



IDENTIFYING DATA

Audiovisual production

Subject	Audiovisual production			
Code	V05G300V01935			
Study programme	Degree in Telecommunications Technologies Engineering - In extinction			
Descriptors	ECTS Credits	Choose	Year	Quadmester
	6	Optional	4th	1st
Teaching language	Spanish			
Department				
Coordinator	Fernández Santiago, Luis Emilio			
Lecturers	Fernández Santiago, Luis Emilio			
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General description	General knowledge of the processes of production and realization of Audio and video, aim to achieve the skills needed to work in a team of production/realization, mainly in the technical positions. using cameras, edition systems and creation of CG content. The documentation will be in English			

Competencies

Code	
B4	CG4: The ability to solve problems with initiative, to make creative decisions and to communicate and transmit knowledge and skills, understanding the ethical and professional responsibility of the Technical Telecommunication Engineer activity.
B8	CG8: To know and apply basic elements of economics and human resources management, project organization and planning, as well as the legislation, regulation and standarization in Telecommunications.
B12	CG12 The development of discussion ability about technical subjects
C80	(CE80/OP23) The ability to conceptually and technically manage the phases in an audiovisual production.
C81	(CE81/OP24) The ability to creatively and skillfully use the technical equipment for production development.
C82	(CE82/OP25) The ability to use specific software applications in audiovisual production.
C83	(CE83/OP26) The ability to organize an audiovisual production.
D2	CT2 Understanding Engineering within a framework of sustainable development.

Learning outcomes

Expected results from this subject	Training and Learning Results		
Know the stages and the techniques of an Audiovisual production.	B4 B8 B12	C80	
Identify the various audiovisual structures.		C80	
Know use the necessary technologies to develop an audiovisual production.	B4 B12	C80 C81 C82	D2
Know use of the postproduction software tools.		C81 C82	
Know how to manage an audiovisual project.	B8	C80 C81 C83	D2

Contents

Topic

The audiovisual production: characteristic and production and realization workflow.	Workflow for Vfx, 3DCGI and interactive. Pipelines. Production charts.
Creation of contents and catchment of sound and image.	Basics of video cameras handling. Basics of Audio for film.
Audiovisual structures, linear and interactive.	The script as a technical document. Technical breakdown.
Computer Generated Image.	Producción assets (geometry, shaders, animation) Graphic and render Engines.
Virtual environments: elements and creation of the levels.	Layouts, terrains, lighting.
Postproduction systems.	NLE. Basics of Video composition: Layers and channels. Color, grading and Conform.
Production and realization techniques.	Audiovisual language basics.
Audiovisual projects Management.	Gestion of media, data and control of a production. Pipelines And Workflows.

Planning			
	Class hours	Hours outside the classroom	Total hours
Lecturing	21	21	42
Problem solving	7	7	14
Mentored work	2	12	14
Laboratory practical	14	35	49
Laboratory practice	14	14	28
Objective questions exam	2	0	2
Report of practices, practicum and external practices 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	
Lecturing	Description Theoretical sessions on concepts of visual language, formats, equipment and their use. Elements of linear and interactive visual production, workflows and integration of technical personnel in production teams. CG8 CG12 CE80 CE82 CT2
Problem solving	Common or hypothetical Production situations will be proposed, requesting a solution using methods seen in the subject.
Mentored work	CG4 CG12 CE81 CT2 Portions of AV projects will be carried out autonomously and in groups. Both in linear and interactive production.
Laboratory practical	CG8 CE80 CE83 Practical classes on obtaining images and sounds, Creation of synthetic elements and postproduction for the creation of audiovisual products. The work is done in work groups, with rotation in the positions to ensure individual contact with the different resources. CG12 CE81 CE82

Personalized assistance	
Methodologies	Description
Laboratory practical	Use of audiovisual production equipment and software, question time during workshop, access to office and questions via email or message. Individual report about the contents.
Mentored work	Access to office and questions via email or message.
Tests	Description
Laboratory practice	Use of audiovisual production equipment and software, question time during workshop, access to office and questions via email or message. Individual report about the contents.
Objective questions exam	Access to office and questions via email or message before test. Later office revision.

Report of practices, practicum and external practices	Report on personal participation in group works. About the whole process regardless of the role played.
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Assessment					
	Description	Qualification	Training	Learning Results	
Laboratory practice	Insertion of elements in graphic engine. (Individual) 20% Recording a scene. (Group) 20% Editing a scene. (Individual) 25%	65	B4	C81 C82	D2
Objective questions exam	Test, theoretical contents and practical concepts of the subject.	20	B8	C80 C81 C82 C83	
Report of practices, practicum and external practices	Report on the assessment of the production process in the different cases and conclusions of the practices.	15	B8 B12	C83	D2

Other comments on the Evaluation

Breakdown of Practices:

Insertion of elements in graphic engine. (Individual) 20% (~ 4 week) Recording a scene. (Group) 20% (~ 18 week) Editing a scene. (Individual) 25% (~ 13 week)

Students must determine in the first delivery of material if they choose continuous assessment, in this case the final grade couldn't be "not presented".

The practices are recoverable until the time of qualification, unless continuous assessment had been chosen..

In group practices, the work of each member will be supervised by the lecturer.

The eventual assessment requires the delivery of the practices, being the group as individual (the student will need to set up a human team to do this).

On the second call and extraordinary call it will be necessary to pass a test (30% -theoretical contents and practical concepts of the subject) and questions (30% -knowledge of the production process and formats) and A practical exercise of solvency working with autonomous camera and edition NLE O (xor) insertion of elements in graphic engine O (Xor) development of production flow from a technical script. (40%) It is not necessary to exceed a minimum threshold in each grade to pass the course. The note will be the sum of the percentages.

The grade of the test from the first opportunity could be saved for the second, in the same course, if the student wishes so.

Sources of information

Basic Bibliography

Dunlop, Renee, **Production Pipeline Fundamentals for Film and Games**, 1st Edition, Focal Press, 2014

Zwerman, Susan & Okun, Jeffrey A., **The VES Handbook of Visual Effects: Industry Standard VFX Practices and Procedures**, 2nd ed, 2014

MMILLERSON, GERALD. OWENS, JIM, **Television production**,

Complementary Bibliography

ALTEN, STANLEY, **Audio in media**,

TRIBALDOS, CLEMENTE, **Sonido profesional**,

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

ONDAATJE, MICHEL, **The Conversations: Walter Murch and the Art of Editing Film**,

BRINKMANN, R., **The art and science of digital compositing**, 2nd ed,

HERRERO, JULIO CESAR, **Manual de teoría de la información y telecomunicación**, 2009,

Glor, Flax & Sardella, Andrea, **Filmmaking Simplified: Practical Techniques for Getting More out of Any Production**, Edition: 1, kindle,

Recommendations

Subjects that are recommended to be taken simultaneously

Image processing and analysis/V05G300V01931

Multimedia technology and computer graphics/V05G300V01932

Subjects that it is recommended to have taken before

Contingency plan

Description

METHODOLOGIES

Laboratory practical

Practical lectures on obtaining of images and sounds, Creation of synthetic elements and postproduction for the creation of audiovisual products.

If it is not possible to have professional material, the contents will be adapted to creation with devices of common use (smartphones, personal computers...).

The work is done by work groups, with rotation in the positions to ensure individual contact with the different resources.

The tasks that can be developed by on-line groups will remain as they are, the dimension of the groups for face-to-face tasks will adjust to the number determined by the authorities and, if needed, the capture of images will be individual, avoiding the physical meeting of the group.

EVALUATION

Laboratory practical

Recording of a scene. (Group)20%

The recording of images for the test will be adapted for individual or groups of the size regulated by government.
