Australian Government

Department of Education, Employment and Workplace Relations

ICPMM346B Incorporate video into multimedia presentations

Release: 1

ISC INDUSTRY SKILLS COUNCILS
Creating Australia's Future

ICPMM346B Incorporate video into multimedia presentations

Modification History

Not applicable.

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to edit, combine and incorporate video into multimedia presentations.
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Application of the Unit

This unit describes the competency required to edit, combine and incorporate video into multimedia presentations.
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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Nil
Nil

Employability Skills Information

This unit contains Employability Skills.
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Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.

Performance Criteria describe the required performance needed to demonstrate achievement of the Element. Where italicised text is used, further information is detailed in the Required Knowledge and Skills and/or Range Statement. Assessment of performance is to be consistent with the Evidence Guide.

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Elements and Performance Criteria

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Element		Performance Criteria	
1	**Identify and describe formats of digital video**	1.1	The distinguishing features and uses of a range of digital video software are determined
		1.2	Current video software appropriate to a range of given outcomes is selected
		1.3	Limiting factors of computer hardware on video production for a specified job are determined
		1.4	Differences of image quality and image size required to deliver the desired outcome are determined
		1.5	Data input, processing and output relevant to video are explained
		1.6	The formats employed to create a given computer video sequence for a specified outcome are analysed
2	**Design digital video**	2.1	Appropriate digital video software for the job is assessed and selected
		2.2	Digital video editing software is used to combine video assets
		2.3	Variations in video frame rates are controlled as required for the job to be undertaken
		2.4	Time stamping techniques are applied to the video

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			frames as required for the job to be undertaken
		2.5	Digital video is saved using the appropriate file techniques
3	**Edit digital video**	3.1	Single and multiple video tracks are edited to achieve a defined outcome
		3.2	Multiple tracks of digital video are joined according to job specifications
		3.3	Digital effects are employed to modify and integrate digital video tracks according to job specifications
		3.4	Time encoding is applied to single and multiple edited digital video tracks according to job specifications
		3.5	A video track is inserted into a multimedia production sequence according to job specifications
4	**Present a digital video sequence**	4.1	Digital video is tested and combined with other digital imaging, sound and/or animation to create a multimedia sequence
		4.2	The multimedia sequence including video is saved and presented to the client

Required Skills and Knowledge

Required Knowledge and Skills

The following knowledge must be assessed as part of this unit:

Digital video formats

What are the distinguishing features of a selected video software program?

What are some of the limiting factors of video production on computer?

Why are differences of image quality and image size obtained?

Contemporary video software

What is involved in combining given video assets?

Describe the features of and differences between TWO current video software packages.

Principles of video production

How are variations in video frame rates controlled?

Why are time stamping techniques applied to video frames?

The digital medium for video

What needs to be considered when combing digital video with other digital imaging, sound and/or animation to create a multimedia sequence?

Information sources

What manuals, safety and other documentation are relevant to this task and where are they kept?

What information is included in these documents?

What other sources of information are available?

The following skills must be assessed as part of this unit:

OHS in relation to operating machinery such as safely switching off machinery before cleaning is started

Collecting, analysing and organising information by analysing formats to create a video sequence

Planning and organising activities by determining limiting factors of computer hardware

Mathematical ideas and techniques by determining differences of image quality and image size

Problem-solving skills by determining limiting factors of computer hardware

Use of technology by incorporating video into multimedia presentations

Evidence Guide

The Evidence Guide provides advice on assessment and must be read in conjunction with the Performance Criteria, Required Knowledge and Skills, the Range Statement and the Assessment Guidelines for this Training Package.

Critical aspects for assessment and evidence required to demonstrate competency in this unit	Evidence of the following is essential:
	Design, compile, edit and test multimedia sequences incorporating video, according to job specifications and the Performance Criteria
	Design, compile, edit and test at least TWO multimedia sequences incorporating video, according to job specifications and the Performance Criteria
	Evidence for assessment may be gathered from assessment of the unit of competency alone or through an integrated assessment activity
Context of and specific resources for assessment	Assessment must ensure:
	assessment may take place on the job, off the job or a combination of these. Off the job assessment must be undertaken in a closely simulated workplace environment
Method of assessment	A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:
	direct questioning combined with review of portfolios of evidence and third party workplace reports of on-the-job performance by the candidate.
	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:

CUFMEM06A Design a multimedia product

CUFMEM07A Apply principles of visual design and communication to the development of a multimedia product

Range Statement

The Range Statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Italicised wording in the Performance Criteria is detailed below.

Multimedia products or presentations	May include educational game, promotional information, training, e-commerce and a range of others
Industry standard software	May include a wide range of current programs examples of which are Adobe Premier, QuickTime, Media 100. Note: these programs are constantly being upgraded and replaced and appropriate up-to-date programs should be selected
Digital imaging	May include titles/text, graphic images, 2D and 3D animation, 3D modelling, opticals, transitions such as dissolves, fade ins, fade outs, supers, subtitles, special effects
Sound	May include sound effects, music, atmospherics, dialogue, additional dialogue, eg re-recorded and narration
Documentation	May be computer-generated, manually written, scripts, production schedules, manufacturer's specifications/instructions, contracts, edit decision lists (EDLs), list of sequences with relevant shot numbers, assembly order , marked-up scripts, marked-up transcripts, sound sheets including timecode log sheets for location sound recordings, wild line and sound effects log sheets

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Visual effects	May include keyers to combine, DVEs to move and distort, colour corrections to modify, texture generation to add blur, trackers to follow parts of the picture, production of titles, production of optical effects, graphic images, opticals, transitions such as dissolves, fade ins, fade outs, supers, subtitles, special effects
Video format	May include VHS, SVHS, DVC, Umatic, SP, Beta-cam, Digital Beta-cam
Editing equipment	May include computer hardware, non-linear digital editing and graphics software programs, monitors, keyboard and mouse, external hard drive, external disk drive, additional computer hardware, source and record machines, computer software programs , graphics computer program, digital video effects system (DVE), digital disk recorder (DDR), video transfer recorder (VTR)
Editing consumable materials	May include computer disks, paper for hardcopy, compact discs
Memory	May include disk, hard drive - internal, external

Unit Sector(s)

Not applicable.

Competency field

Multimedia
Multimedia