

PROGRAM FOCUS

QUARTERS 1-2

DFVP100  
Fundamentals of Video Production

DFVP102  
Fundamentals of Editing

DFVP103  
Fundamentals of Lighting

DFVP104  
Fundamentals of Scriptwriting

DFVP106  
Survey of Digital Filmmaking and Video Production

DFVP110  
Intermediate Video Production

DFVP220  
Media Theory and Criticism

QUARTERS 3-4

ADT105  
Audio Technology

ADT120  
Digital Audio I

DFVP111  
Intermediate Editing

DFVP121  
Digital Illustration

DFVP201  
Motion Graphics I

DFVP203  
Digital Cinematography

DFVP204  
Producing and Directing

Technical Elective 1

QUARTERS 5-6

CC300  
Internship

DFVP200  
Studio Production

DFVP218  
Media Delivery Systems and Distribution

DFVP230  
Portfolio I

DFVP231  
Portfolio II

Technical Elective 2

Technical Elective 3

GENERAL EDUCATION

COM1010  
English Composition

HUM1010  
The Art of Professionalism

MAT1010  
College Geometry

Liberal Arts Humanities/Fine Arts Elective

Liberal Arts Natural Sciences Elective

Liberal Arts Social Sciences Elective



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START DATE \_\_\_\_\_

LENGTH OF QUARTER \_\_\_\_\_

BREAKS BETWEEN QUARTERS \_\_\_\_\_

APPROX. HOURS IN CLASS PER WEEK \_\_\_\_\_

APPROX. HOURS OUTSIDE OF CLASS—HOMEWORK \_\_\_\_\_

Please visit our Student Consumer Information page to find the average time to completion for continuously enrolled students for each credential level offered. This data is available at the average credit load, full-time or at full load. Changing programs, beginning programs at the mid-term start date, taking remedial courses, taking time off from coursework, registering for fewer hours or unsuccessful attempts at course completion will increase the total length of the program and overall cost of education from what is disclosed. Transfer credits awarded toward your program will likely decrease the overall length and cost of education.

Course descriptions for elective and general education courses can be referenced in the catalog.

See <http://ge.artinstitutes.edu/programoffering/97> for program duration, tuition, fees, and other costs, median debt, federal salary data, alumni success, and other important info.

STUDENT CONSUMER INFORMATION:  
<https://www.artinstitutes.edu/seattle/student-consumer-information/overview.aspx>

This is a sample schedule only. Schedule subject to change without notice at the discretion of the school. 07/2015

The Art Institute of Seattle is accredited by the Northwest Commission on Colleges and Universities. Accreditation of an institution of higher education by the Northwest Commission on Colleges and Universities indicates that it meets or exceeds criteria for the assessment of institutional quality evaluated through a peer review process. An accredited college or university is one which has available the necessary resources to achieve its stated purposes through appropriate educational programs, is substantially doing so, and gives reasonable evidence that it will continue to do so in the foreseeable future. Institutional integrity is also addressed through accreditation. Accreditation by the Northwest Commission on Colleges and Universities is not partial but applies to the institution as a whole. As such, it is not a guarantee of every course or program offered, or the competence of individual graduates. Rather, it provides reasonable assurance about the quality of opportunities available to students who attend the institution. Inquiries regarding an institution's accredited status by the Northwest Commission on Colleges and Universities should be directed to the administrative staff of the institution. Individuals may also contact:

Northwest Commission on Colleges and Universities  
8060 165th Avenue N.E., Suite 100  
Redmond, WA 98052  
(425) 558-4224  
[www.nwccu.org](http://www.nwccu.org)

# Video Production (AAA)

## COURSE DESCRIPTIONS

ADT105

### AUDIO TECHNOLOGY

As a study of the principles of the recording of sound, this course includes sound characteristics, basic acoustic principles, and an overview of the techniques and technology used for recording sound in the field and studio.

*Prerequisite: None*

*Credits: 3*

ADT120

### DIGITAL AUDIO I

This course introduces students to the theories, practices, and tools used in digital audio production and techniques of non-linear digital audio editing, focusing on the fundamental theories and concepts behind various types of digital audio tools. Through lectures and in-class projects, students develop knowledge and skills needed to operate non-linear audio workstations.

*Prerequisite: None*

*Credits: 3*

CC300

### INTERNSHIP

Students participate in an internship program by working part-time with cooperating employers. Institute advisors coordinate and monitor the program. Practical hands-on experience complements classroom learning.

*Prerequisite: AD Approval*

*Credits: 3*

DFVP100

### FUNDAMENTALS OF VIDEO PRODUCTION

Students study the technical terms and processes of video production as well as learn to operate basic video production equipment using standard industry techniques.

*Prerequisite: None*

*Credits: 3*

DFVP102

### FUNDAMENTALS OF EDITING

This course introduces the student to the editing of visuals and sound. Topics include the techniques of capturing, dubbing, assembling, inserting visuals from source to record, and basic aesthetic considerations.

*Prerequisite: None*

*Credits: 3*

DFVP103

### FUNDAMENTALS OF LIGHTING

Students are introduced to the basic concepts and principles of lighting, including the fundamentals of recognizing and controlling both natural and studio lighting with emphasis on the quality, quantity, and direction of lighting and its effect on the image.

*Prerequisite: DFVP100 Fundamentals*

*of Video Production*

*Credits: 3*

DFVP104

### FUNDAMENTALS OF SCRIPTWRITING

Students explore the writing and creative elements needed to create scripts. Emphasis is on format, structure, character development and creativity.

*Prerequisite: COM101 English Composition*

*Credits: 3*

DFVP106

### SURVEY OF DIGITAL FILMMAKING AND VIDEO PRODUCTION

This course presents a survey of the Digital Filmmaking & Video Production program and industries. The focus is on entry-level jobs and career paths, as well as the responsibilities and skills necessary for success.

*Prerequisite: None*

*Credits: 3*

DFVP110

### INTERMEDIATE VIDEO PRODUCTION

Students learn to operate and use cameras as a technical and creative tool for communication. Visual storytelling using ENG and EFP techniques is emphasized. Students create and critique shot composition, scene and action.

*Prerequisite: DFVP100 Fundamentals*

*of Video Production*

*Credits: 3*

DFVP111

### INTERMEDIATE EDITING

This course delves deeper in the technical aspects of postproduction, including managing digital assets. Students learn to utilize creative problem solving skills through editing. Approach, pace, tone, and rhythm of sequences are explored.

*Prerequisite: DFVP102 Fundamentals of Editing*

*Credits: 3*

DFVP121

### DIGITAL ILLUSTRATION

Students apply the digital image manipulation process to their work, demonstrating strong research, conceptual development, and execution through the use of raster-image software, especially as it relates to integrated media.

*Prerequisite: None*

*Credits: 3*

DFVP200

### STUDIO PRODUCTION

This course focuses on broadcast studio operation, live production and studio crew positions. Students also learn to ascertain both personnel and equipment needs. Students produce their own multi-camera programs.

*Prerequisite: DFVP110 Intermediate*

*Video Production*

*Credits: 3*

DFVP201

### MOTION GRAPHICS I

In this course, students study the nature and attributes of motion and broadcast graphics and learn to generate, select, and manipulate still and motion graphics for broadcast and other media delivery. Students not only produce graphics but also apply them to media content design.

*Prerequisite: DFVP121 Digital Image*

*Illustration or PHO119 Digital Illustration I*

*or AN231 Digital Media Production I*

*Credits: 3*

DFVP203

### DIGITAL CINEMATOGRAPHY

This course explores the various camera and lighting techniques used in digital filmmaking and video production. Discussions will cover the general concepts and principles of camera moves and lighting techniques. Focus will be placed on applying lighting techniques to create the desired visual effects.

*Prerequisite: DFVP103 Fundamentals of Lighting*

*and DFVP110 Intermediate Video Production*

*Credits: 3*

DFVP204

### PRODUCING AND DIRECTING

This course focuses on the production processes and performances from the perspectives of a producer and director. The stages of preproduction, production, postproduction and distribution are examined as well as the relationship between the producer and director.

*Prerequisite: DFVP104 Fundamentals*

*of Scriptwriting*

*Credits: 3*

DFVP218

### MEDIA DELIVERY SYSTEMS AND DISTRIBUTION

This course addresses the end part of digital filmmaking and video production: delivery and distribution. Students will study a variety of delivery methods and systems and determine the advantages and limitations of each. They will also examine the relationship between delivery systems and distribution methods and evaluate the relative efficiency, cost, and effectiveness of each.

*Prerequisite: 45 Credits*

*Credits: 3*

DFVP220

### MEDIA THEORY AND CRITICISM

Students explore the different theories and approaches to media and their impact on society and culture. Students are expected to apply course materials to personal projects in order to enrich their own work.

*Prerequisite: None*

*Credits: 3*

DFVP230

### PORTFOLIO I

This course emphasizes evaluation and coordination of projects by students and the instructor for the purposes of preparing a professional portfolio. Coursework focuses on bringing out the individual qualities, strengths and skills of the student. Particular emphasis is placed upon identifying near and long-term professional employment goals, as well as related strategies and resources.

*Prerequisite: AD Approval*

*Credits: 3*

DFVP231

### PORTFOLIO II

This course focuses on the completion of the portfolio. The final portfolio should focus on the student's individual strengths, reflecting the individual student's uniqueness and ability to meet demanding industry standards.

*Prerequisite: DFVP230 Portfolio I*

*Credits: 3*

Technical Elective 1

Technical Elective 2

Technical Elective 3

### GENERAL EDUCATION REQUIREMENTS

(24 CREDITS):\*

COM1010

English Composition

HUM1010

The Art of Professionalism

MAT1010

College Geometry

Liberal Arts Humanities/Fine Arts Elective

Liberal Arts Natural Sciences Elective

Liberal Arts Social Sciences Elective

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