

FILM A219: EDITING 2

Item	Value
Curriculum Committee Approval Date	11/15/2023
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	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

Students will dive deeper into the advanced technical features of editing while exploring the conceptual art of film editing such as tempo/pace of the edit, the importance of sound design and the feel of colorization. We will explore advanced digital editing techniques along with theory and concepts that make a successful edit. PREREQUISITE: FILM A194. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Develop proper workflow habits of an assistant editor in a post-production facility.
2. Understand and implement project organization and media management skills.
3. Create a professional grade projects that demonstrate sound editing theory, advanced trimming techniques, advanced audio manipulation, compositing and effects, proper output of media and archiving of project materials.

Course Objectives

- 1. Demonstrate tempo and pace within editing.
- 2. Recognize what makes a successful edit.
- 3. Demonstrate proper editing practice.
- 4. Use multiple programs in Adobe Creative Cloud.
- 5. Demonstrate proper color correction workflow.
- 6. Demonstrate an understanding of sound design.
- 7. Understand project management and archiving.
- 8. Attain a level of proficiency in non-linear editing that could lead to an entry level position.

Lecture Content

1. Welcome, review and workflow A. Introductions B. Syllabi outline and course objectives C. Skills assessment 1. Student survey on edit concepts 2. Review key concepts from Editing 1 D. Project introduction E. Class project workflow 2. Narrative editing 1 A. Scene breakdowns and critique 1. What makes a successful scene 2. Group analyze scene B. Trimming review C. Trim edit window concepts D. Split edits – j and l cuts E. Adding reaction shots F. Pacing and timing of shots 3. Narrative editing 2 A. Scene breakdowns and critiques 1. What makes a successful scene 2.

Group analyze scenes B. Adding cut-aways to push content C. Introduction to dialogue mixing D. Adding additional audio 4. Other editing modalities A. Introduction and screening of different types of edits and styles. B. Analyze the differences between narrative edits and other styles. C. Project introduction 1. Organizational options 2. Special skills 3. Project timeline 5. Dialogue edit and sweetening A. Introduction and screening of successful dialogue scenes B. Reaction shots and tempo C. Dialogue editing D. Audio sweetening in Adobe Audition 6. Further investigation of sound in Adobe A. Introduction and screening of successful sound design. B. Building a soundscape in Adobe Audition C. Filtering and effects in Adobe Audition 7. Sound design in Adobe A. Sound mixing in Adobe Audition B. Output os sound stems C. Importing sound stems into Adobe Premiere D. Exporting sound mix for archive 8. Primary color correction A. Introduction to color theory B. Screening of before and after corrected media C. Using scopes D. Primary color correction workflow 9. Secondary color correction and grading A. Introduction to secondary color correction and grading B. How to create a look C. Applying multiple filters to one clip D. Masking and matting for proper color effect 10. Additional effects work A. Screening effects and graphics B. Proper workflow for effects bC. Rendering options 11. Compositing techniques A. Review of alpha channels B. Compositing C. Nesting D. Exporting effects properly 12. Skills review and film screening A. Key concept review B. Question and answer C. Self-assessment D. Film screening 13. Multi-camera editing A. Screening of multi-camera projects B. Setting up a multi-camera project C. Multi-camera workflow D. Flattening 14. Media and project management A. Review of the project hierarchy B. Exporting for archival C. Media managing D. Project archival E. Assistant editing workflow 15. Working session and finalization of projects A. Finalization of projects B. Output of media C. Media management of projects 16. Group screening and critique A. Final self-assessment B. Group screening and critique

Lab Content

1. Create project hierarchy organization conducive to fluid editing.
2. Implement trimming concepts to refine a dialogue scene 3. Use the Adobe suite to refine sound and create a soundscape. 4. Apply practical knowledge in color correcting a scene.

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 Video Examples One-on-One Instruction Individual Assignments Examinations

Reading Assignments

Reading: 32 hours (2 hr/wk) Various blog postings and articles will be available on Canvas, students will then discuss both in class and on Canvas the vital attributes of the reading and how it relates to post-production.

Writing Assignments

Class presentation: 5 hours Students will construct a short presentation on an aspect of post-production of the instructors choosing.

Presentations must be researched and given in a visual format to the class and instructor. Film Screenings: Roughly 25 hours: Various films will be screened and students will discuss both in class and on Canvas their findings relating to post-production.

Out-of-class Assignments

Project editing and finishing 80 to 90 hours (roughly 5 to 5.5 hours a week) Using techniques demonstrated in class students will continue work on projects out of class. Project progress will be tracked and graded. Complete projects will also be graded.

Demonstration of Critical Thinking

A. Assigned Projects B. Examinations C. Skills Testing

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 pace and timing, and through the creation of sequences designed to tell a portion of a script.

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. Media production (also see broadcasting technology): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Dancyger, Ken. The Technique of Film and Video Editing: History, Theory, and Practice, 6th ed. Routledge, 2018