NEW! TV Broadcasting/Video Production CPU

This CPU is a unique two-part unit that contains a combine 20 to 30 hours of instruction. In the first part, students write and film a 15-20 minute news program. When this is complete, students use non-linear video editing software to capture, edit, and render this raw footage into a coherent news broadcast.

Key Features:

- Includes high-quality video camera, industry-leading video editing software, and more.
- Students see how real television news broadcasts are created.
- Great training and equipment for school broadcasts.

Topics Covered:

- Career and occupational outlook
- Academic requirements
- History of television broadcasting
- Researching news stories
- Storyboarding and preparing scripts
- Titling and graphic overlays
- Picture in picture
- A/B transitions and special effects
- Recording and editing segments
- Audio mixing - music, sound effects, etc.

Academic Concepts and Skills:

- Reading
- Writing
- Math
- Communications
- Problem solving
- Teamwork
- Resource allocation
- Technological literacy
- TSA even alignment

TV Broadcasting/Video Production
Product Number: CC1038

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The **Video Production CPU** takes students through the post-production process using digital video editing hardware and software. Students complete the news program they began filming in the TV Broadcasting CPU. They log shots from their video and transfer the film from the tape into a digital format. They are exposed to several important video editing techniques, including the use of trimming, cutting, and putting together scenes to form an effective broadcast. Students output the completed broadcast to DVD at the end of the CPU for use in their portfolio or as a keepsake.

- Test your pre-existing knowledge of the course material.
- Review an outline of the procedures you will be using throughout this CPU.
- Capture the video you shot during the TV Broadcasting CPU.
- Complete a preliminary shot log during the video capture process.
- Describe some of the things you feel might need the most editing in the raw video shot in the TV Broadcasting CPU.
- Describe the post-production phase of video production.
- Differentiate between analog video and digital video.
- Compare and contrast linear and nonlinear video editing.
- Define compression and distinguish its types.
- Determine how analog and digital video, as well as linear and nonlinear video editing, are used in today's television news industry.
- Outline methods for preparing to edit digital video.
- Discover some techniques used in assembling an effective television news story.
- Discuss what kind of editing will be needed to alter your broadcasting footage to your liking.
- Identify Pinnacle *Studio*'s Timeline view and Video track.
- Use the timescale and Timeline scrubber to locate certain points in a video clip.
- Split the video clip to facilitate trimming undesired portions.
- Trim the video to remove unwanted footage from the news broadcast.
- Reference the shot log to create separate video clips for each scene in the news broadcast.
- Arrange each scene in the news broadcast in an order determined by a rough outline.
- Discuss the usefulness of the shot log in finding and arranging the scenes in the news broadcast.
- Discover overlay images and titles.
- Explore the use of full screen images in video editing.
- Define and work with frame grabs.
- Manipulate overlay images, still images, and frame grabs.
- Apply titles, full screen images, and frame grabs in your news broadcast.
- Discuss some very effective or clever uses of titles or overlay images you have seen in films and television programs and how you might use these in your project.
- Discover rolling overlay titles and credits.
- Create end credits using a full screen image and rolling overlay titles.
- Examine transitions.
- Define different types of transitions.
- Add transitions to the timeline.
- Recognize the differences in transitions and cuts.
- Describe memorable cuts and transitions you have seen in film and television.
- Discover how to place video in Pinnacle *Studio*'s Overlay track.
- Identify the video and audio portions of clips in the Video and Overlay tracks.
- Examine A/B editing.
- Define insert editing.
- Create an insert edit in Pinnacle *Studio*.
- Outline the uses of *Studio*'s Hide, Mute, and Lock functions.
- Determine the attributes of split editing, L-cuts, and J-cuts.
- Create L-cuts and J-cuts in Pinnacle *Studio*.
- Analyze the career of film and video editors.
- Discuss applications of split editing and how their use enhances the effectiveness of a video.
- Define picture-in-picture, or PIP.
- Create PIP effects in *Studio*.
- Alter the dimensions of a PIP window.
- Explore various effects that can be applied to a PIP window.
- Summarize the uses of music and other audio in news broadcasts.
- Discuss the use of picture-in-picture in your project.
- Create and manipulate sound effects in Pinnacle *Studio*.
- Add music clips to the Pinnacle *Studio* project.
- Work on the news broadcast project.
- Examine the career of sound engineering technicians.
- Consider the ways in which news agencies use music during broadcasts.
- Examine the career of broadcast technicians.
- Discuss which video editing techniques have been most useful to you as you complete your news broadcast.
- Consider video editing techniques that have not been useful while working with your broadcast and how it might be changed to give these approaches greater importance.
- Complete the news broadcast to meet all required criteria.
- Burn your DVD.
- Present the news broadcast to the instructor.
- Discuss some video editing projects you would like to pursue using videos you own.
- Discuss how video production could be applied to a career field you have considered going into.
- Discuss how the challenge you are working on could be used to prepare for or as part of a career in video production
- Discuss how copyright law impacts fan videos posted on the Internet.
- Select appropriate vocabulary terms based on the definitions provided.
- Test your comprehension of concepts gained during this course.
- State and explain your opinion of the Video Production CPU.