



VIDEO PRODUCTION



SkillsUSA Championships Technical Standards

PURPOSE

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

First, download and review the General Regulations at updates.skillsusa.org.

ELIGIBILITY (TEAM OF TWO)

Open to a team of two (2) active SkillsUSA members from the same local chapter (school) enrolled in a program with video production as an occupational objective. Each state may send one high school and one college/postsecondary entry. A full team must be registered. See General Regulations for more information about substitution and penalty rules.

CLOTHING REQUIREMENTS

Class E: Competition Specific — Business Casual

- Official SkillsUSA white polo shirt
- Black dress slacks or black dress skirt (knee-length minimum)
- Black closed-toe dress shoes

Note: Wearing socks or hose is not required. If worn, socks must be black dress socks and hose must be either black or skin-tone and seamless/nonpattern.

These regulations refer to SkillsUSA Championships Clothing Classifications that are pictured and described at skillsusastore.org. If you have questions about competition uniforms, call the SkillsUSA Store at 888-501-2183.

Note: Competitors must wear their official competition clothing to the competition orientation.

SAFETY INSTRUCTION AND VERIFICATION OF TRAINING

All competitors must submit online a letter from the appropriate school official (i.e., CTE administrator, principal, instructor, etc.) on school letterhead which simply states:

“I certify that [competitor’s name] meets the safety training requirements as outlined in the national technical standards for the SkillsUSA Championships Video Production competition. Both the instructor(s) and the competitor certify that [competitor’s name] has received instruction and has satisfactorily passed examination on the safe use of tripods and other mounts that may be used in the competition. I also certify that the equipment has been thoroughly inspected and is in safe working condition. We understand that competitors will be removed from competition if proper training has not been provided, and/or they are using the equipment in an unsafe manner. Signed, [school official].”

Both the instructor and the competitor certify by agreeing to enter this competition that SkillsUSA Inc., the national technical committee and national judges are released from all responsibilities relating to personal injury resulting from their use. Competitors will be removed from competition if proper training is not provided and/or the equipment is used unsafely.

See “Online Submission Requirements” below for guidelines.

EQUIPMENT AND MATERIALS

1. Supplied by the national technical committee:
 - a. All necessary information and furnishings for judges and technical committee.
2. Supplied by the competitors:
 - a. No. 2 pencil will be needed at orientation.
 - b. 6' or 12' multiple-outlet power strip
 - c. A camera system capable of recording video and outputting video. Submissions must be one of the following: Quicktime (.mov) file or a .mp4 file, H.264 or MPEG-2. If using Quicktime, it must be compressed using either the H.264 or MPEG-2 codec.
 - 1). Aspect Ratio must be 16:9 (16x9)
 - 2). Frame Rates: 24fps, 29.97fps, 30fps, 59.94fps or 60fps
 - 3). Scanning: Progressive
 - 4). Resolution: 720, 1080 (HD) formats
 - 5). Codecs: H.264 or H.265

Note: 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: Competitors may shoot (record) in any format/frame rate/resolution desired, but the final project to be turned in must follow the specs outlined above.
 - d. One nonlinear editing system. Only one system may be used during the competition. Teams can bring a backup computer in the event of primary system failure.

Note: Competitors must ensure that the device can connect wirelessly to the internet. Competitors must also have administrative rights to the computers to implement changes as technical issues will affect your ability to complete the competition.

- e. Microphone (wired and/or wireless) and/or Audio Recorder – NO MICS THAT REQUIRE A COMPUTER.
- f. Batteries and power supply/charger for camera.
- g. Critical requirement: The recording media for the system *should be new and unwrapped — still in its package*. Any previously opened media must be verified by competition staff.
- h. Camera support systems (Tripod, monopod, shoulder mount, sliders, steadicam, etc. are allowed. However, dollies, jibs/cranes, drones are not permitted.) The goal is to create as small of a “footprint” as possible while shooting because of safety and traffic flow concerns.
- i. Headphone splitters, if desired, must be supplied by competitors.
- j. The competition coordinators may provide a selection of music freely available for competition use. If competitors 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: Competitors may also create their own music during post-production.
- k. Competitors may use an on-camera (battery or camera-powered) light, but lights that require wall power or light stands are not allowed.
- l. Any software editing/compositing/ mixing system may be used, but no third-party templates may be used.
- m. No stock photography, no stock video, no stock animation or graphics packages are allowed.
- n. Music, sound effects and sound effects libraries may be used.
- o. A portable storage device used as a backup if the FTP upload system fails.
- p. All competitors must create and submit online a one-page single sided resume. See “Online Submission Requirements” below for guidelines.
- q. All competitors must submit a letter online verifying completion of the required safety training. See “Online Submission Requirements” below for guidelines.

Note: All national competitors must also check for competition-specific updates and/or competitor preparation instructions on the SkillsUSA website at updates.skillsusa.org.

PROHIBITED DEVICES

Cellphones, electronic watches and/or other electronic devices not approved by a competition’s national technical committee are **NOT** allowed in the competition area. Please follow the guidelines in each technical standard for approved exceptions. Technical committee members may also approve exceptions onsite during the SkillsUSA Championships if deemed appropriate.

Penalties for Prohibited Devices

If a competitor's electronic device makes noise or if the competitor is seen using it at any time during the competition, an official report will be documented for review by the Director of the SkillsUSA Championships. If confirmed that the competitor used the device in a manner which compromised the integrity of the competition, the competitor's scores may be removed.

ONLINE SUBMISSION REQUIREMENTS

All SkillsUSA national competitors must submit their one-page single sided resume online. The deadline and link for online submissions will be published on <http://updates.skillsusa.org>. Failure to submit any of the required online submission documents listed below by the established deadline will result in a 10-point penalty for each missing document.

1. One-page single sided resume
2. Safety verification letter

Your submissions must be saved as individual PDF file types using the file name format of "Your Last Name_Your First Name_DocumentType." For example, "Amanda Smith" would save the individual PDF submission files as:

- Smith_Amanda_Resume
- Smith_Amanda_Safety

SCOPE OF THE COMPETITION

KNOWLEDGE PERFORMANCE

The competition will include a test to be completed as a team assessing general video production knowledge.

SKILL PERFORMANCE

The competition will include a video assignment to be completed by a team. 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. Competitors 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).
6. All teams will submit projects as a computer file using a codec specified during the competition. Competitors will demonstrate their ability to perform jobs or skills selected from the following list of competencies as determined by the technical 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 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 script writing guidelines.
- 1.7. Explain costing out a production.

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. Demonstrate use of waveform monitor and vectorscope.
- 2.5. 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 proper exposure control.
- 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 (e.g., 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 a safe area.

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

- 5.1. Demonstrate insert and cutaway shots.
- 5.2. Describe and demonstrate proper subject composition.
- 5.3. Demonstrate leading the subject.
- 5.4. Describe the Rule of Thirds.

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 distances.
- 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 backlight 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. Demonstrate proper mic placement and how to evaluate varying acoustic environments.
- 7.2. Differentiate major microphone categories (shotgun, lavalier, headset, stick, etc.).
- 7.3. Describe directional characteristics.
- 7.4. Define handheld and personal microphones.
- 7.5. Position microphones.
- 7.6. Identify audio connectors.
- 7.7. Demonstrate positioning of microphone cables.
- 7.8. Describe types and uses of wireless microphones.
- 7.9. Describe digital audio.
- 7.10. Describe analog audio.
- 7.11. Demonstrate operation of audio mixer controls.
- 7.12. Describe issues of using audio from a PA system.
- 7.13. Describe production communication systems.

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

- 8.1. Describe the video recording process.
- 8.2. Describe video servers.
- 8.3. Define video and audio codecs
- 8.4. 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. Illustrate shooting angles.
- 9.5. Describe or demonstrate audio continuity.
- 9.6. Demonstrate maintaining consistency in action and detail.
- 9.7. Demonstrate operation of software-based editors.
- 9.8. Explain timecode.

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

- 10.1. Describe titling and motion graphics.
- 10.2. Demonstrate proper contrast and readability of graphics.
- 10.3. Demonstrate proper font selection based on genre or content.

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.

TV 12.0 — SkillsUSA Framework

The SkillsUSA Framework is used to pinpoint the Essential Elements found in Personal Skills, Workplace Skills and Technical Skills Grounded in Academics. Students will be expected to display or explain how they used some of these Essential Elements. For more, visit: <https://www.skillsusa.org/who-we-are/skillsusa-framework/>.

COMMITTEE IDENTIFIED ACADEMIC SKILLS

The technical committee has identified that the following academic skills are embedded in this competition.

Math Skills

- Measure angles.
- Apply transformations (rotate or turn, reflect or flip, translate or slide, and dilate or scale) to geometric figures.
- Find the slope of a line.

Science Skills

- Use knowledge of mechanical, chemical and electrical energy.
- Use knowledge of heat, light and sound energy.

- Use knowledge of temperature scales, heat and heat transfer.
- Use knowledge of sound and technological applications of sound waves.
- Use knowledge of the nature and technological applications of light.
- Use knowledge of static electricity, current electricity and circuits.

Language Arts Skills

- Demonstrate use of such verbal communication skills as word choice, pitch, feeling, tone and voice.
- Analyze mass media messages.

CONNECTIONS TO NATIONAL STANDARDS

State-level academic curriculum specialists identified the following connections to national academic standards.

Math Standards

- Numbers and operations
- Geometry
- Measurement
- Data analysis and probability
- Problem solving
- Communication
- Connections
- Representation

Source: NCTM Principles and Standards for School Mathematics. For more information, visit: www.nctm.org.

Science Standards

- Understands the structure and properties of matter.
- Understands the sources and properties of energy.
- Understands forces and motion.
- Understands the nature of scientific inquiry.
- Understands the scientific enterprise.

Language Arts Standards

- Students adjust their use of spoken, written and visual language (e.g., conventions, style, vocabulary) to communicate effectively with a variety of audiences and for different purposes.
- Students employ a wide range of strategies as they write and use different writing process elements appropriately to communicate with different audiences for a variety of purposes.
- Students conduct research on issues and interests by generating ideas and questions and by posing problems. They gather, evaluate and synthesize data from a variety of sources (e.g., print and nonprint texts, artifacts, people) to communicate their discoveries in ways that suit their purpose and audience.

- Students use spoken, written and visual language to accomplish their own purposes (e.g., for learning, enjoyment, persuasion and the exchange of information).

Source: IRA/NCTE Standards for the English Language Arts. To view the standards, visit: www.ncte.org/standards.