

DIGITAL MEDIA PRODUCTION COURSES

CE0403

Digital Media Production I

Twelve sessions
Offered fall semester
4.20 CEUs
\$995.00

Digital Media Production I is the first of a two-semester course designed to introduce participants to digital video and new media production. Using a variety of applications, including Dreamweaver, Photoshop, Final Cut Pro, and DVD Studio Pro, participants will gain a basic competency in digital imaging, web design, and video production. The course also emphasizes concept development and pre-production, and students produce treatments, storyboards or other pre-visualizations for several short video productions.

Fall 2009 schedule:
Wednesdays, September 16, 23, and 30; October 7, 14, 21, and 28;
November 4 and 18;
December 2, 9, and 16
6:00–9:30 pm

CE0404

Digital Media Production II

Thirteen sessions
Offered spring semester
4.55 CEUs
\$995.00

In Digital Media Production II, participants learn to use more advanced production techniques, including animation for web and video, title design, special effects, color correction, data compression, and sound design. This course also provides an introduction to such applications as Flash, motion, and After Effects; and offers training for more advanced applications in such programs as Photoshop, Final Cut Pro, and Soundtrack Pro.

Prerequisite: Digital Media Production I (CE0403)

Spring 2010 schedule:
Wednesdays, January 20 and 27;
February 3, 10, 17, and 24; March 3,
17, 24, and 31; April 7, 14, and 28
6:00–9:30 pm

VISUAL AND MEDIA ARTS*

Graduate Certificate in Entertainment Law Basics for Media Makers

This program consists of 12 graduate credits (four courses). The program will be offered beginning in Spring 2010. Interested parties should contact the Department of Professional Studies for more information.

This comprehensive series of courses offers media makers—both beginners and those with experience—a comprehensive overview of entertainment law and three detailed courses on the three C's of legal self-protection in the entertainment industry: contracts, copyrights, and clearances. No media maker should turn on a camera or lay down a soundtrack without knowledge of these critically important areas of entertainment law. Students will earn a 12-credit graduate certificate in Entertainment Law Basics for Media Makers and gain essential knowledge about critical aspects of entertainment law and their practical application to media making.

Course 1: A Short History of Entertainment Law (3 credits)

This course provides a broad background in the key areas in entertainment law including issues of free speech, rights of privacy and publicity, and the development of intellectual property law in the United

States. Students will explore how the law has changed over time, with special attention given to key concepts and cases, and current issues in the legal community that may have an impact on media makers.

Course 2: Contracts for Media Makers (3 credits)

This course covers contracts for the media maker's own employment, loan out companies, crew deal memos, location contracts, option/purchase agreements, writer contracts, actor deal memos and long form contracts, and others. Students will learn what to look for in contracts and what to avoid.

Course 3: Copyright for Media Makers (3 credits)

Copyright is the basic protection that allows media makers to benefit from their work. This course will cover the history and basics of copyright law. Media makers will learn what may and may not be placed in copyright; the procedures for registering their creative work with the Copyright Office in Washington, D.C.; how copyright is enforced; and how it is transferred. Media makers will also learn about alternatives to copyright such as Creative Commons.

Course 4: Clearances for Media Makers (3 credits)

Media makers must often rely on the copyrighted work of others—film and video footage, images, music—in their own work. In this class, participants will learn what rights need to be cleared and how to obtain those clearances. The course will also cover the issue of "fair use" and when it may apply to works that you create.

Also:

Graduate Certificate in Web Development for Media Makers

(Beginning in Fall 2010)

and

Graduate Certificate in Writing Short Films, Micro-Series, and Webisodes

(Beginning in Spring 2011)

*Note: To participate in any of the Visual and Media Arts certificate programs, you must provide evidence of having completed a bachelor's degree program. Participation in and completion of graduate certificate programs in Visual and Media Arts is separate from admission to degree programs at Emerson College.