

VIDEO

Degree in Graphical Design

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Code: 11808

Main Scientific Area: Audiovisuais

Lecturer: Rebeca Rocha Nunes das Neves

Language of Instruction: Portuguese

Regime: S2

Contact Hours: 60h Total Workload: 100h

ECTS: 6,0

Objectives

Understand the main specifics of the Audiovisual Language. Understand video as a communication tool. Study the digital video editing and editing tool, through the development of various exercises. To apply the video as a means of audiovisual expression, through theoretical and practical knowledge of capturing, handling, assembly and post-production of moving images.

Learning Outcomes

The Video course prepares students for the technical, aesthetic and functional design of audiovisual projects, through the study and editing of digital video. The application of specific knowledge of the audiovisual will, in this discipline, create spaces for its analysis and for its creative way, fostering a critical spirit on the construction and use of audiovisual tools.

Course Contents

- 1 - General aspects of technological evolution and developments from video to digital.
- 2 - Digital technology and non-linear editing in Adobe Premiere.
- 3 - The Audiovisual Language: scales, composition and continuity of plans. Angles, lenses and camera movements. The scenes, the sequences, the audio and the plot.
- 4 - From design to final product: pre-production, production and video post-production.
- 5 - Digital compression, video recording formats.

Recommended Bibliography

ANG, Tom. 2005. Manual de Vídeo Digital, Civilização.

DANCYGER, Ken. 1997. The Technique of Film and Video Editing - Theory and Practice, Boston, Focal Press.

GRILO, João Mário. 1997. A Ordem no Cinema, Relógio d'Água Editores.

HODGES, Bernard. 1994. The Video and TV Camera Operator's Guide, London, Focal Press.

JOURNOT, M. T. 2005. Vocabulário de cinema, Edições 70.

KATZ, Steven, D. 1991. Film Directing Shot by Shot - Visualizing from concept to screen, Michael Wise Productions.

MARNER, Terence. 2007. A Realização Cinematográfica, Edições 70.

MARTIN, Marcel. 2005. A Linguagem Cinematográfica, Dinalivro.

MCGRATH, Declan. 2001. Cine Montaje Postproducción, Oceano Grupo Editorial.

PREMIERE PRO, 2004. Guia Autorizado da Adobe, Editora Campus.

Learning and Teaching Methods

The coherence between the programmatic contents defined as fundamental and the learning objectives of the curricular unit is justified by the need to address fundamental concepts and theories in which the video, obtained by synthesis or by digitalization, obtained directly, or by means of animation (stop motion or pixilation) is the ultimate goal, anchored by the necessary core competencies that allow the design, development and production of projects, passing through the various phases of production, autonomously, operating in any of the possible areas where they are implemented (eg, film industry , Audio-visual production, etc.).

Assessment Methods

Continuous assessment (attendance and interest, ability to communicate and participation in classes) - 10%

Practical editing exercise in Premiere - 10%

Work proposal (group) - Re-creation of a film excerpt - 40%

Work proposal (individual) - Short film - 40%

Taking into account the ongoing assessment and the objectives of the CU, there is no final exam.