

## Specification for the book of courses

<b>Study program</b>		Electrical Engineering and Computer Science		
<b>Module</b>		Electronics - Multimedia technologies		
<b>Type and level of studies</b>		Undergraduate Academic Studies		
<b>The name of the course</b>		Video Production		
<b>Lecturer (for lectures)</b>		Jovanović S. Goran		
<b>Lecturer/associate (for exercises)</b>		Jovanović S. Goran		
<b>Lecturer/associate (for OFE)</b>		Jovanović S. Goran		
<b>Number of ECTS</b>	5	<b>Course status (obligatory/elective)</b>	Obligatory	
<b>Prerequisites</b>				
Acquisition of knowledge and skills in the field of multimedia design and technology. Training on software tools for video and audio production is planned. Presentation capabilities of tools for development of multimedia content in video and audio format (editing and special effects), multimedia presentations and video tutorials.				
<b>Course objectives</b>				
Students have to learn the basic and advanced software tools for video and audio production. They need to know how to create multimedia content in video and audio format and interactive video tutorials.				
<b>Course outcomes</b>				
Students have to learn the basic and advanced software tools for video and audio production. They need to know how to create multimedia content in video and audio format and interactive video tutorials.				
<b>Course outline</b>				
<p><b>Theoretical teaching</b></p> <p>Images in video production. Montage tools. Key frames. Source panel, input and output point. Static and dynamic titles. Video and audio effects and transitions.</p> <p>Special video effects. Types and properties of the video layers. Image animation techniques, automatic orientation, connection with the "parent" layer, motion drawing. Drawing in a video clip: brushes, erasers, cloning. Animation text layers, kinetic typography. Masks, animation of the mask. Layers in 3D space. Virtual camera in 3D space. Virtual light in 3D space. Java script for video production. Image stabilization and object tracking. Tracking the motion of a real camera in space. 3D models, animated 3D models and the way they are inserted into video clips. Special video effects. Tools for "dolls" animation. Time remapping. Delete background with color key technique. Recording of video tutorials.</p>				
<p><b>Practical teaching (exercises, OFE, study and research work)</b></p> <p>Images in video production. Tool for video montage. Creation video from animated image. Using the source windows, montage of complex video and audio projects. Sound effects. Video effects. Transition. Titles. Project task 1.</p> <p>Tools for creating special video effects. Examples of animation images, text and video. Using 3D layers. Java script to control the video. Image stabilization. Tracking the movement in the picture. Time remapping. Color key technique. Particles effects. The use of 3D models. Record video tutorials. Project task 2.</p>				
<b>Textbooks/references</b>				
1	Maxim Jago, Adobe Premiere Pro CC Classroom in a Book, Adobe, 2015.			
2	Brie Gyncild & Lisa Fridsma, Adobe After Effects CC Classroom in a Book, Adobe, 2016.			
3				
4				
5				
<b>Number of classes of active education per week during semester/trimester/year</b>				
<b>Lectures</b>	<b>Exercises</b>	<b>OFE</b>	<b>Study and research work</b>	<b>Other classes</b>
2	2	1	0	0
<b>Teaching methods</b>				
Lectures, exercises, consultations.				
<b>Grade (maximum number of points 100)</b>				
<b>Pre-exam duties</b>		<b>Points</b>	<b>Final exam</b>	
<b>Activity during lectures</b>		10	<b>Written exam</b>	
<b>Exercises</b>		10	<b>Oral exam</b>	
<b>Colloquia</b>			30	
<b>Projects</b>		50		