

Course Unit	Post-Production		Field of study	Audiovisual and Media Production	
Bachelor in	Communication and Journalism		School	School of Public Management, Communication and Tourism	
Academic Year	2021/2022	Year of study	2	Level	1-2
Type	Semestral	Semester	2	ECTS credits	6.0
Code	9662-657-2204-00-21				
Workload (hours)	162	Contact hours	T -	TP 60	PL -
			TC -	S -	E -
			OT -	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Bruno Manuel de Oliveira Maganinho

### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Assimilate and apply knowledge of video editing.
2. Use tools for audiovisual editing and comprehend the conventional rules of montage.
3. Distinguish and apply the workflow for the implementation of the post-production process. Comprehend the process of studio production.
4. Develop a critical sense through lectures and audiovisual products. Understand, throughout the History of Cinema, the creative and technical changes since the birth of film.
5. Apply the technical possibilities of motion design, through the use of tools and the development of creative and critical senses.

### Prerequisites

Before the course unit the learner is expected to be able to:  
Use the skills acquired in the curricular unity of Video (2nd Year).

### Course contents

Principles and concepts of the history of cinema and the theories of montage. Principles and concepts of Adobe Premiere editing and motion design in Adobe After Effects. Studio practice.

### Course contents (extended version)

1. History of film editing, since the birth of cinema until today. Major montage theories.
  - Silent film and the avant-garde.
  - Classical and modern cinema.
  - The new Hollywood.
  - The MTV style, since experimental film until contemporary cinema.
  - Cinema today and digital games.
2. Principles and advanced concepts of Adobe Premiere CS5:
  - basic editing, transitions and effects; animation; text and credits; color correction; audio;
  - case studies of some advanced options;
  - practical exercises during class;
  - edition of students projects.
3. Principles and advanced concepts of Adobe After Effects CS5:
  - basic animation and effects; text creation; exploration of animation presets; masks;
  - shape layers; color correction; 3D.
  - Practical exercises during class.
4. Studio practice.

### Recommended reading

1. Carmo, L., & Junior, A. (2018). Adobe After Effects CC (4th ed. ). Editora Senac. [ISBN: 9788539611102]
2. Cook, D. A. (2004). A History of Narrative Film (4th ed. ). London and New York: W. W. Norton & Company. [ISBN: 9780393978681]
3. Dancyger, K. (2010). The Technique of Film and Video Editing (5th ed. ). Focal Press. [ISBN: 9780240813974]
4. Schiavone, R. (2003). Montar um filme. Edições Cine-Clube de Avanca. [ISBN: 9799729858870]
5. Viveiros, P. (2003). A Imagem do Cinema: História, Teoria e Estética. Lisboa: Edições Universitárias Lusófonas. [ISBN: 9789728296933]

### Teaching and learning methods

Contact Hours: exposition method, with the use of audiovisual products. Interrogative method, for the development of the critical capabilities. Demonstrative method, with the use of technical and informatics tools for post-production. Active method, with the application of student exercises. Non-contact hours: active method, where the students apply their knowledge in practical works.

### Assessment methods

1. Distributed Assessment - (Regular, Student Worker) (Final, Supplementary, Special)
  - Experimental Work - 40% (Development of exercises in/from class/home. Minimum grade: 8/20.)
  - Intermediate Written Test - 20% (Evaluation form on theory given in class. Minimum grade: 8/20.)
  - Projects - 40% (Video Editing and Motion Design Project. Minimum grade: 8/20.)
2. Students on Mobility - (Regular) (Final, Supplementary, Special)
  - Practical Work - 50% (Performing exercises in/from class/home.)
  - Projects - 50% (Video Editing and Motion Design Project and research work report.)

### Language of instruction

1. Portuguese
2. English

## Electronic validation

Bruno Manuel de Oliveira Maganinho	Manuela Dolores Ferreira Carneiro	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
02-03-2022	16-03-2022	16-03-2022	20-03-2022