NYS SkillsUSA Television (Video) Production Virtual Project

Scope of the Contest
The contest includes an assignment to produce a final project as determined by the state technical committee. The team consists of a team of two from the same school and same division.

Knowledge Performance
The contest will include a Resume, and Video with Oral Interview. The video demonstration will include the 60-second completed video. An oral interview will occur via Zoom with industry professionals regarding technical and project management components.

See SkillsUSA Virtual Technical Standards for competencies measured.

Contest Information (All items must be received by due date)

PDF Resume, Written Submission and Video
○ By April 1st links will be provided for sending all components of your contest.

Scoring Information
The following pre-submission items will be judged by industry professionals prior to virtual in-person Zoom session
1. Resume with embedded links documents
2. Video
3. Professional audio recording of all components

2021 SkillsUSA Audio/Visual Contest Theme

- Theme will be given at pre-contest instructions.

- Video Production-Create a 60-second ad spot that targets potential college students and encourages them to not delay pursuing their postsecondary education at a TBR institution due to COVID-19.
Additional Details:

1. A video that conveys the assigned theme/objective that will appeal to the indicated target audience (demographic).

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. 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).

Zoom Interview/Role Play
You will receive a specified date/time to participate in a virtual interview/role play via Zoom with industry professionals. You should be dressed in your SkillsUSA attire for this session.

*During your Zoom Session, you will be asked technical and project management questions related to the process used to create your Television/Video production.
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.

CLOTHING REQUIREMENTS
Class E: Contest specific — Business Casual
• white polo shirt.
• Black dress slacks (accompanied by black dress socks or black or skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose).
• Black leather closed-toe dress shoes.

Contest Clothing Notes (Apply ONLY to Virtual Competitions):
• Official SkillsUSA Competition Clothing recommended but NOT required.
• Contestant clothing options include the following:
  o Official Competition Clothing.
  o Trade Appropriate Clothing.
  o Professional Dress.
  o Business Casual.
• Clothing must meet industry safety standards.
• No identification of the contestant, school or state is allowed on clothing.
• No offensive, vulgar or inappropriate images or text are allowed on contestants clothing.
• No shorts or sleeveless shirts are allowed.
• Skirts must be at least knee-length.

• Proper Personal Protective Equipment (PPE) must be worn by contestant to meet all state, local and school requirements due to COVID-19.
• Scoring deductions may only be given and/or disqualification of contestant if clothing safety standards are not met.

ELIGIBILITY
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.

EQUIPMENT AND MATERIALS
Supplied by the contestants:
1. Computer with high-speed internet capability and camera to use applications such as Zoom, Teams, etc. The minimum recommended internet bandwidth speeds for joining Zoom meetings, accessing on-demand curriculum and other online operations is 2.0 Mbps up and down. You can test your current internet speeds by following this link: http://www.speedtest.net. Allow the page to load and click on GO.

2. A secondary camera(s) may be required to provide judges with the ability to view contestants from different angles. Additional camera requirements will be located on the SkillsUSA website at http://updates.skillsusa.org.

3. A contest Proctor will be required to be on site to assist judges. A local industry expert is preferred to serve as the Proctor and shall not be an individual that has been involved with the training of the contestant(s).
The Proctor will serve as the onsite ‘hands and eyes’ for the judges. Proctor will follow instructions from the judges for safety and operations related to the competition. Proctor may be asked by judges to perform several tasks such as operating a portable camera to show specific components or steps, measure parts, or any task that will provide judges with information needed to assist in
accurate scoring of the contestants work or presentation. However, the Proctor shall not serve as a judge nor have any influence on contestant scores.

4. The contestants instructor or advisor shall be on site to observe all competition activities to ensure a safe and healthy competition experience for all participants. That instructor or advisor will not be allowed to interact or interfere with the competitor unless a safety issue arises that requires interaction. Any other support or interaction between the contestant and the instructor/advisor will result in disqualification.

5. All competitors must create a one-page résumé and submit an electronic copy to the technical committee chair at least seven (7) days in advance of the competition. Failure to do so will result in a 10-point penalty. Instructions for submission of the electronic résumé copy will be provided on the SkillsUSA website at http://www.nysskillsusa.org.

6. A camera system capable of recording video and outputting video. Submissions must be one of the following: Quicktime (.mov) file, H.264 or MPEG-2. If using Quicktime, it must be compressed using either the H.264 or MPEG-2 codec.
   - Aspect Ratios: 4:3 (4x3) or 16:9 (16x9).
   - Frame Rates: 24fps, 29.97fps or 30fps.
   - Scanning: Progressive or Interlaced.
   - Resolution: 480 (SD) formats, and 720,1080 (HD) formats are acceptable up to 30fps.
   - Codecs: H.264 or MPEG-2.

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

Note: Contestants may shoot (record) in any format/frame rate/resolution desired, but the final project to be turned in must follow the specs outlined above.

7. One nonlinear editing system (multiple computers are not allowed).

8. Microphone (wired and/or wireless).

10. 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.).

11. 20' AC extension cord.

12. Multiple outlet power strip.

13. Camera support system (tripod, monopod, shoulder mount, sliders, steadicam, etc. are all allowed; dollys, 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.

14. Headphone splitters, if desired, must be supplied by contestants.

15. 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 reduction.
    Note: Contestants may also create their own music during post-production.

16. No. 2 pencil will be needed for the orientation meeting to complete Scantron test.

17. Contestants may use an on-camera (battery or camera-powered) light, but we cannot allow lights that require wall power or light stands.

18. Any software editing/compositing/mixing system may be used, but no third-party templates may be used.

19. No stock photography, no stock video, no stock animation or graphics packages are allowed.

20. Sound effects and sound effects libraries may be used.

Note: Check the Contest Guidelines and/or the updates page on the SkillsUSA website at http://www.nysskillsusa.org.
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 tripods and other mounts (if used). They also certify that the equipment has been thoroughly inspected and is in safe working condition. Further, they agree that SkillsUSA Inc., the SkillsUSA Championships technical 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 three portions: a résumé, 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 as a team covering basic video knowledge.

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/objective that will appeal to the indicated target audience (demographic).
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 recording 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 on a SkillsUSA provided USB thumb drive or as a computer file using a codec specified during the contest. Contestants will demonstrate their ability to perform jobs or skills selected from the following list of competencies as determined by the SkillsUSA Championships technical committee.

**Standards and Competencies**

*Note for Virtual Competitions:* Contestants may not be required to perform all the standards and competencies listed in this section. However, contestants should be prepared to perform components in all areas. Prior to the competition, the technical committee may determine which standards and competencies contestants will be perform for the virtual contests. The technical committee will determine if additional information is needed for contestants prior to the competition. These changes will be posted on the SkillsUSA Championships contest update website at: [http://updates.skillsusa.org](http://updates.skillsusa.org).

**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 preproduction.
   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 vectorscope.
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.
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.
VIRTUAL – TV/Video Production Competition - (NY)

This year’s virtual SkillsUSA competition will be conducted as closely to the live event as possible. The only difference is that we will be communicating via the internet rather than in person. As always, we are very excited to see the incredible talent in your work!

I. APPS NEEDED
1. Zoom: All contest communications will be conducted using the Zoom app.
2. Kahoot: While on Zoom, students will take a 50 question Knowledge Test using the Kahoot platform. Please familiarize your students with the app.
3. DropBox: All required contest materials will be uploaded to a dedicated shared folder. Once we receive your official email, a folder link will be emailed to you.

II. DATES & TIMES

<table>
<thead>
<tr>
<th>Event</th>
<th>Date</th>
<th>Time</th>
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<tbody>
<tr>
<td>Prompt Release Date</td>
<td>Thursday April 15, 2021</td>
<td>11am EST</td>
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<tr>
<td>Film Upload DEADLINE (Dropbox)</td>
<td>Friday April 16, 2021</td>
<td>11am EST</td>
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<tr>
<td>Contestant Meeting (Zoom)</td>
<td>Thursday April 15, 2021</td>
<td>11am EST</td>
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</tbody>
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**NOTE:** Students will receive an emailed Zoom meeting invite for the START of the competition. All of the required materials need to be uploaded by the DEADLINE.

III. CONTEST OVERVIEW
On the Zoom meeting, the contest chair will give a clear overview of the contest guidelines, then begin the competition by administering Part 1: Knowledge Test. After the test, the students will receive a Dropbox upload link to upload all required materials.

**Part 1: Knowledge Test (150 Points) – Zoom and Kahoot**
Students will be tested on a wide variety of topics. Questions include:
• basic camera settings (i.e. white balance, ISO, shutter speeds, apertures, etc…)
• lighting equipment and techniques
• frame rates
• aspect ratios
• resolutions
• audio settings & equipment
• Stabilizers and camera movements
• Types of Shots
• Basic editing techniques (i.e. cuts, color grading, output)

Part 2: Video Presentation (850 points)

• Video output to H.264 (.mp4)
• Films must be shot & exported in 30fps
• Slo-motion scenes can be shot at higher frame rates
• Aspect Ratio: Your choice (16:9)
• Resolution: 1080p (shooting 4k acceptable, but export must be 1080p.
• 2 second leader of black video
• 5 second title slide using white font with with contestant number ONLY on black video
• PG Rated. No showing of physical violence (implied violence ok), No sexual content, No foul language, No use of illegal drugs or alcohol. Ultimately follow your school’s policy and do NOT get your instructor in hot water!!!
• All content must be original and created within the given time frame. The use of copyright material, stock footage or template effects in NOT allowed.
• Film/Video instructors are prohibited from assisting or acting in your production in ANY way.
• No end credits

IV. UPLOAD FOLDER (Dropbox)
Each student’s shared Dropbox folder should contain the following items PRIOR to the DEADLINE date & time listed above:

• Final Edited Video File named “TV-Video-(your contestant #)” (i.e. “TV-Video-001”)

• Permissions folder - this should contain all licence agreements for Royalty-Free content. All documentation should also be in (.pdf) form.
V. CONTESTANT REQUIRED ITEMS

• Computer with your choice of video editor installed.
• Digital video camera
• Memory cards & extra batteries (Fully Charged!)
• Audio recording device
• Full Cover Headphones
• Memory cards & extra batteries (Fully Charged!)
• Microphones and Cables

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