DIGITAL MEDIA PRODUCTION (DMP)

DMP 100 Intro Digital Shooting/Editing
2 Lab Hours, 1 Quarter Credit Hours
The Esports Management student will be introduced to basic shooting and editing techniques to create a short video project. Students will create a script and storyboard as well as produce their concept from shooting through to editing.

DMP 101 Video Techniques/Studio 1
2 Class Hours, 6 Lab Hours, 5 Quarter Credit Hours
Corequisites: DMP 103
Students are introduced to shooting, editing, studio, lighting, and sound principles. A live studio project introduces all roles of studio production and team-building skills. Students write, produce and edit a one-minute montage on a digital edit system and learn the basic skills needed to edit on a digital system.

DMP 103 Audio Design
1 Class Hours, 2 Lab Hours, 2 Quarter Credit Hours
This introductory course provides students with a foundation for working with digital audio. The primary focus of this course will be on the proper use and selection of recording equipment and microphones, as well as the manipulation of sounds. Students will use Adobe Audition and Avid ProTools DAW (Digital Audio Workstation) software. Students will gain a greater understanding of the use and importance of sound in Digital Media Production. The course will explore preparing a soundtrack, mixing multiple audio tracks, and "sweetening" existing tracks using Digital Signal Processing.

DMP 105 Visual Design
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Corequisites: DMP 101
Students learn fundamental design principles that apply to all visual art, enabling them to create visuals/graphics that fulfill specified communications requirements. The application of these principles of design will be demonstrated through the analysis of an array of media and by incorporating them in assigned lab projects.

DMP 106 Motion Graphics 1
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
Prerequisites: DMP 105
Corequisites: DMP 125
Eye-catching animated graphics are a growing trend in broadcast and non-broadcast television. Motion Graphics will introduce students to motion design aesthetics and professional animation software programs. This course will focus on designing for specific elements used in video projects – logo, titles, IDs, informational graphics, and symbolic images.

DMP 125 Field Shooting and Editing
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
Prerequisites: DMP 101 or DMP 100
Corequisites: DMP 127
This course will focus students' shooting and editing abilities for field production situation. Students will also learn the technical operation of Adobe Premiere as well as some of the basics of the grammar of editing such as sequence building, pacing, and audio manipulation which aids in the establishment of a specified mood or style. A variety of editing approaches will be examined.

DMP 127 Lighting
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 101 or DMP 100
Corequisites: DMP 125
Students will gain an in-depth knowledge of lighting for film and video production by designing and implementing lighting set-ups for interviews, product shoots as well as narrative productions. Beginning with three-point lighting, the class will continually build on principles of lighting for studio and field applications. An array of lighting and grip equipment will be used to demonstrate the effective shaping and controlling of light to help set the tone for any film or video production.

DMP 134 Studio Production
2 Class Hours, 6 Lab Hours, 5 Quarter Credit Hours
Students learn about the elements of pre-production involved in live studio work, the technical jobs required to carry out a live production, and the responsibilities of the producer and director. Studio lighting approaches such as 3-point lighting, chroma-key, use of gels, high and low key lighting using the studio lighting grid are discussed. Use of the waveform monitor and vectorscope will be introduced. Students will carry out two studio productions – a talk show and a commercial or PSA. Preparing a script, lighting plot as well as planning for other pre-production elements such as graphics and audio will be covered. Each student will experience the role of the director by directing his/her own talk show as well as participating as a crewmember for other students' productions.

DMP 137 Field Audio
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 103
Dialogue, natural sound, sound effects are all critical elements to filmmaking and media productions. In this course, students take on the role of sound engineers for on-location productions. With the growth of portable digital audio recorders, recording quality field audio has never been more important. This course will introduce the students to digital field recorders and microphone techniques and show how they are used effectively in media productions.

DMP 146 Audio Production
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 103
Students will study and apply audio fundamentals, editing, digital signal processing, recording techniques, overdubbing techniques, and mixdown tools. Students will also study audio recording pre-production and production techniques. Concepts will be applied in lab with several audio projects.

DMP 206 Motion Graphics 2
1 Class Hours, 4 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 106
In this course, students will expand on their knowledge of After-Effects, a motion graphics software used in video production to create animated graphics. Emphasis will be placed on analyzing and creating explainer videos. These are used to visualize abstract concepts for informational and promotional media projects. Students will also learn the basics of 3D text/object creation and motion by using a software plug-in for After-Effects. Learning how to create 3D graphs and illustrate 3D processes will develop a student's ability to take content-driven information and make it visually informative and appealing.

DMP 215 Corporate Media
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
Prerequisites: DMP 125 and DMP 127
How to take a project from development to execution to evaluation is the objective of this course. Different styles of production will be examined for promotional, educational, and motivational videos. Two productions will be completed based on the approaches discussed in the lecture. Scripting and storyboarding for the projects is a critical factor. Using the shooting and editing skills learned in Term II, students will practice making informative and convincing media.

DMP 217 From Pre to Post
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 125 and DMP 127
Corequisites: DMP 134, DMP 146
This course allows students to refine their scriptwriting and formatting skills, while further focusing their pre-production efforts through budgeting and scheduling. With particular emphasis on production value, students will be assigned a short video project, where they will learn how to record using Digital Single Lens Reflex (DSLR) cameras. New post-production software, Final Cut Pro X, will be introduced, where students will edit their projects and practice various methods of media compression.

DMP 228 Color Grading
1 Class Hours, 4 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 125
Corequisites: DMP 235
The use of color correction software to achieve a unified, color-graded, and color-corrected production while editing is essential in today's digital editing toolset. This course will explore the various techniques to maintain a consistency across shots and add color context within a visual story.

DMP 232 Independent Production
1 Class Hours, 4 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 146 and DMP 235
Corequisites: DMP 237
A video or audio program is produced that exhibits students' abilities in developing a project from concept to completion. A detailed proposal for the project must be submitted for approval to a designated faculty member.

DMP 234 Podcasting
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 103
Podcasting is an exciting medium for immersive and informative storytelling. In this course, students will learn the basics of every aspect of narrative podcasting, from audio interviewing techniques, workflow and organization, construction and structuring an episode, script writing, and post-production mixing. Students will design, build, and launch a private podcast.

DMP 235 Digital Filmmaking
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
Prerequisites: DMP 217
Examples of personal approaches to storytelling will be analyzed. Elements like story structure, visual and sound style, thematic transitions, and edit pacing are all a part of the narrative style of film. The digital medium is fast becoming a useful tool for visual storytellers whether videographers or filmmakers because of cost, speed and avenues of distribution like the web. Students will become adept at the use of digital effects and apply video post-production tools such animation, layering, and compositing. Students will plan and produce a digital "film" that demonstrates their ability to tell a story and prepare it for presentation in a studio-produced magazine-style show.

DMP 237 Radio
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
As students will be designing their own music radio shows, the programming aspects of the radio industry will be discussed. Production for the radio show will include the creation of legal IDs, sweepers, promos, commercials, news, and traffic reports. Students will also select the music format and the songs within the format. All produced material will be inputted into our radio automation software, Audio Vault and then executed live. Students will also perform an instructor-created format clock.

DMP 240 Internship
1 Class Hours, 10 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 134 and DMP 215 and DMP 146
Students receive credit for practical work experience in the field with a commercial (or equivalent) company. Students must make a written application to the department chair with selection based on academic achievement, attendance, and defined job skill requirements.

DMP 250 Portfolio
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
This is a career-planning course that reviews the essentials of resume creation, resume reel production, interview, and job-hunting skills for the media field. Students will design a resume reel.

DMP 302 Introduction to Digital Audio (5 weeks)
1 Class Hours, 2 Lab Hours, 2 Quarter Credit Hours
FOR GRADUATES OF THE GMW AS PROGRAM: DMP 302 is a five-week course that introduces GMW graduates to the terminology, processing techniques, and software associated with digital audio production. Students will use Pro Tools on digital audio workstations introduced in the DMP associate-level program and continued in the DMP bachelor-level program. This course, coupled with their other 5-week, Term VII course, DMP 328 Music Recording Techniques, allows GMW graduates to move seamlessly into DMP Term VII, to begin their Multi-Track Recording Project.

DMP 305 Digital Editing 2
1 Class Hours, 4 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 250 or GMW 272
In this course, students learn the operation of the AVID nonlinear editing system through the use of tutorials and by editing a short project. AVID is a primary editing tool used in broadcast television.

DMP 307 Visual Design 2
3 Class Hours, 2 Lab Hours, 4 Quarter Credit Hours
Prerequisites: DMP 105
Students learn advanced visual design principles that apply to video graphics design. These principles will be applied to the creation of typical informational video graphics such as charts, graphs, and maps. Students will also be expected to assimilate the principles presented in the course to further enhance the compositional quality of their videography.

DMP 309 Documentary Pre-Production
1 Class Hours, 1 Quarter Credit Hours
This course is designed to prepare students for the production and post-production phase of making a documentary in Term 10. The pre-production phase is very important to researching and analyzing content, contacts, and visual style for the documentary. Students will create a proposal describing the topic, audience, visual approach as well as eventual distribution outlets. Other pre-production elements will include a shooting schedule, budget and locations. This course will allow students to receive feedback on their ideas from the instructor and other students. This will clarify decisions in their production process.

DMP 321 Digital Production Techniques
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
FOR GRADUATES OF THE GMW AS PROGRAM: This course is for GMW graduates entering the bachelor's DMP program who may not be familiar with all the concepts and practices involved in video production. Students will learn about pre-production and production techniques, as well as the personnel and equipment involved in making any kind of video project. Students will write a project proposal, objectives, script, and storyboard as well as produce their concept from shooting through to editing.

DMP 325 Podcasting 2
1 Class Hours, 2 Lab Hours, 2 Quarter Credit Hours
Prerequisites: DMP 237
In this five-week course, students will create, write, and produce a live talk/interview podcast. Programs will be recorded and evaluated.

DMP 328 Music Recording Techniques (5 weeks)
1 Class Hours, 2 Lab Hours, 2 Quarter Credit Hours
Prerequisites: DMP 146
Corequisites: DMP 302
Additional exploration of music production is provided in DMP 328, intended to offer students more practice in the selection and placement of microphones, as well as session setup and editing techniques as they relate to music recording. This additional experience is required to better prepare students for DMP 336, where they will begin their music video project.

DMP 331 Advanced Studio Production
1 Class Hours, 4 Lab Hours, 3 Quarter Credit Hours
In this course, students will be creating a 30-minute show that will incorporate both live studio and field productions. The class will determine what genre of program they will produce and then execute the program. Students will also be introduced to advanced usage of the switcher as well as increasing their knowledge in studio lighting, shooting, and editing.

DMP 336 Multi-Track Recording
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 328
This course examines the functional design and operation of professional studio equipment used in the recording of multi-track masters. Students will explore a variety of recording situations using digital recorders, computer systems, and signal processing equipment.

DMP 337 Sound Reinforcement 1
1 Class Hours, 4 Lab Hours, 3 Quarter Credit Hours
An introduction to the principles of sound reinforcement provided in clubs, theaters, and concert halls. Students will be introduced to the equipment and techniques used during a live performance at a venue.

DMP 338 Music Video Pre-Production (5 weeks)
2 Class Hours, 2 Quarter Credit Hours
Corequisites: DMP 336
In this five-week course, students will formulate concepts for producing a music video from which a proposal, production schedule, budget, and storyboard will be developed. Students will base their concepts on the music recorded in DMP 336 Multi-Track Recording. Students will then present their concepts to the class and produce the music video the following term in DMP 421 Music Video Production.

DMP 357 Remote Audio Production
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
This course presents the theory, hardware, and techniques used for field audio recording (in-camera) for video/television. Students will learn about the differences between studio and location recording, the equipment used, and techniques for producing optimum sound in the field. Emphasis will be placed upon the use of portable audio mixers and peripheral gear. Skill will be developed at using the equipment under diverse conditions and interfacing with a variety of field production devices.

DMP 381 Motion Graphics 3
4 Lab Hours, 2 Quarter Credit Hours
Students will study and create multi-layered visual effects as well as practice advanced animation techniques. They will acquire skills that will enable them to produce more sophisticated effects work in future terms.

DMP 401 Documentary Filmmaking
3 Class Hours, 4 Lab Hours, 5 Quarter Credit Hours
Prerequisites: DMP 309
In this course, students will produce a 3- to 5-minute mini-documentary based on a project proposal and budget. The structure of documentaries will be analyzed by watching a variety of different documentary styles. Students will read about people currently working in the documentary field to better understand current production issues.

DMP 402 Capstone Project Pre-Production
3 Class Hours, 3 Quarter Credit Hours
Prerequisites: DMP 423 and DMP 447
In preparation for DMP 455 Capstone Project, students will secure an outside client in need of a video program. A detailed program proposal will be developed along with a production schedule, budget, and script.

DMP 409 MIDI (5 weeks)
1 Class Hours, 2 Lab Hours, 2 Quarter Credit Hours
Prerequisites: DMP 328
In this five-week course, students will study the terminology, processing techniques, hardware and software associated with MIDI engineering and electronic sound production. Students will use Pro Tools digital audio workstations, hardware MIDI Controller keyboards, plus hardware and software synthesizers. This course will teach students to connect and control hardware and software using MIDI, synchronize MIDI systems, and compose basic sound beds using synthesizers.

DMP 410 Sound for Picture
1 Class Hours, 2 Lab Hours, 2 Quarter Credit Hours
This course is an in-depth look at sound design for motion picture and digital video. Topics include postproduction editing and dialogue replacement, sound effects including Foley effects, processing, and surround sound mixing.

DMP 421 Music Video Production
4 Lab Hours, 2 Quarter Credit Hours
Prerequisites: DMP 338
In this course, students will shoot and edit their music video, concentrating on shooting and editing style, structure, and pacing. Based on planning and production in the previous quarter, students will spend their time shooting and editing and then refining their edit for final presentation.

DMP 423 Advertising
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Students will view and analyze print, television, and radio advertising and discuss the creative and strategic thinking behind the advertising. This course will examine advertising strategies and what makes an advertising campaign effective. A brief history of advertising will also be covered in this course. During the lab, students will develop an advertising campaign (print/www, television and radio commercials) for an assigned product that is based on the advertising strategies discussed in lecture. Students will create two different campaigns for the assigned product and then "pitch" the two campaigns to the "client." After the presentation, one of the two campaigns will be selected by the "client" to be produced in DMP 426 Commercial Production.

DMP 426 Commercial Production
1 Class Hours, 2 Lab Hours, 2 Quarter Credit Hours
Prerequisites: DMP 423
Students will produce the print/internet, television, and radio commercials from the selected advertising campaign(s) presented in DMP 423. Following the production, students will present the finished campaign to the "client."

DMP 431 Remote Production
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
Using portable digital recording equipment, students will plan and technically organize a remote location field shoot. The shoot will utilize three cameras and multiple audio inputs to record a live event direct to a hard drive. Students will learn set-up and techniques particular to field production.

DMP 445 Sound Reinforcement 2
1 Class Hours, 4 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 337
In this hands-on follow-up to Sound Reinforcement 1, students practice setup and mixing of live ensembles. Topics include commonly encountered technical problems and an investigation of equipment and techniques used to overcome them. Instruction includes effective interaction with talent, managers, and venue personnel.

DMP 447 Mixdown 1
2 Class Hours, 4 Lab Hours, 4 Quarter Credit Hours
Prerequisites: DMP 336
This course focuses on the mixdown process as it applies to multi-track recordings used in the audio, music, and film industries. Students will prepare fully-mixed master recordings through the functional use of modern studio technology, from conceptual understanding of spectral and spatial balancing, to the application of equalizers, compressors, limiters, and effects processors.

DMP 449 Mixdown 2
2 Class Hours, 2 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 447
In this course, students will continue to explore and practice the mixdown process. Special emphasis is placed on critical listening and aesthetic considerations. Topics covered include common DAW procedures and data management, use of a virtual console, use of a control surface, signal flow, and digital signal processing. Weekly studio lab time consists of mixing prerecorded multi-track material.

DMP 452 Preparing for Your Career
4 Class Hours, 2 Lab Hours, 5 Quarter Credit Hours
In this course, students will prepare a video resume and a web portfolio illustrating their skills while preparing for their job search. Students will practice interviewing for a job. They will also learn how to properly market themselves through social media sites while creating an online presence.

DMP 455 Capstone Project
6 Lab Hours, 3 Quarter Credit Hours
Prerequisites: DMP 402
Students in the Capstone Project will combine all their previous experience and knowledge of video, audio, and graphic production into the creation of a video program for an outside client identified in DMP 402. By using the full complement of equipment and software available in the department, students will demonstrate their ability in producing a program that satisfies a client's objectives, while measuring their progress against the production schedule and budget developed in DMP 402.