

Digital Cinema Production 5

Demonstrate knowledge of audio editing software. The student will be able to: 22.0

- 1 Identify file formats and storage options. 22.01
- 2 Identify parts of the software interface (menus, tools and palettes). 22.02
- 3 Use software features such as import, export and saving audio. 22.03
- 4 Utilize multiple audio tracks. 22.04
- 5 Perform basic edits using filters, effects, plug-ins, file presets and rendering. 22.05
- 6 Operate software to edit, cut and delete audio. 22.06
- 7 Understand non-destructive and destructive operations. 22.07
- 8 Synchronize sound effects and ADR to picture elements. 22.08
- 9 Create a mix down. 22.09

Demonstrate knowledge of Digital Content distribution. The student will be able to: 23.0

- 1 Identify parts of the software interface (menus/palettes). 23.01
- 2 Demonstrate an understanding of the formats and codes used for online streaming services. 23.02
- 3 Understand the purpose of specific project deliverables when delivering content to clients or distributors. 23.03
- 4 Upload content for a specific viewing audience. 23.04
- 5 Use metadata and watermarking strategies to protect and identify their work. 23.05
- 6 Understand the process of encoding and compression. 23.06
- 7 Create an online portfolio of their best work for potential clients and employers. 23.07
- 8 Understand the network associated with product distribution. 23.08
- 9 Understand the role streaming services play in the film distribution process. 23.09

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- 10 Identify the major players involved in the distribution and exhibition of motion pictures.** 23.10
 - 11 Understand the importance of film festivals in the exhibition/distribution process.** 23.11
 - 12 Understand the role movie theaters play in the motion picture business.** 23.12
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Demonstrate knowledge of color correction software. The student will be able to: 24.0

- 1 Identify parts of the software interface (menus/palettes).** 24.01
 - 2 Describe and use basic tool sets.** 24.02
 - 3 Edit using software features such as import, export and file saving.** 24.03
 - 4 Explain color balance, color theory, and channels.** 24.04
 - 5 Create masks and mattes.** 24.05
 - 6 Understand the use and operation of scopes and waveforms.** 24.06
 - 7 Demonstrate the use of LUTs (look up tables) for color grading.** 24.07
 - 8 Demonstrate tracking as it relates to color correction.** 24.08
 - 9 Demonstrate ability to use color correction to match shots in a scene.** 24.09
 - 10 Understand how color correction can be used to enhance the mood of a scene or project.** 24.10
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Demonstrate knowledge of compositing software. The student will be able to: 25.0

- 1 Identify parts of the software interface (menus/palettes).** 25.01
- 2 Describe and use basic tool sets.** 25.02
- 3 Edit using software features such as import, export and file saving.** 25.03
- 4 Understand basic animation using effects presets.** 25.04
- 5 Perform edits to animate text and layers.** 25.05
- 6 Utilize rotoscoping tools for advanced effects.** 25.06
- 7 Demonstrate how to animate masks.** 25.07
- 8 Demonstrate motion tracking.** 25.08
- 9 Demonstrate the ability to composite using green screens.** 25.09
- 10 Demonstrate the process to render and output content.** 25.10

11 Understand the history of compositing and special effects production (both photographic and digital). 25.11

12 Demonstrate the compositing integration of rendered 3D animation with video. 25.12