

FILM A205: REMOTE BROADCASTING

Item	Value
Curriculum Committee Approval Date	12/08/2021
Top Code	060420 - Television (including combined TV/Film/Video)
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S)

Course Description

This advanced course provides students with real-world broadcast production experience through the use of remote live television production equipment. Students will gain a hands-on approach to producing both live and recorded productions. Studio and location shooting of multi-camera productions and video editing activities are performed in this course. PREREQUISITE: FILM A155. ADVISORY: BRCT A105 and FILM A194. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Student will successfully create a production schedule and deliverables list for a live, or live-to-tape multi-camera broadcast production.
2. Student will demonstrate the ability to successfully produce a multi-camera event using a remote broadcasting system.

Course Objectives

- 1. Apply principles of effective video production planning including pre-production exercises and assignments, as it applies to multi-camera production.
- 2. Work in small groups to ensure a safe working environment and solve novel problems that typically emerge in the live broadcast multi-camera production process.
- 3. Identify tools and techniques for multi-camera video production.
- 4. Learn the proper function and operation of remote live production equipment.
- 5. Learn how to web stream live production using various online video streaming platforms.
- 6. Learn to work as a team to meet project deadlines, allowing enough time for client revisions and approvals. Produce deliverables as outlined in project proposal.
- 7. Identify the sources of creativity during a project analyzing, weighing, and selecting elements that go into a completed production.
- 8. Identify and execute various elements of the production and post-production stages of the project.

Lecture Content

1. Pre-Production Story Development a. Brainstorming / Mindmap Exercises b. Storyboarding c. Treatments d. Script / Outline Development
 2. Pre-Production Logistics a. Scope of work b. Approach to accomplish work c. Scheduling d. Location scouting e. Proposal generation f. Producer documents 1. Contracts 2. Permits 3. Licenses 4. Clearance 5. Release Formsg. Deadlinesh. Deliverablesi. Kick-off and follow-up meetings 3. Remote Video Production a. Types of projects 1. Sports events 2. Music / Talent / Variety Shows 3. Panel discussions 4. Commencement 5. Other live event productions 4. Broadcast Production a. Electronic field production (EFP) b. Equipment requirements1. Proper operation2. Safety c. Multi-camera Production 1. Tri-Caster hardware / software 2. Crew Positions a. Producer b. Director c. Camera Operators d. Floor Director n bsp; e. Audio Engineer f. VTR Operator d. Virtual Sets / Chroma Key e. Lighting and Sound for Multi-Camera productions 5. Advanced Production Equipment a. Types of camera systems 1. Blackmagic, RED, Panasonic, Sony b. Camera recording setup 1. Codecs and Rasters 2. Recording Techniques 3. Shooting Modes

Lab Content

Laboratory Content (36 Hours) Arranged (TBA) Lab Content (18 Hours) 1. Pre-Production a. Generate production schedules, shooting scripts and production notebook. b. Location scout of specific venues c. Meetings with clients to generate final production schedule. 2. Remote Studio System Setup a. Camera inputs b. nt: 7.0pt 'Times New Roman'; Audio setup c. Proper safety procedures for cables, electricity and equipment. d. Graphics e. Media Importing 3. Remote Studio System Operation a. Codecs and Raster Sizes b. ; Recording Techniques c. Shooting Modes d. Live View Mode e. Media Players f. Live Text (Internal) g. Mix Effects Busses h. Audio Mixer i. family: 'Times New Roman'; Media Recorders j. Web stream Interface k. Ethernet Connections l. Expansion features m. Newtek 3Play Instant Replay n. Live Text Character Generator o. Software (External) p. Network Add-ons</ span> q. Connection protocol for online web servers. 4. Post Production a. Workflow Organization b. Capturing using Media Browser c. Transcoding media to fit specific project parameters d. Combining Camera Isolation (Iso s) and Switched Recordings e. Selecting and L icensing Music for Projects f. Special Effects / Motion Graphics Implementation g. Final output to social media sites, archive video for future use.

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Instructional Techniques

Lecture/Critique Demonstration Video Examples One-on-One Instruction Examinations

Reading Assignments

Students will read on average 1-2 hours per week from assigned textbooks and articles both online and in print.

Writing Assignments

Students will spend approximately 8-10 hours throughout the semester on various assigned writing assignments.

Out-of-class Assignments

Students will spend 2-3 hours per week viewing and researching remote broadcasting productions related to topic of week's discussion.

Demonstration of Critical Thinking

Assigned Projects Examinations Skills Testing Individual and Group Production Assignments

Required Writing, Problem Solving, Skills Demonstration

Proficiency in use of digital software and hardware based remote television production equipment. Demonstrate hands-on operation during remote productions and by incorporating the correct use of terminology throughout the production process.

Eligible Disciplines

Broadcasting technology (film making/video, media production, radio/TV): Any bachelor's degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Boston, J., Hoover, G.. TV on Wheels: The Story of Remote Television Production, 2nd ed. Self Published, 2013 2. Required Hicks Utterback, A.. Studio Television Production and Directing, 2nd ed. Focal Press, 2015