

Certificate of Achievement in Video Engineering

Designed to prepare students for entry-level jobs as Video Engineers in remote and studio television production. Includes training in video production and maintenance engineering as required for video engineers. Employers include not only television and film studios but also sports production companies, web (internet) production studios, video game studios, cable companies, colleges, and corporate video production studios. Graduates will also qualify for paid video engineering internships with industry partners.

This would be a cross-discipline major between Electronics and Television Production. Would also involve courses in Computers and Networking Technology and Electronics Systems Technology. In order to more specifically address training required only for video engineering and not general electronics work several courses below would ideally be combined.

Required Units in the Major: 16

Required Courses

RTV 13	Video Engineering 3 units (Rewrite inactivated course, stackable with RTV 21 and RTV 20).
RTV 21	Remote Multicamera Production 3 units
CNET 56	Computer Networks 4 units
ELEC 50A	Electronics Theory (DC) 4 units (May also write credit version of VOC EST 50 below)
ELEC 50B	Electronics Theory (AC) 4 units (May also write credit version of VOC EST 54 below)
RTV 100	Work Experience in Film and TV 2 units

Recommended Electives

RTV 20	Television News Production 3 units
VOC EST 50	Electrical Fundamentals: Basic DC/AC Electronics Theory and Hands-on Laboratory Exercises, Use of Measuring Equipment
VOC EST 54	Cable and Wiring Standards: Theory and Practice for Various Types of Cable Terminations; CATV, CAT6, Phone, and Fiber Optic