

## Television production Track

<b>Course Title</b>	Digital Editing	<b>Course Code</b>	DTV 300
<b>pre-requisite</b>	<b>Credit Hours</b>	<b>Practical</b>	<b>Lecture</b>
<b>nothing</b>	३	३	१
<b>Course description</b>	In this course, the focus is on the theoretical framework and current practical practices of advanced digital montage programs in the media field. This course also covers the technical and aesthetic foundations, tactics, and processes associated with digital content editing. This course introduces the student to advanced digital montage procedures, methods used for video editing and other different methods, in addition to the standards used in the world of radio and television industry.		

<b>Course Title</b>	Graphics and Animations Design	<b>Course Code</b>	DTV 301
<b>pre-requisite</b>	<b>Credit Hours</b>	<b>Practical</b>	<b>Lecture</b>
<b>nothing</b>	३	२	२
<b>Course description</b>	In this course, the student studies the art of animation and how to use it in commercial arts. The student also studies the basics of graphic design and drawing in three dimensions and how they relate to drawings. This course also focuses on how to benefit from two-dimensional visual graphics in the media market. The student also studies the so-called three-dimensional information base, three-dimensional computer graphics, and the design of three-dimensional logos.		

<b>Course Title</b>	A Artificial Intelligence Application in TV Production	<b>Course Code</b>	DTV 400
<b>pre-requisite</b>	<b>Credit Hours</b>	<b>Practical</b>	<b>Lecture</b>
<b>nothing</b>	३	२	२
<b>Course description</b>	This course provides the opportunity for students to learn about the concept of artificial intelligence, its emergence, development and uses, artificial intelligence tools in television, advantages and disadvantages of applying artificial intelligence in television, challenges facing the application of artificial intelligence in television, fifth generation technologies and their application in television, employing augmented reality technology in Television, training students on models of artificial males that were shown on television.		

<b>Course Title</b>	Virtual Studio	<b>Course Code</b>	DTV 401
<b>pre-requisite</b>	<b>Credit Hours</b>	<b>Practical</b>	<b>Lecture</b>
<b>nothing</b>	३	२	२
<b>Course description</b>	This course reviews the concept of the virtual studio, the components of the virtual studio, what happened to the traditional components such as the plate and the control room and how to dispense with them or what takes their place, the challenges of		

	filming in the virtual studio and the use of the green screen. The student also studies and analyzes some models, discussion and practical training, so that he can At the end of the course, he produces his own project.
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<b>Course Title</b>	Digital TV Platforms	<b>Course Code</b>	DTV 402
<b>pre-requisite</b>	<b>Credit Hours</b>	<b>Practical</b>	<b>Lecture</b>
<b>nothing</b>	٣	٢	٢
<b>Course description</b>	In this course, the student studies the meaning of digital television platforms, and is exposed to some digital television platforms such as (Shahid Net - Shahid VIP - Netflix - Watch - websites for television channels on the Internet - YouTube, etc....) and their working mechanisms and highlights. The companies producing it and the impact of watching drama and cinema through new digital platforms, and the most prominent companies producing digital television platforms.		

<b>Course Title</b>	Graduation projects	<b>Course Code</b>	DTV 403
<b>pre-requisite</b>	<b>Credit Hours</b>	<b>Practical</b>	<b>Lecture</b>
<b>nothing</b>	٣	٦	-
<b>Course description</b>	Male and female students are divided into groups under the supervision of the department administration. Each group plans the project and then the group members complete all the necessary steps to produce a television work, such as collecting, editing, discussing, producing, directing and filming the media material.		