

Curriculum at a Glance

Video Production 2

Grade 9-12

This course is a continuation of Video Production I in a video studio production setting. Students learn studio production planning, lighting, and audio along with basic video engineering. Students practice all crew positions including floor director, camera operator, lighting technician, audio technician, technical director and program director.

Unit Description	Content/Skills/Objectives
Unit 10: Camera Techniques	<ul style="list-style-type: none">● Analyze technologies based on their positive and negative impacts● Identify different camera transitions and how they are used● Utilize a variety of camera techniques to improve the quality of a piece of work● Implement defocus/refocus skills to change the mood of a shot● Use a communication technology to visualize a design idea
Unit 11: Recording Sound	<ul style="list-style-type: none">● Compare and contrast ambient sound and environmental sound● Identify the different types of microphones and their application● Properly select the right microphone for the video job● Describe sound continuity
Unit 12: Lighting	<ul style="list-style-type: none">● Identify the components of the three-point lighting setup and how equipment● Placement affect their classification● Develop simple methods for adding lighting to a scene● Modify a video shoot for different plot settings● Produce a lighting plot map for a studio and a theater
Unit 13: And Finally	<ul style="list-style-type: none">● Identify the different career opportunities available in video production● Identify the different career opportunities available in TV● Identify the different career opportunities in the film industry● Characterize the different roles in production and apply the positions to whole class, small group, and individual projects
Unit 14: Studio Equipment	<ul style="list-style-type: none">● Compare studio equipment and portable video equipment● Identify the proper methods and procedures for running a studio● Produce a live-studio television show utilizing all components of the studio