

TELEVISION (VIDEO) PRODUCTION NYS



PURPOSE

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of television/video production.

ELIGIBILITY (Team of 2)

Open to a team of two active SkillsUSA members enrolled in a career and technical education (CTE) program with video production as the occupational objective.

CLOTHING REQUIREMENTS

Men: Black dress trousers with white dress shirt; plain black tie with no pattern or a SkillsUSA black tie. Black socks and black shoes.

Women: Black dress slacks or skirt, with businesslike white, collarless blouse or white blouse with small, plain collar; back sheer or skin-tone seamless hose and black low heel shoes, that are not backless or open toe.

Note: Contestants must wear their contest clothing to the contest orientation meeting. Also bring #2 pencil, resume, and safety assurance form

EQUIPMENT AND MATERIALS

1. Supplied by the NYS chair/committee.
 - a. Nothing
2. Supplied by the contestants:
 - a. A camera system capable of recording video and outputting video. Submissions must be one of the following: QuickTime (.mov) file, H.264, MPEG-2. If using QuickTime, it must be compressed using either the H.264 or MPEG-2. If using Quicktime, it must be compressed using either the H.264 or MPEG-2 codec.
 - Aspect Ratio: 4:3 (4x3) pr 16:9 (16x9)
 - Frame Rates: 24fps, 29.97fps or 30fps
 - b. Scanning: Progressive or Interlaced
 - c. Resolutions: 480 (SD) formats, and 720, 1080 (HD) formats are acceptable up to 30fps
 - d. Codec's: H.264 or MPEG-2
 - e. One nonlinear editing system (multiple computers are not allowed)
 - f. Microphone (wired and/or wireless)
 - g. Batteries and power supply/charger for camera
 - h. Critical requirement: The recording media for your system should be new and unwrapped – still in its package. Exception: P2 cards may be previously opened, (Any previously opened media must be verified by contest staff.)
 - i. 20' AC extension cord
 - j. Multiple Outlet power strip
 - k. Cameras support system (Tripod, monopod, Shoulder mount, sliders, steadicam, etc. are all allowed; dolly's jibs/cranes, drones, however are not permitted) Our goal is to create as little a "footprint" as possible while shooting because of safety and traffic flow concerns
 - l. Headphones splitters, if desired, must be supplied by contestants.
 - m. The contest coordinators may provide a selection of music freely available for contest use. If contestants want to bring their own music beds/libraries, then a written copyright permission letter from the copyright holder must be submitted with entry. A blanket letter from a music library may be used in lieu of a letter, a copy of the receipt for the purchase or lease of the library may be submitted, Videos containing music not properly licensed will result in severe point reductions. **Note:** Contestants may also create their own music during the post-production.

- k. #2 pencil will be needed for the orientation meeting to complete Scantron test.
- l. All competitors must create a one-page resume and submit a hard copy to the contest committee chair at orientation. Failure to do so can result in a 10-point penalty.
(This contest requires a hard copy of your resume as part of the actual contest.)
- m. Contestant, may use an on-camera (battery or camera-powered) light, but we cannot allow lights that require wall poser or light stands.
- n. Any software editing/compositing/mixing system may be used, but no third-party templates may be used.
- o. No stock photography, no stock video, not stock animation or graphics packages are allowed
- p. Sound effect and sound effects libraries may be used.

Check the Contest Guidelines and/or the updates page on the NYS SkillsUSA Web site: <http://www.nysskillsusa.org/>

Videos will be exported as FILES and transferred to USB thumb drive media for submission. Audio and video must be in the same file, we cannot accept submissions with separate audio and video files.

Note: USB drive Students must bring their own (not to be returned) or burn to a disc. No outside music may be used, only the music that the chair provides for the competitors, can be used. They will have a selection to choose from, as the chair, already own the rights to it.

Safety Requirements:

Both the instructor and the contestant certify by agreeing to enter this contest that the contestant has received instructions and has satisfactorily passed an examination on the safe use of portable lights and tripods (if used). They also certify that the equipment has been thoroughly inspected and is in safe working condition. Further, they agree that

SkillsUSA NY, the SkillsUSA NYS Conference Committees and judges are released from all responsibility relating to personal injuries resulting from its use. Contestants will be removed from competition if proper training has not been provided and/or they are using the equipment in an unsafe manner.

SCOPE OF THE CONTEST

The contest is defined by industry standards as set by the current industry technical standards. The contest will be divided into two portions: a written exam and a video assignment to be completed in teams of two that will assess knowledge in industry standards.

Knowledge Performance

The contest will include a written exam to be taken individually covering basic video knowledge. Both teammates' scores will be averaged together on the score sheet.

Skill Performance

The contest will include a video assignment to be completed by a team of two student members from the same school and same division. The assignment will consist of the following:

1. A video that conveys the assigned theme or objective
2. Contestants are to edit a 60-second video production (penalties will be assessed for video projects under/over 60 seconds)
3. The completed video production must convey an adequate representation of the subject or theme
4. Designated time periods will be provided for videotaping and editing
5. Emphasis will be placed on: professional production of the video by industry standards, quality of audio and video, and conveyance of theme to the viewer (target audience)

All teams will submit projects in Mini-DV tape format. Contestants will demonstrate their ability to perform jobs or skills selected from the following list of competencies as determined by the NY chair/committee.

Standards and Competencies

TV 1.0 — Apply the knowledge and skills necessary to describe the production overview

- 1.1 Describe video production careers
- 1.2 Explain production overview
 - 1.3 Complete program proposal and treatment for a production
- 1.4 Explain the three production steps
 - 1.4.1 Explain pre-production
 - 1.4.2 Define the production stage
 - 1.4.3 Explain the post-production step
- 1.5 Complete storyboards for a production
- 1.6 Define scriptwriting guidelines
- 1.7 Explain costing out a production
- 1.8 Define world video standards
- 1.9 Define HDTV standards

TV 2.0 — Implement the knowledge needed to describe how television works, video quality and color

- 2.1 Describe fields and frames
- 2.2 Define interlaced and progressive scanning
- 2.3 Describe analog and digital signals
- 2.4 Describe component and composite video signals
- 2.5 Demonstrate use of waveform monitor and vector scope
- 2.6 Describe principles of color

TV 3.0 — Apply the knowledge needed to describe and demonstrate lens operation and control

- 3.1 Describe the type of lenses
- 3.2 Define angle of view
- 3.3 Describe zoom ratio
- 3.4 Demonstrate f-stops iris
- 3.5 Demonstrate control of depth of field
- 3.6 Illustrate focusing/follow focus/rack focus/macro focus
- 3.7 Explain the application of filters
- 3.8 Explain image stabilization

TV 4.0 — Apply the knowledge and skills necessary to describe and demonstrate camera operation and control

- 4.1 Define video resolution
- 4.2 Describe and demonstrate camera mounts and tripod use
- 4.3 Operate camera pan heads
- 4.4 Demonstrate basic camera moves (i.e., pan/tilt/dolly/truck/pedestal)
- 4.5 Illustrate black balancing and white

- balancing
- 4.6 Describe shutter speed
- 4.7 Demonstrate control of exposure through the use of f-stops
- 4.8 Explain frame rate
- 4.9 Demonstrate use of camera viewfinder
- 4.10 Describe safe area

TV 5.0 — Implement the skills and knowledge needed for describing and demonstrating composition

- 5.1 Describe form vs. content
- 5.2 Demonstrate insert and cutaway shots
- 5.3 Describe static composition
- 5.4 Describe dynamic composition
- 5.5 Define single center of interest
- 5.6 Describe shifting the center of interest
- 5.7 Demonstrate leading the subject
- 5.8 Describe the Rule of Thirds
- 5.9 Define maintaining tonal balance
- 5.10 Define balance of mass
- 5.11 Demonstrate frame central subject matter
- 5.12 Define controlling the number of prime objects

TV 6.0 — Apply the knowledge and skills needed to describe and demonstrate video lighting

- 6.1 Describe hard and soft lighting
- 6.2 Define color temperature
- 6.3 Demonstrate intensity control through varying distance
- 6.4 Identify lighting instruments
- 6.5 Identify attachments to lighting instruments
- 6.6 Demonstrate three point lighting (i.e., key/fill/back light)
- 6.7 Describe lighting ratios
- 6.8 Describe back light intensity
- 6.9 Describe subject-to-background distance
- 6.10 Describe area lighting
- 6.11 Apply the uses of existing (natural) light
- 6.12 Demonstrate drawing of a light plot
- 6.13 Identify lighting controls
- 6.14 Calculate on-location power needs

TV 7.0 — Implement the skills and knowledge needed to describe and demonstrate audio

- 7.1 Describe the frequency-loudness relationship
- 7.2 Define room acoustics
- 7.3 Differentiate major microphone designs
- 7.4 Describe directional characteristics
- 7.5 Define handheld and personal microphones
- 7.6 Position microphones

- 7.7 Identify audio connectors
- 7.8 Demonstrate positioning of microphone cables
- 7.9 Describe types and uses of wireless microphones
- 7.10 Describe phase cancellation
- 7.11 Describe methods of creating the stereo effect
- 7.12 Describe digital audio
- 7.13 Describe analog audio
- 7.14 Demonstrate operation of audio mixer controls
- 7.15 Describe issues of using audio from a PA system
- 7.16 Describe production communication systems

TV 8.0 — Apply the knowledge and skills needed to describe and demonstrate video recording media

- 8.1 Describe the videotape recording process
- 8.2 Describe hard drive based recording
- 8.3 Describe disk-based camcorders
- 8.4 Define solid state memory storage
- 8.5 Describe video servers
- 8.6 Describe consumer video formats
- 8.7 Define digital compression
 - 8.7.1 Describe MPEG-2
 - 8.7.2 Describe MPEG-4
 - 8.7.3 Describe JPEG
- 8.8 List professional video formats

TV 9.0 — Apply the knowledge and skills needed to describe and demonstrate video editing

- 9.1 Describe continuity editing
- 9.2 Demonstrate continuity techniques
- 9.3 Demonstrate cutaways
- 9.4 Define relational and thematic editing
- 9.5 Demonstrate bridging jumps in action
- 9.6 Demonstrate bridging interview edits
- 9.7 Illustrate shooting angles
- 9.8 Describe or demonstrate audio continuity
 - 9.9 Demonstrate maintaining consistency in action and detail
- 9.10 Demonstrate operation of software-based editors
- 9.11 Use linear and non-linear editing systems
- 9.12 Explain time-code
- 9.13 Define on-line and off-line editing

TV 10.0 — Apply the knowledge and skills needed to describe and demonstrate graphics

- 10.1 Describe titling
- 10.2 Describe character generator

TV 11.0 — Apply the knowledge and skills needed to describe and demonstrate location production

- 11.1 Complete a location survey
- 11.2 Define camera placement
- 11.3 Illustrate microphone placement for on-location audio
- 11.4 Demonstrate on-location lighting techniques
- 11.5 Illustrate on-location production communication
- 11.6 Define multiple-camera production
- 11.7 Define single-camera production
- 11.8 Define film-style dramatic production