

FILM A194: EDITING 1

Item	Value
Curriculum Committee Approval Date	09/23/2020
Top Code	061220 - Film Production
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

Explore the principles, theory, and mechanics of digital film and video editing. Emphasis will be on digital editing techniques, effects, audio, graphics, and titling. The class is designed for those interested in entering the field of digital editing, graphic artists interested in expanding their knowledge base of the industry, and independent producers in the Broadcast, Educational, Corporate, and Consumer markets. ADVISORY: FILM A110. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Design and execute a comprehensive post-production strategy by organizing assets, developing an efficient workflow, and managing each stage through to final project output.
2. Demonstrate proficient use of industry-standard software by applying advanced features and tools for editing, color correction, audio mixing, and visual effects, ensuring compliance with professional post-production workflows and best practices.
3. Construct edits that showcase strong narrative flow by skillfully managing tempo and pacing, ensuring that the transitions between scenes are smooth and the rhythm of the story aligns with its emotional and thematic intent.

Course Objectives

- 1. Discuss the necessary attributes for editors in the film and television industry.
- 2. Explain and demonstrate proper editing workflow.
- 3. Apply skills in managing a project. 1. This includes organization, editing workflow, exporting, archiving as well as time management on completing the assignment in the time allotted.
- 4. Demonstrate intermediate skills in non-linear, timeline editing techniques.
- 5. Exhibit skills in compositing and visual effects for the film and television industry.
- 6. Use current professional film and television post production equipment.
- 7. Discuss professional film and television post production equipment in development.
- 8. Attain a level of proficiency in non-linear editing that could lead to an entry level position.
- 9. Describe and express proper media management technique.

Lecture Content

Discussion/demonstration/screening of editing techniques: Discussion/ Demonstration of the editing process: Timecode Organization Working with Bins Timeline/sequence editing Importing media: Video Audio Graphics Still Images Anatomy of a Timeline. Creating a sequence. Split edits. Trimming edits a. trim tools b. Ripple c. Roll Creating transitions. Compositing and effects Using Keyframes Using Motion Titling Working with Multiple sequences Audio workflow a. Adding tracks b. Mixing audio c. Adding audio effects Rendering. Working with other applications in post production Outputting: Various formats Archiving projects

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

Lecture/Critique Demonstration Media examples One-on-One Instruction Group instruction Peer to peer critique Individual Assignments Examinations

Reading Assignments

8 hours per semester Students are assigned reading from the class textbook, various online articles and blog posts, project treatments and scripts for several video editing projects (0.5 hour per week) Students are then asked to apply the knowledge gained from reading into the current project coursework.

Writing Assignments

8 hours per semester Students are assigned discussion posts, film critiques, and responses to online articles. (0.5 hour per week)

Out-of-class Assignments

56 hours per semester Students are assigned to screen selected videos, related and create a presentation on a related topic. Project work and finishing of completed edits. (2 - 3 hours per week) Lecture notes review and exam preparation (0.5 hour per week)

Demonstration of Critical Thinking

Assigned Projects; students will be given media and instruction in software but are responsible for constructing their version of the project. This includes, storyline, pace, tempo, visual and auditory queues. Examinations; will consist of both operational knowledge of software but also editing theory and history.

Required Writing, Problem Solving, Skills Demonstration

Proficiency will be demonstrated by satisfactorily completing editing assignments and passing the skills test. Students will demonstrate critical thinking and problem solving through the creation of their video projects, adjusting segments, rearranging sequences, determining a variety of transitions and transition rates, and through the creation of graphics for television.

Eligible Disciplines

Broadcasting technology (film making/video, media production, radio/TV): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

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Textbooks Resources

1. Required Jago, Maxim. Adobe Premiere Pro CC Classroom in a Book, ed. Adobe Press, 2020 Legacy Textbook Transfer Data: This is a technical book for program workflow

Other Resources

1. instructor handouts