



IDENTIFYING DATA

Audio-visual post-production

Subject	Audio-visual post-production			
Code	P04G070V01702			
Study programme	(*)Grao en Comunicación Audiovisual			
Descriptors	ECTS Credits	Choose	Year	Quadmester
	6	Mandatory	4th	1st
Teaching language	Spanish			
Department				
Coordinator	Fernández Santiago, Luís Emilio			
Lecturers	Fernández Santiago, Luís Emilio			
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Web				
General description	General knowledge of Audio and Video postproduction, for technical work as well as planning or directing audiovisual contents.			

Competencies

Code	
B3	Ability to apply techniques and procedures of composition of images to the different audiovisual formats, starting with knowledge of the classical laws and the esthetic and cultural movements in the history of the image.
B4	Ability to present the results of academic works in written and oral forms and through audiovisual and computing means, according to the standards of communication disciplines.
B6	Knowledge of the historical development of the image and audiovisual culture, in its different formats.
C10	Ability to create the sound environment of an audiovisual production.
C19	Knowledge and application of audiovisual technologies (photography, film, radio, television and multimedia) according to their expressive capacities.
C21	Ability to carry out the recording, composition, editing and post-production of audiovisual products.
D1	To understand the importance of technological, economic and social changes in the development of audiovisual projects.
D2	To be able to work in a team and to communicate one's ideas through the creation of an appropriate environment.

Learning outcomes

Expected results from this subject	Training and Learning Results		
New			
New	B6	C21	D1
New	B3	C10	
	B6	C21	
New	B3	C19	D1
	B4		D2
New			D1
			D2

Contents

Topic	
Practices	Composition of image by layers, chromakey, motion graphics and digital integration. Audio postproduction by dynamics and frequency. Filming for effects.
Objectives of digital postproduction	Production with CGI: VFX, 3DCGI, interactive. Pipeline of production (generic).

Preproduction:	Preproduction Pipeline. Storyboard, animatic, previz.
Production:	Pipelines and production workflows: Media, control, workflows by department
Postproduction:	Editing, sound, composition. Conform, export, master and distribution.
Specific pipelines:	Vfx, Cgi, Interactive.

Planning

	Class hours	Hours outside the classroom	Total hours
Case studies	2	10	12
Lecturing	22	30	52
Workshops	8	0	8
Practices report	3	12	15
Essay	4	16	20
Laboratory practice	8	32	40
Problem and/or exercise solving	2	0	2
Objective questions exam	1	0	1

*The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies

	Description
Case studies	Script analysis to predict the use of sound and video postproduction in the organization of production. CG3 CG4 CG19 CT1 CT2
Lecturing	Theoretical sessions about digital postproduction concepts, interfaces, methodology and workflows, equipment, orientation of production to postproduction and integration within the production scheme. CG6 CT1
Workshops	Practical classes about obtaining images and sounds oriented to postproduction. As well as the use of software tools to obtain the final product. Exercises and problems to be solved by the student using tools and knowledge learned in the theoretical classes. CG3 CG4 CE10 CE19 CE21 CT2

Personalized assistance

Tests	Description
Laboratory practice	Individual work with postproduction software and evaluable tasks per student. In classes and workshops, students have question turns, with a general response if the content is relevant to the group or personalized if it is appropriate to their task. As well as access to office and email.
Practices report	Inform about the work done from the script. Report on the task carried out, aimed at postproduction within group production. Students have access to office and email to resolve doubts in the development of these tasks.

Assessment

	Description	Qualification	Training and Learning Results
Practices report	Work/personal inform with description of the tasks performed in the group work, issues found and solutions provided. (Individual)	20	B3 C10 D1 B4 C19 D2 B6
Essay	Group work, fulfill by groups a script to the state of emission, complete product. Includes technical memory. (Group)	30	B3 C19 D1 B4 C21 D2 B6
Laboratory practice	Postproduction software use exercises. Evaluation of the efficiency in the analysis of the proposed cases, correction in the choice of tools and use of them (Individual)	20	B3 C10 B6 C21
Objective questions exam	Evaluation of theoretical foundations exposed in the classes of the subject. (Individual)	30	B6 D1

Other comments on the Evaluation

All the tasks will have to be presented to be evaluated in the first call. It is essential to pass three of the four tasks to pass the subject, being the personal memory one of the parts to overcome in any case.

2nd call: Test (30%), practical tasks (30% - reserves the right to repeat any of the practices during the exam, -bring material and original projects-), The preproduction will be an individual work, according to the parameters given in the current course. It is not necessary to make the final product. (40% - Parameters in Fatic). It's essential to pass two of the three parts to pass the subject, the personal inform is one of the parts to be overcome in any case.

Sources of information

Basic Bibliography

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Complementary Bibliography

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Brinkmann, R., **The art and science of digital compositing**, 2nd ed., Morgan Kaufmann Publishers, 2008

AMYES, TIM, **Técnicas de postproducción de audio en vídeo y film**, IORTV,

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WYATT, HILARY. AMYES, TIM, **Postproducción de audio para TV. y cine □ : una introducción a la tecnología y las técnicas**, Escuela de Cine y Vídeo de Andoaín, 2006

TRIBALDOS, CLEMENTE, **Sonido profesional**, Paraninfo, 1996

RUMSEY, FRANCIS. MCCORMICK, TIM, **Sonido y grabación; Introducción a las técnicas sonoras**, 2ª edición, IORTV,

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THEME AMENT, VANESSA, **The Foley Grail: The Art of Performing Sound for Film, Games, and Animation**, Focal Press, 2014

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CHION, MICHEL, **La audiovisión**, Paidós Comunicación,

NIETO, JOSÉ, **Música para la imagen**, SGAE,

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MURCH, WALTER. ONDAATJE, MICHEL, **El Arte del Montaje**, PLOT Ediciones,

RODERO, ANTÓN, **Locución radiofónica**, IORTV,

PERROLO, ANDREA. DEROSA, RICHARD, **Acoustic and midi orchestration for the contemporary composer**, Focal Press,

KAYE, DEENA. LEBRECHT, JAMES, **Sound and Music for the Theatre**, Focal Press,

Case, D, **Nuevas tecnologías aplicadas a la postproducción**, Escuela de Cine y Video de Andoaín, 2003

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Lanier, L, **Professional digital compositing**, Wiley Publishing,

Swartz, C, **Understanding digital cinema**, Elsevier,

Long, B. Schenk, S, **Digital filmmaking handbook**, Charles River Media, 2013

HERRERO, JULIO CESAR, **MANUAL DE TEORIA DE LA INFORMACION Y DE LA COMUNICACION**, Universitas,

Grage, Pierre, **Inside VFX: An Insider's View Into The Visual Effects And Film Business**, 2nd ed, Createspace Independent Publishing Platform, 2014

Eran Dinur, **The Filmmaker's Guide to Visual Effects: The Art and Techniques of VFX for Directors, Producers, Editors and Cinematographers**, Focal Press, 2017

Wright, Steve, **Digital Compositing for Film and Video**, Focal Press, Elsevier,

Recommendations

Subjects that are recommended to be taken simultaneously

Artistic and Stage direction/P04G070V01701

Storyboarding, production and execution of entertainment programs/P04G070V01906

Video games: Design and development/P04G070V01908

Subjects that it is recommended to have taken before

Communication: Audiovisual Media technology/P04G070V01203

Cinematic theory and technique/P04G070V01205

Photography theory and technique/P04G070V01106

Animation in digital environments and multimedia/P04G070V01402

Sound expression and musical styles/P04G070V01404

Digital editing techniques/P04G070V01304

Screenwriting, production and fiction filmmaking/P04G070V01602

