

EMF 221 Principles of Film and Video Production

Spring 2022 / MON & WED / 2-3:15 in VB 213

Instructor: Dr. David Reiss Email: dreiss@towson.edu

Attendance is REQUIRED. Masks required.

Most of the class meetings are in-person,
but in case of REMOTE class via ZOOM:
Meeting ID: 290 850 7659.

Course website: www.davidreiss.com/EMF221.html

DESCRIPTION: This course covers the basic techniques, principles, practice and aesthetics of film, video and audio production.

LEARNING OUTCOMES: Students in this class will:

1. Demonstrate their understanding of the basics of all phases of video production
2. Master strategies for audio-visual storytelling.
3. Demonstrate their understanding of advanced techniques such as camera placement, composition and design.
4. Demonstrate their understanding of the basics of audio production and the aesthetics of sound design.
5. Demonstrate their understanding of the main principles of editing.
6. Examine the impact of the digital revolution and new media on film, video and audio.
7. Explore and examine job opportunities in film, video and audio.

Projects/Grading

Project 1: Location as Character - Shoot/Edit 20% Grade

Project 2: Gunsmoke Editing Assignment 20% Grade

Project 3: Final Video 40% Grade

Class Attendance/Participation/Reading 20% Grade

SCHEDULE:

WEEK 1 / Workbook

Reading Assignment: Primer: Lens & Camera

Week 2 / Related Screenings and Lecture: LENS

Week 3 / Related Screenings and Lecture: EDITING & Shooting

Download TRUCK Footage and edit into sequence:

<https://www.dropbox.com/sh/2zar2jnf98dxfs/AACa4d7VxUsgY6QJpstlzd3va?dl=0>

Week 4 /GUNSMOKE EDIT

Download FOOTAGE

<https://www.dropbox.com/s/9lhw23mn46qi3ab/GUNSMOKEweb..mov?dl=0>

Import Footage.

Drop entire clip into timeline.

Razor Blade/edit at the start of each slate/shot.

BOUNCE Video & Audio TRACKS to:

V3-A3 Reactions Shots

V2 - A2 Cutaways/Over the Shoulder

V1 - A1 Master Wide Shots

UPLOAD Final edited sequence to DropBox

Editing Project Description in more detail = note Sound Effects NOT required.

<https://www.dropbox.com/s/wag7ug3kja4852c/GunsmokeGuideline.pdf?dl=0>

Gunsmoke SCRIPT:

<https://www.dropbox.com/s/hk6pjd7o4xekmvo/Gunsmoke%C2%A0Script.docx?dl=0>

Week 5 - /LOCATION as Character Shooting Assignment

Related Screenings and Lecture: LIGHTING

Week 6 - /Preproduction FINAL Project

Related Screenings and Lecture: CAMERA PACKAGE

Week 7 -/Final Project SHOOT

Related Screenings and Lecture: SOUND

Week 8 - /Final Project SHOOT

Related Screenings and Lecture: TBD

Week 9 - Final Project SHOOT

Related Screenings and Lecture: LOCATION as Character Assignment Critique.

Week 10 - Final Project SHOOT

Related Screenings and Lecture: EDITING

Week 11 - POST PRODUCTION

Related Screenings and Lecture: SOUND Mixing

Week 12 - POST PRODUCTION

Related Screenings and Lecture: COLOR Correction

Week 13 - POST PRODUCTION

Related Screenings and Lecture: Student Works in progress

Week 14 - POST PRODUCTION

Related Screenings and Lecture: Student Works in progress

Week 15 - FINAL Project DUE

Projects/Grading

Project 1: Location as Character - Shoot/Edit 20% Grade

Project 2: Gunsmoke Editing Assignment 20% Grade

Project 3: Final Video 40% Grade

Class Attendance/Participation/Reading 20% Grade

ASSIGNMENTS: Students are expected to complete assigned exercises before class on the due dates listed in syllabus or as announced in class.

LATE WORK is NOT accepted without prior arrangement w/ instructor.

PARTICIPATION: Students are expected to participate in class critiques, discussions and exercises with undivided attention. Excessive talking in class or during workshops while instruction is going on will be considered negative participation.

DISABILITY POLICY This class adheres the Towson University Disabilities Policy. If you have a documented disability, please see me right away after the first class privately, so we discuss how to best accommodate your specific needs.

PLAGARISM The EMF department has a published statement on Plagiarism, and Towson University has statements on both Academic Dishonesty and Student Academic Integrity, all of which pertains to your work in this course. ALL WORK must be newly created for THIS COURSE with students in this class section ONLY.

CIVILITY CODE: All EMF students, staff, and faculty are committed to collegial and academic citizenship demonstrating high standards of humane, ethical, professional, and civil behavior in all interactions.

EMF places a priority on learning. We value the inherent worth and dignity of every person, thereby fostering a community of mutual respect. Students have the right to a learning environment free of disruptive behaviors. Faculty have the right to define appropriate behavioral expectations in the classroom and expect students to abide by them. Faculty have the responsibility to manage and address classroom disruption. Staff have the right and responsibility to define appropriate behaviors necessary to conduct any university activity free of disruption or obstruction.

The use of offensive, threatening or abusive language, writing, or behavior will not be tolerated and can lead to academic dismissal. Further information about civility can be found in Appendix F of the university catalog.

Course Bibliography:

Ascher Steven. & Pincus E. (1999) *The Filmmaker's Handbook : A Comprehensive Guide for the Digital Age, Completely Revised and Updated*. Plume.

Millerson, G. (2001) *Video Production Handbook, Third Edition*. Focal Press. Musburger, R. (2005) *Single-Camera Video Production*. Focal Press.

Rabiger, Michael. *Directing the Documentary 2nd ed.*, Focal Press, 1992. Rose, J. (2002) *Producing Great Sound for Digital Video*. CMP Books.

Barry, A. M. S. (1997). Visual intelligence: Perception, image and manipulation in visual communication. Albany: State University of New York Press.

Mayer, R. E., & Anderson, R. B. (1991). Animations need narrations: An experimental test of a dual coding hypothesis. *Journal of Educational Psychology*, 83(4), 484-490.

Mayer, R. E. (2001). *Multi-media learning*. Cambridge: Cambridge University Press