

# FILM A194: EDITING 1

Item	Value
Curriculum Committee Approval Date	10/02/2024
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
Open Entry/Open Exit	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. Analyze and evaluate the essential attributes required for editors in the film and television industry.
- 2. Explain and demonstrate the proper workflow for editing by outlining each step, from organizing raw footage and creating a rough cut, to refining the sequence, adding effects, and finalizing the project for distribution.
- 3. Apply effective project management skills by organizing assets, following a structured editing workflow, exporting and archiving completed work, and efficiently managing time to ensure the project is completed within the allotted deadline.
- 4. Demonstrate intermediate proficiency in non-linear editing by applying timeline-based techniques such as cutting, trimming, layering, and sequencing clips, as well as using transitions, effects, and audio synchronization to enhance the overall flow and coherence of the project.
- 5. Exhibit advanced skills in compositing and visual effects by seamlessly integrating digital elements into live-action scenes. Apply

motion tracking and color grading techniques to create visually compelling and realistic results for the film and television industry.

- 6. Utilize current professional film and television post-production equipment by operating industry-standard software and hardware.
- 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 implement effective media management techniques by organizing, labeling, and backing up files consistently throughout the project. This includes creating a logical folder structure, using appropriate naming conventions, maintaining metadata integrity, and regularly archiving assets to ensure seamless workflow and easy retrieval during post-production.

## 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

## Lab Content

1. Set up a. Destructive vs. non-destructive editing b. Non-linear editing c. Interface window d. Playback and rendering e. Media browser f. Ingesting (overview) g. Importing h. Organizing/bin structure i. Sequences and sequence presets j. Reconnecting media 2. Basic editing a. Timecode b. Source/program monitor c. Recent clips in source monitor d. Three point editing e. Four point editing f. Track patching g. Sync locks/track locksh. Subclips i. Markers 3. Moving clips a. Select tracks back forward moving media b. Frame by frame move of media in timeline c. Lift d. Extract e. Delete and ripple delete f. Disabling a clip in sequence 4. Trimming a. All trimming done in timeline trim window will be covered in advanced b. Handle c. Replace edit d. Ripple e. Roll f. Keyboard shortcuts for trim g. Dynamic trimming 5. Transitions a. Default transitions b. Modifying transitions in timeline and effects controls c. Other video transitions d. Saving custom transitions 6. Effects controls Motion effects a. Fixed/ intrinsic effects b. Modifying properties c. Keyframing introduction d. Motion path introduction e. Copy and pasting attributes f. Anchor point vs positioning g. Speed changes: constant and variable 7. Multicam editing a. MC sync methods b. Source sequences c. Target sequenced. Nesting e. Recording edits 8. Audio a. Audio workspace b. waveforms c. meters d. level e. adding and deleting tracks f. volume vs gain g. pan h. clip mixer i. track mixer j. adding audio effects k. Parametric EQ (introduction) l. Normalizing 9. Video effects a. workflow b. Keyframing effects c. ; Saving favorite effects 10. Primary color correction a. Workspace. Scopes c. Lumetri d. Adjustment layers 11. Introduction to compositing a. alpha channel b. text c. keying 12. Dynamic linking 13. Organization and Project Manager a. consolidating b. transcoding c. linking media d. archiving projects 14. Exporting a. Same as source export b. Codec introduction c. Modifying export settings d. Media Encoder introduction

## 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 bachelor's 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 Classroom in a Book 2024 Release, 1 ed. Adobe Press, 2024

## Other Resources

1. instructor handouts