## Digital Filmmaking & Video Production

### PROGRAM FOCUS

#### QUARTERS 1-2

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>COM105</td>
<td>Public Speaking</td>
</tr>
<tr>
<td>EN101</td>
<td>English I</td>
</tr>
<tr>
<td>MT113</td>
<td>Ideas of Mathematics</td>
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<tr>
<td>PS101</td>
<td>Introduction to Psychology</td>
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</tbody>
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#### QUARTERS 3-4

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<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>DFVB105</td>
<td>Conceptual Storytelling</td>
</tr>
<tr>
<td>DFVB107</td>
<td>Fundamentals of Producing &amp; Directing</td>
</tr>
<tr>
<td>DFVB113</td>
<td>Fundamentals of Editing</td>
</tr>
<tr>
<td>DFVB133</td>
<td>Lighting for Digital Film</td>
</tr>
<tr>
<td>DFVB202</td>
<td>Digital Cinematography</td>
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<tr>
<td>DFVB212</td>
<td>Broadcast Graphics I</td>
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</tbody>
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#### QUARTERS 5-6

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<tr>
<th>Course Code</th>
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<tbody>
<tr>
<td>DFVB203</td>
<td>Editing</td>
</tr>
<tr>
<td>DFVB204</td>
<td>Acting &amp; Directing</td>
</tr>
<tr>
<td>DFVB232</td>
<td>Short Media Production</td>
</tr>
<tr>
<td>DFVB213</td>
<td>Studio Production</td>
</tr>
<tr>
<td>DFVB233</td>
<td>Electronic Field Production</td>
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<tr>
<td>DFVB390</td>
<td>Associate's Portfolio I</td>
</tr>
<tr>
<td>DFVB300</td>
<td>Associate's Portfolio II</td>
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#### GENERAL EDUCATION

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<tr>
<td>HA223</td>
<td>Art History III: Art of the Modern World</td>
</tr>
<tr>
<td>HA305</td>
<td>History of Contemporary Art: 1945 to Present</td>
</tr>
</tbody>
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**PROGRAM FOCUS**

**QUARTERS 1-2**

- **AUDB101**: Fundamentals of Audio
- **DFVB102**: Introduction to Filmmaking Applications & Design
- **DFVB103**: Fundamentals of Video Production
- **DFVB111**: Principles of Cinematography

**QUARTERS 3-4**

- **DFVB105**: Conceptual Storytelling
- **DFVB107**: Fundamentals of Producing & Directing
- **DFVB113**: Fundamentals of Editing
- **DFVB133**: Lighting for Digital Film
- **DFVB202**: Digital Cinematography
- **DFVB212**: Broadcast Graphics I

**QUARTERS 5-6**

- **DFVB203**: Editing
- **DFVB204**: Acting & Directing
- **DFVB232**: Short Media Production
- **DFVB213**: Studio Production
- **DFVB233**: Electronic Field Production
- **DFVB390**: Associate's Portfolio I
- **DFVB300**: Associate's Portfolio II

**GENERAL EDUCATION**

- **COM105**: Public Speaking
- **EN101**: English I
- **MT113**: Ideas of Mathematics
- **PS101**: Introduction to Psychology

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**START DATE**

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.

STUDENT CONSUMER INFORMATION:
https://www.artinstitutes.edu/atlanta/student-consumer-information

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

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Digital Filmmaking & Video Production (AA)

**COURSE DESCRIPTIONS**

**AUD8101**
**FUNDAMENTALS OF AUDIO**
Introduces the principles of recording sound and covers sound characteristics, basic acoustics, and techniques for field recording. The role of sound in media production is explained.
Prerequisite: DFVB102 or Approval of Academic Director
Credits: 4

**DFVB103**
**INTRODUCTION TO FILMMAKING**
Focuses on the production processes from the perspectives of a producer and director.
Prerequisite: DFVB103
Credits: 4

**DFVB111**
**PRINCIPLES OF CINEMATOGRAPHY**
Introduction of the history and principles of visual design for motion pictures through the use of a camera.
Prerequisite: None
Credits: 4

**DFVB113**
**FUNDAMENTALS OF EDITING**
Introduces the student to the editing of visuals and sound using nonlinear editing software.
Prerequisite: DFVB103
Credits: 4

**DFVB133**
**LIGHTING FOR DIGITAL FILM**
Students will be introduced to the basic concepts and principles of lighting for cinematography. Fundamentals of utilizing and controlling both natural and studio lighting with emphasis on the quality, quantity, and direction and its effect on the photographic image.
Prerequisite: DFVB103
Credits: 4

**DFVB202**
**DIGITAL CINEMATOGRAPHY**
Explores various cameras, lighting techniques and styles used in digital filmmaking and video production. Discussions will cover advanced concepts and principles of camera operation, camera movement, use of lenses, composition and lighting techniques.
Prerequisite: DFVB133
Credits: 4

**DFVB203**
**EDITING**
Using advanced editing methods, this course focuses on processing audio and video elements in media content and organizing such content for total effect and final delivery.
Prerequisite: DFVB113
Credits: 4

**DFVB204**
**ACTING & DIRECTING**
Develops students’ understanding of the role and responsibilities of a director and their role in helping actors bring characters to life.
Prerequisite: DFVB107
Credits: 4

**DFVB212**
**BROADCAST GRAPHICS I**
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.
Prerequisite: DFVB113
Credits: 4

**DFVB213**
**STUDIO PRODUCTION**
Focuses on broadcast studio operation, live production, studio management, lighting, crew, and sound. Students will also explore the theoretical basis of the electronics behind the equipment needed for studio production.
Prerequisite: DFVB202
Credits: 4

**DFVB233**
**ELECTRONIC FIELD PRODUCTION**
Students learn video field production in two styles: Electronic News Gathering and Electronic Field Production.
Prerequisite: DFVB117
Credits: 4

**DFVB232**
**SHORT MEDIA PRODUCTION**
Discusses short form as a genre of media production and its features in subject matter and style. Students learn to produce short-form news, information, or dramatic content for multiple delivery platforms.
Prerequisite: DFVB107
Credits: 4

**DFVB290**
**ASSOCIATE’S PORTFOLIO I**
This course prepares students for the transition to the professional world and for the industry by helping them compile a portfolio. Students demonstrate their conceptual, design, craftsmanship, and other skills as they assemble and refine their portfolio projects. Working individually with an instructor, each student selects representative projects showcasing work that reflects a unique style and developing a comprehensive body of work. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies.
Prerequisite: Approval of Academic Director
Credits: 4

**DFVB300**
**ASSOCIATE’S PORTFOLIO II**
This course prepares students for entry-level employment within the industry by assisting them with the development and presentation of a graphic design portfolio that reflects the stated exit competencies. Students demonstrate an advanced skill-set in areas as process, conceptual thinking, design, web design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies.
Prerequisite: Approval of Academic Director
Credits: 4

**DFVB323**
**ADVANCED FUNDAMENTALS OF AUDIO**
Introduces the student to the audio and video elements in media content and organizing such content for total effect and final delivery.
Prerequisite: DFVB113
Credits: 4

**DFVB322**
**CLINICAL FIELD PRODUCTION**
Students learn video field production in two styles: Electronic News Gathering and Electronic Field Production.
Prerequisite: DFVB117
Credits: 4

**DFVB320**
**ASSOCIATE’S PORTFOLIO II**
This course prepares students for entry-level employment within the industry by assisting them with the development and presentation of a graphic design portfolio that reflects the stated exit competencies. Students demonstrate an advanced skill-set in areas as process, conceptual thinking, design, web design, craftsmanship, and other skills, as projects are refined and assembled into a cohesive, comprehensive body of work. Particular emphasis is placed on identifying short- and long-term professional employment goals, industry and professional related resources and standards, portfolio development and presentation strategies.
Prerequisite: Approval of Academic Director
Credits: 4

**GENERIC EDUCATION REQUIREMENTS**

(4 CREDITS):*

**COM105**
PUBLIC SPEAKING

**EN101**
ENGLISH I

**HA223**
ART HISTORY III: ART OF THE MODERN WORLD (5 CREDITS)

**HA305**
HISTORY OF CONTEMPORARY ART, 1945 TO PRESENT (5 CREDITS)

**MT113**
IDEAS OF MATHEMATICS

**PS101**
INTRODUCTION TO PSYCHOLOGY

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