be sooner than the remainder of the class. You have a choice between projects 7 and 9 only.

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**There may be changes to the course content throughout the semester as determined by the instructor for the improvement of the learning experience.**

## DVN Class Schedule Spring 2007

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)

IntroActivity Video Self-Portrait	Due 1/31/07
PR 1: Typed Proposal & Pitches (3 IDEAS)	Due 1/12/07
PR 2: Treatment (TYPED)	Due 1/19/07
PR 3: 1st Draft Of Script (TYPED)	Due 1/26/07
PR 4: In-Camera Narratives (Silent Video)	Due 2/21/07
<u>MIDTERM EXAM/CRIT: 2/21/07 + 1st set of lessons</u>	
PR 5: 2nd Draft Script (TYPED)	Due 2/2/07
PR 5B: Final Draft of Script (TYPED)	Due 2/28/07
PR 6: In-Camera Narratives (Silent Video) 3 min.	Due 2/21/07
PR 7: Storyboards (ROUGH)	Due 2/21/07
PR 7B: Production Storyboards (Professional/Mounted and labeled/typed on Black Illus. board)	Due 2/28/07
PR 8: Production Materials (Typed)	Due 2/28/07
PR 9: Opposites (w/Dialogue) 3 min.	Due 3/16/07
PR 10: Visual Soundscape (Image/Sound Synch) 3 min.	Due 4/6/07
PR 11: Final Project (5 minute min.) due 5/11/07. ** Seniors due 4/25/07)	
+ Final/2nd set of lessons.	

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**Apr 25: FINAL EXAMINATIONS/FINAL PROJECTS DUE FOR PROSPECTIVE GRADUATES.**

Other students: Production time. Work on your final videos.

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**Apr 26: FORMAL CLASSES END.**

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**Apr 27:** Production time - work on your final videos

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**MAY 2 & 4: Individual Critiques**, Show A "Progress Report" And Rough Version Of Your Final Video Project. Sign up for a time.

All Students 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.

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**May 9:** FINAL EXAMINATION/CRITIQUE AND SUBMISSION OF FINAL PROJECTS. Course evaluations & surveys by students. Possible Visiting Artists, Faculty, Filmmakers to participate in critiques and presentations.

**May 11:** Semester Ends.

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**\*\*\* There may be changes to the course content throughout the semester as determined by the instructor for the improvement of the learning experience. \*\*\***

## **UNIVERSITY CALENDAR 2007**

<b>January 3 &amp; 4</b>	ACADEMIC ADVISEMENT, COURSE REGISTRATION, and and PAYMENT of tuition/fees for all new students and former students returning (FSR)
<b>January 4-10</b>	FORMAL CLASSES BEGIN & LATE REGISTRATION for all students & CHANGE OF PROGRAM PERIOD (Add or drop a course without a grade of "W," change from section to another, change from credit to audit or audit to credit)
<b>January 6</b>	COURSE WITHDRAWAL FEE EFFECTIVE*
<b>January 15</b>	MARTIN LUTHER KING, JR.'S BIRTHDAY OBSERVED - LEGAL HOLIDAY
<b>February 19</b>	PRESIDENTS' DAY OBSERVED - LEGAL HOLIDAY
<b>March 9</b>	CHARTER DAY CONVOCATION Cramton Auditorium, 11:00 A.M. (Classes suspended 10:00 A.M. - 1:00 P.M.)
<b>March 17-25</b>	SPRING RECESS

<b>March 19-30</b>	GENERAL REGISTRATION (GR) for Fall 2007
<b>April 9</b>	LAST DAY TO WITHDRAW FROM A COURSE & LAST DAY TO COMPLETE A TOTAL WITHDRAWAL FROM THE UNIVERSITY
<b>April 23-25</b>	FINAL EXAMINATIONS FOR PROSPECTIVE GRADUATES
<b>April 26</b>	FORMAL CLASSES END & Deadline for students to clear Fall 2006 incomplete grades with instructors
<b>April 27-30</b>	READING PERIOD
<b>May 1-11</b>	FINAL EXAMINATIONS
<b>May 11</b>	SECOND SEMESTER ENDS & Deadline for academic deans to submit Special Grade Reports to Enrollment Management/Records for removal of incomplete grades for Fall 2006
<b>May 12</b>	COMMENCEMENT Upper Quadrangle - Main Campus, 10:00 A.M.

**Directions for the Final Project:** The final project proposal must be submitted via a typed treatment/script, clearly drawn and labeled storyboards and a cover sheet of 1 page that explains how the objectives of the project will be accomplished and what the visual narrative and your approach to producing the video will be. It is suggested that you do research and look at other films, videos for ideas and suggest one in your proposal as a frame of reference. This must be TIGHT before you begin production and expect to make some changes and rewrites. The final video must be a minimum of 5 minutes w/sound, and no longer than 10. It must be an original concept or story idea and must be shot on mini DV, and edited using Final Cut Pro, or Premiere.

You must include clear opening and closing credits; titles and the music and images must be copyright or royalty free. You must also use at least one visual effect in the production (such as animation, green screen, etc.) even if it is on the opening credits or in the actual production.

You will submit an early "rough version" or rough edit before the end of the semester as a progress report and for feedback from me. The final video must be submitted via the following: 1) mini DV looped twice w/color bars and countdown on the first loop 2) One (1) DVD or CDROM w/multiple formats, and on this you must include a web or streamable version that is compressed to show via the internet 3) One (1) VHS w/color bars and

countdown at the beginning. You will need to back up all media to your external drive and even record edited footage back to mini DV (not VHS) to retain copies and digital quality. Extra credit will be given to projects that use effects in After Effects or for highly developed and visually innovative productions. Please do not wait until the last minute to begin and all of these **MUST BE SUBMITTED PRIOR TO MIDTERM AND BEFORE YOU BEGIN SHOOTING YOUR FINAL VIDEO.**

- Final draft & versions (after revisions) of typed treatment/script w/cover sheet or title page and your name, date.
- Clearly drawn and labeled storyboards mounted on illustration boards.
- A final treatment sheet of 1 page that explains how the objectives of the project will be accomplished and what the visual narrative and your approach to producing the video will be. It is suggested that you do research and look at other films, videos for ideas and suggest one in your proposal as a frame of reference. This must be TIGHT before you begin production and expect to make some changes and rewrites.
- A production schedule with dates times, scenes to be shot, list of talent, crew, signed release.

**The following websites will be useful for your projects and information:**

<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://dir.yahoo.com/Computers_and_Internet/Multimedia/Digital_Video/)

<http://www.digitaleditor.com/tutorials/>

[http://desktopvideo.about.com/library/weekly/aa050703a.htm?PM=ss12\\_desktopvideo](http://desktopvideo.about.com/library/weekly/aa050703a.htm?PM=ss12_desktopvideo)

[http://education.apple.com/education/ilife/howto/imovie\\_tips/](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.urbanentertainment.com/1/shortfilm_list.asp?aff_id=1)

<http://www.icommag.com>

<http://www.electricskin.com/>

<http://www.whitney.org>

<http://www.blackfilm.com>

<http://missingpixel.net/v4/index.php>

**Department of Art/Electronic Studio Student Survey**  
PLEASE PRINT LEGIBLY!!

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:**

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.....

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

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

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

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**Please write a brief biographical statement:**

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.....



**DIGITAL VIDEO NARRATIVES**  
**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. 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.

**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			
1:	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5	_____	_____	_____
5B.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
7B.	_____	_____	_____
8.	_____	_____	_____
9.	_____	_____	_____
10.	_____	_____	_____
FINAL/CRIT	_____	_____	_____

**LESSONS/TUTORIALS = 10%** MIDTERM = \_\_\_\_\_ FINAL = \_\_\_\_\_

**CRITS = 10 %** CRIT 1: \_\_\_\_\_ CRIT 2: \_\_\_\_\_ CRIT 3: \_\_\_\_\_ CRIT 4: \_\_\_\_\_  
EVENT=Y/N

**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

TOTAL MIDTERM = \_\_\_\_\_ TOTAL FINAL = \_\_\_\_\_