Subject code	Credits
INF3025	6

Title

AUDIOVIZUALINĖS TECHNOLOGIJOS II

Title in English

AUDIOVISUAL TECHNOLOGIES II

Subject goal and annotation

The course provides an introduction to video editing and digital video technologies, video effects, %blue box+ technologies, tracking, video stabilization, 2D and 3D effects, machmoving,

Prerequisites

Undergraduate courses: Audiovisual technologies I

Relationship between the learning outcomes of the Programme and learning outcomes of the subject

Learning outcomes of the Programme	Learning outcomes of the subject	Criteria for measuring the achievement of learning outcomes
3. Knowledge of basic and advanced computer science and its application.	Knowledge and understanding of video editing technologies and techniques, visual content connection with multimedia and internet technologies.	Student demonstrates the ability to analyse video projects and technologies.
8. Perform interdisciplinary research and development in Internet systems area, apply results in practical applications	Choose and apply an effective modelling tools, effects and techniques.	Student demonstrates the ability to choose effective methods and apply them to the digital video project.
18. Critical analysis of Internet and multimedia projects context and their influence to business, culture and society.	Rate visual content	Student presents presentation with critical assessment of visual content.
6. Knowledge of Internet and multimedia products development, their commercial and social impact.	Prepare and analyse project	Student demonstrates the ability to analyse and prepare own digital video project.

Subject content

	Lecture topics and contents	Hours
1.	Definition and history of video editing techniques and technologies	3
2.	**Nonlinear video editing:** video formats, audio formats, compression, transition, colour correction, layers.	12
3.	**Video keying:** transparency, %blue box+, %green box+.	6
4.	**Video effects:** filters, effects, parameter animation.	3
5.	**Tracking**: video stabilisation, tracking, null object, virtual camera, z-axis.	15
6.	**Digital video project:** storyboard, titles, 2D and 3D elements in video.	3
7.	**Digital video advanced technologies.**	3
	Total	**45**

Practical work contents

Several practical problems. All problems should be presented and described.
    1.   Analysis of the video project.
    2.   Technologies, techniques and equipment incorporation with the project.
    3.   Visual content adaptation to different objectives
Project and visual content compliance with standards and requirements.

Evaluation of study results

Final written exam (50%), mid-term written exam (17%), and assessments of laboratory (practical) work (33%).

Distribution of subject study hours

Lectures	45
Laboratory work	30
Individual studies (including studies in groups, preparation for the mid-term and final exams)	93
Total	**168**

Recommended literature

No	Authors of publication and title	Number of copies available		
		in the Library of VMU	*in specialized publication collections at VMU*	*in other libraries*
Basic materials				
1.	Ze-Nian Li and Mark Drew, Fundamentals of Multimedia		1	
2.	Borko Furht, Encyklopedia of Multimedia		1	
Supplementary materials				
1.	Bride M.Whelan, Color Harmony 2,Rockport.	1		

Subject prepared and coordinated by

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