

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, Luis Emilio			
Lecturers	Fernández Santiago, Luis Emilio Martin Fidalgo, David			
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Web				
General description	General knowledge of Audio and Video postproduction, for tehnical work aswell 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	B6	C21	D1
New	B3 B6	C10 C21	
New	B3 B4	C19	D1 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, SDX, 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
Report of practices, practicum and external practices	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.
Report of practices, practicum and external practices	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		
Report of practices, practicum and external practices	Work/personal inform with description of the tasks performed in the group work, issues found and solutions provided. (Individual)	20	B3 B4 B6	C10 C19	D1 D2
Essay	Group work, fulfill by groups a script to the state of emission, complete product. Includes technical memory. (Group)	30	B3 B4 B6	C19 C21	D1 D2
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 B6	C10 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 Faitic). 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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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

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CHION, MICHEL, **La audiovisión**, Paidos Comunicación,

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

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

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

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

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

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

Long, B. Schenk, S, **Digital filmaking 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

Animation in digital environments and multimedia/P04G070V01402
Sound expression and musical styles/P04G070V01404
Digital editing techniques/P04G070V01304
Screenwriting, production and fiction filmmaking/P04G070V01602
Storyboarding, production and execution for television/P04G070V01502
Audiovisual narrative/P04G070V01503

Contingency plan

Description

=== ADAPTATION OF THE METHODOLOGIES ===

* Teaching methodologies maintained
Case studies
Script analysis to predict the use of sound and video postproduction in the organization of production.

Lecturing
Theoretical sessions about digital postproduction concepts, interfaces, methodology and workflows, equipment, orientation of production to postproduction and integration within the production scheme.

Teaching methodologies modified
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.

Talleres
Clases practicas sobre obtención de imágenes y sonidos orientadas a la posproducción y manejo de herramientas de software para obtener el producto definitivo. Clases de forma presencial principalmente, si las ordenanzas lo indican seran online y en caso necesario se adaptarán a material de uso común (smartphones y ordenadores personales), sin perder de vista el metodo con material profesional.
Propuesta de ejercicios y problemas a solventar por el alumno utilizando herramientas y conocimientos aprendidos en las clases teóricas.

=== ADAPTATION OF THE TESTS ===

* Tests that are modified

Trabajo
Trabajo conjunto, llevar la termino por grupos un guion hasta el estado de emisión, producto completo.Incluye memoria técnica.(Grupal)
Se mantiene la prueba, pero si las regulaciones los requieren, la captación se realizará por partes de forma individual o en grupos con la dimensión regulada.