FILM-2110: EDITING I

Cuyahoga Community College

Viewing: FILM-2110 : Editing I

Board of Trustees:
January 2020

Academic Term:
Fall 2020

Subject Code
FILM - Film and Media Arts

Course Number:
2110

Title:
Editing I

Catalog Description:
Basic editing for film and television using industry standard, non-linear, editing software and hardware. Students will learn concepts, techniques and best practices used to edit a project from the organizational phase through fine-tuning a completed project including delivery.

Credit Hour(s):
3

Lecture Hour(s):
2
Lab Hour(s):
3

Requisites

Prerequisite and Corequisite
FILM-1180 Introduction to Film and Media Arts, or departmental approval.

Outcomes

Course Outcome(s):
Use industry-standard motion media editing software applications to professionally edit motion media projects.

Essential Learning Outcome Mapping:
Critical/Creative Thinking: Analyze, evaluate, and synthesize information in order to consider problems/ideas and transform them in innovative or imaginative ways.

Objective(s):
1. Demonstrate basic editing concepts and techniques by editing from start to finish a short form documentary or similar short-form motion media project.
2. Discuss project management, media preparation, codecs, formats, and the organizational duties of an editor.
3. Discuss editing concepts, pacing, rhythm, and emotive cutting.
4. Use text and graphic elements to design elements of a video project.
5. Use key-framing to animate text, graphics and photos.
6. Perform basic color correction.
7. Perform basic audio editing and mixing of voice, ambient sound, sound effects, and music.
8. Produce a finished deliverable file for a variety of motion media formats.
9. Deliver finished media files and screeners using online review platforms commonly used in industry.

Methods of Evaluation:
1. Tests
2. Quizzes
3. Edited media project critiques
4. Self and Peer Evaluations

Course Content Outline:
1. Editing software
   a. Survey of available industry-standard editing applications
   b. Companion applications used for preparing photos, graphics, or for creating basic composites, titles or motion graphics.
2. Basic editing theory
   a. Constructing a story
   b. Invisible cuts
   c. Pacing and rhythm
   d. Parallel editing
   e. Montage
   f. Jump cuts
   g. Match cuts
   h. Visual and or audio motif
3. Media preparation and management
   a. Discuss editing suite configurations, hardware, hard drives, I/O devices, production monitors, and software.
   b. Discuss formats, codecs, and metadata
   c. Organizing, logging and transcoding clips
   d. Discuss delivery of final projects
4. Basic editing techniques
   a. Non-Linear Editing System (NLE) editing tools
   b. Keyboard shortcuts
   c. The basics of three point editing
   d. Transitions
   e. The power of trimming
   f. Screen design and the use of text
   g. Animating graphic, text, and photos
   h. Video filters & basic compositing
   i. Changing speed of clips
   j. Basic color correction
   k. Audio editing of voice, ambient sound, music, sound effects, and audio mixing
   l. Basic operation of compression software or transcoding applications
5. Cutting Interviews
   a. Formulating the story without narration, (who, what, when, where, how, and why)
   b. Heightening emotion through shot selections
   c. Editing out repeated words or phrases
   d. Editing out "ums" or false starts
   e. Use of the montage
   f. Use of B-roll
   g. Transitions & filters
   h. Creative use of text, graphics, and photos
   i. Use of ambient sound, sound effects, and music to build a sense of place
   j. Using sound to build emotional subtext
6. Survey of post-production jobs that rely on or build upon the skills of an editor
   a. Visual effects supervisor
   b. Motion graphics designer
   c. Independent producer
   d. Digital Imaging Technician (DIT)

Resources

Walter Murch. *In the Blink of an Eye Revised 2nd Edition [Paperback].* 2nd. Silman-James Pr, 2001.

Diana Weynand. *Apple Pro Training Series: Final Cut Pro 7 [Paperback].* 1st. Peachpit Press, 2009.

Ken Danyger. *The Technique of Film and Video Editing: History, Theory, and Practice.* 5th. Focal Press, 2011.

Jennifer Van Sijll. *Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know*. 2nd. Michael Wiese Productions, 2005.

Francis Glebas. *Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation*. 1st. Focal Press, 2008.

Maxim Jago. *Adobe Premiere Pro CC Classroom in a Book (2019 Release)*. 1st edition. Adobe Press, 2019.

Resources Other

Linked in learning (formerly lynda.com)

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