
3D VIDEO PRODUCTION

RTV 4467-01/RTV 6425-01

Syllabus and Course Schedule

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COURSE DESCRIPTION

This course is a workshop in 3D video production. 3D technology has expanded rapidly in recent years creating new possibilities for media makers. This course will explore a range of new 3D camera technology as well as AVID software that includes 3D post-production tools built into the non-linear editing system.

Because much of this technology is new, students and faculty alike will be learning as we go, solving problems and identifying best practices for producing, shooting, editing and displaying 3D video products.

COURSE OBJECTIVES

After completing this course, students will be able to:

- Understand the concepts behind stereo 3D images
- Manipulate a variety to contemporary 3D video cameras
- Use AVID editing software for 3D video editing at a basic level
- Interact with on-line resources to solve cutting edge 3D technology questions

REQUIRED TEXTS

Bruce Block & Philip Captain 3D McNally (2013). *3D Story Telling: How Stereoscopic 3D Works and How to Use It*. Focal Press.

You should also plan to buy a couple of SD cards – class 6 or better and 16 gig is a good target size.

ATTENDANCE POLICY

Because this class is organized as workshop where students will be dependent on one another for feedback and input into your projects, class attendance is expected and required.

LATE WORK

Late work will only be accepted when special arrangements have been made prior to the day any assignment is due.

No incompletes will be offered for this class. Grades will be based on the work submitted by the date of the final exam.

WRITTEN ASSIGNMENTS

All written assignments should be well edited with clear, concise writing.

ADA STATEMENT

Students with disabilities needing academic accommodations must:

- 1) Register with and provide documentation to the Student Disabilities Resource Center (SDRC).
- 2) Bring a letter to me from the SDRC indicating your needed accommodations. This must be done within the first two weeks of class.

HONOR CODE

Students are expected to uphold the academic honor code published in the *Florida State University Bulletin* and the *Student Handbook*. The academic honor system of The Florida State University is based on the premise that each student has the responsibility to:

- (1) Uphold the highest standards of integrity in your work
- (2) Refuse to tolerate violations of academic integrity in the university community.
- (3) Foster a high sense of integrity and social responsibility on the part of the university community.

MEDIA PRODUCTION PROGRAM (MPP) STUDENT PERFORMANCE CRITERIA

The Media Production Program (MPP) is highly competitive, expensive, professionally-oriented course of study. Classes have a small number of students compared to most FSU courses due to the need for cohesive team work and the limited amount and high cost of equipment. Indeed, in some courses students may be working on projects that have actual "clients" with actual deadlines and/or are seen by an audience, thereby putting the students in actual professional situations.

Students depend upon one another as creative team or crew members when they work together. When working individually, each student depends upon the other students in the course and MPP to act responsibly, respectfully, professionally and maturely by keeping to agreed-upon deadlines (especially regarding use of equipment and facilities). Thus, with such a small and specialized program it is possible for a small number of students to disrupt the optimal production and educational experience for the many. It is to prevent this from happening or, if it does happen, to allow for swift, meaningful and consistent consequences for those disrupting the maximum performance of any member or aspect of the MPP, that the following policies are being adopted for all MPP courses.

INAPPROPRIATE BEHAVIOR

Since the MPP tries to prepare you for careers in the real world, we feel it is our obligation to communicate to you what the consequences of certain actions or lack of actions would be in the work place. By so doing, we maintain and improve our reputation in the academic and professional worlds, thereby increasing the value of a MPP degree for past, present and future students. Thus, if a student performs an action or fails to perform an action that would likely lead to being fired or reprimanded in a “real world,” professional position, s/he will AT A MINIMUM receive an automatic “F” for the project or unit in progress and/or for any crew work/class participation element of the final course grade. Given the weighting of each project in most MPP classes, an “F” will significantly reduce the final course grade. If there is a second offense, another “F” will be assigned for the current project, thereby in all likelihood leading to a failing grade for the course. Please note that grades lower than C- do not count toward the major and that a course in which a student receives less than a C- would then need to be retaken or another one taken in its place – if there is indeed space in such course(s).

If an offense is sufficiently serious, e.g., it disrupts a live broadcast by Seminole Productions or a cablecast of FSU LIVE or if it disrupts the overall schedule of any production class, it may warrant an “F” as the final course grade. Criminal behaviors such as theft or software piracy at FSU facilities also can warrant an “F” as the final course grade.

Examples of “inappropriate behaviors” include, but are NOT limited to:

- (1) using MPP equipment for personal or income-producing work not explicitly a part of a MPP course or faculty-approved project or checking out said facilities or equipment under your name for such use by another person.
- (2) committing misdemeanor or criminal violations or otherwise being removed or detained by police while in a MPP class or working on a MPP project
- (3) behavior that proves embarrassing to the MPP during a class or while working on a project, especially if the incident takes place in or is seen by members of the public.
- (4) ***Illegally copying software licensed to FSU or in any way corrupting or undermining the MPP’s software or hardware.***
- (5) creating an educational or work environment that disrupts or negatively impacts the members of a class or project group
- (6) changing script copy without permission and notification of the instructor or appropriate student members of the course or project
- (7) adding obscene or inappropriate language or other material to script material, prompters, graphics, packages, or other material
- (8) not giving the proper, professional, respectful attention to any crew assignment especially if such behavior negatively impacts on the performance of another student or a faculty or staff member
- (9) inappropriate language on headsets, the IFB, or microphones
- (10) showing up to a class or production session or using MPP equipment in a impaired state due to use of alcohol or other substances
- (11) not submitting properly completed elements of a group project in a timely and appropriate manner
- (12) erasing, moving or altering the material of another student or faculty or staff member without the explicit advance permission of that student or of the relevant faculty or staff member
- (13) using equipment or facilities during a time booked by other students, faculty or staff unless you receive explicit advance approval to do so

The above are merely a list of examples of inappropriate behaviors. It is offered only to give SOME operational examples of the concept. If there is a dispute over whether an action or lack of action by a student would be such an infraction, the student can ask the entire full-time MPP faculty to review the behavior in question to receive a ruling on whether it qualifies as an inappropriate behavior worthy of sanctions. The MPP faculty ruling will be the final decision on the matter. Students may, of course, pursue a formal grade appeal after the final course grade has been given.

Please also note that some of the above behaviors can also lead to the student being referred to university bodies for disciplinary actions. Some behaviors, e.g., use of illegal drugs or use of state equipment for personal projects, can lead to expulsion from the Media Production Program as well as civil and/or criminal penalties.

The MPP faculty fully realizes that these policies are unnecessary for 99% of the students currently in the MPP. These rules have been put into effect to prevent abuses by the other 1% and to swiftly deal with those abuses that do occur.

The desired outcome is to never have to apply any of these rules and, by publishing them in advance, to reinforce in MPP students' minds how important it is to act professionally, responsibly and respectfully in a production context, whether it be here in the MPP or in the work world. If that desired outcome occurs, the MPP experience will be a better one for present and future students. If that desired outcome does not occur, these rules will hold the relevant students responsible and have them face swift, real consequences. In that event, we will hopefully reduce the number and scope of such violations and minimize whatever negative impacts do occur.

ASSIGNMENTS

3D Field Shoot: Student will work in small groups and travel to one of a series of predetermined locations to experiment with the cameras. See Handout. = 5%

3D Movie Field Trip: We will attend a local screening of a commercial 3D film and follow up with discussion. Students will have to pay for their own tickets. Date TBA. = 5%

3D History, Theory, Technology and Resources Reports - Students will work in small teams to develop useful materials for your classmates about a range of topics within the realm of 3D video. Each team will make a presentation of their findings to the class as well as produce materials that summarize the research. See Handout. = 15%

FSU 3D Shooting - We will be making contact with a series of other units across campus. Students will work in small teams and produce a polished edited piece that demonstrates the potential for 3D video applications across a range of disciplines. Details TBA. = 25% (20% Grad)

Exam - There will be a written exam covering the text and class lectures. = 20%

Final Project – Students will work in small groups to create a polished final project. This project be in documentary, narrative, PSA or experimental. Details TBA = 30%

GRADING SCALE

100-94 = A	73-70 = C-
93-90 = A-	69-67 = D+
89-87 = B+	66-64 = D
86-84 = B	63-60 = D-
83-80 = B-	59-0 = F
79-77 = C+	
76-74 = C	

Class Schedule Fall 2013

	Date	TOPIC/ ACTIVITY	READING	DUE AT THE BEGINNING OF CLASS
Week One	8/26	Course Introduction, Intro to Cameras and Shooting	Block and McNally Chapters 1 & 2	
Week Two	9/2	LABOR DAY – NO CLASS		
Week Three	9/9	Cameras and Shooting Continued	Block and McNally Chapters 2 and 3	FIELD FOOTAGE DUE
Week Four	9/16	3D Aesthetics	Block and McNally Chapters 4	
Week Five	9/23	Research Presentations	Block and McNally Appendices A - F	3D PRESENTATIONS
Week Six	9/30	FSU 3D Project Introduction		
Week Seven	10/7	Projects Workshop		
Week Eight	10/14	Projects Workshop		
Week Nine	10/21	FSU 3D Projects		SCREENING OF FSU 3D PROJECTS
Week Ten	10/28	Project Workshop	TBA	
Week Eleven	11/4	3D Outputting and Display	TBA	
Week Twelve	11/11	VETERN’S DAY HOLIDAY – NO CLASS		
Week Thirteen	11/18	Exam		EXAM
Week Fourteen	11/25	Project Workshop		
Week Fifteen	12/2	Final Project Screening		FINAL PROJECTS DUE
EXAM WEEK				NO FINAL EXAM