

FILM A264: EDITING 3

Item	Value
Curriculum Committee Approval Date	02/12/2025
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
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S)

Course Description

An advanced course in digital film and video editing techniques and styles using an industry standard editing interface. Covers the importing of editing material, compositing, effects, graphics, and exporting to a variety of sources. Designed for students interested in a career as a film/video editor. PREREQUISITE: FILM A194. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Formulate and implement a post production strategy that can be used in an entry level post production job.
2. Work independently in all stages of post production workflow within a simulated work environment.
3. Demonstrate advanced editing techniques by creating various professional grade editing projects.

Course Objectives

- 1. Explain/differentiate entry-level and advanced non-linear editing systems.
- 2. Apply skills in independently managing an editing assignment.
- 3. Demonstrate advanced skills in non-linear, non-destructive editing.
- 4. Attain advanced skills in compositing images, as it lends to visual effects.
- 5. Discuss professional film/video postproduction equipment in use and in development.
- 6. Understand the role of the film/video assistant editor as well as head editor.
- 7. Attain a level of proficiency using high-end, non-linear editing systems that could lead to an assistant editing position.
- 8. Demonstrate proper finishing and output of projects.
- 9. Demonstrate proper media management and archiving of a project.

Lecture Content

Review of professional editing systems. Comparison of entry level and advanced non-linear editing systems Adobe Premiere Pro Avid The role of the film/video assistant editor The role of the film/video editor Basic Editing Techniques The editing interface Using the toolset Creating a new sequence Importing editing material Importing Organizing Still

images Graphics and animation Advanced Editing Techniques Single roller trimming Dual roller trimming Locating audio edit cues Additional editing tools Viewing and changing settings Mapping user-selectable buttons Using locators Making and using subclips Story boarding Backing up project data Editing dialog Trimming dialog Creating split edits Maintaining sync Working in a Time line Adding /Deleting tracks Patching tracks Working with Audio Setting level and pan Using the Audio Mix Tool Adjusting audio with keyframes Creating titles Exporting media Media Management Deleting clips and Media Files

Lab Content

1. Create project hierarchy organization conducive to fluid editing.2. Use concepts in trimming footage to refine an edit.3. Construct a dialog edit4. Construct a documentary edit5. Recognize and modify system and user settings.6. Making and using subclips for more efficient editing.7. Refine audio and mix audio.8. Create and modify titles9. Output and archive final sequences.10. Archiving and media management of projects.

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Instructional Techniques

1. Lecture, demonstration 2. Group instruction, one-on-one instruction 3. Individual assignments, instructor/student assignment critique 4. Skills Testing 5. Examinations

Reading Assignments

Students will read on average 1-2 hours per week from assigned textbooks, scripts and articles both online and in print.

Writing Assignments

Proficiency will be demonstrated by satisfactorily completing editing assignments and passing the skills test. Those students editing advanced individual assignments will be required to write an independent project proposal which must include a project treatment, script, and post production approach. 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.

Out-of-class Assignments

Students will spend approximately 3 - 4 hours per week viewing and analyzing their work along with lecture notes review and exam preparation.

Demonstration of Critical Thinking

Assigned individual projects Proposed advanced individual projects Skills testing Examinations

Required Writing, Problem Solving, Skills Demonstration

1. Proficiency will be demonstrated by satisfactorily completing editing assignments and passing the skills test. 2. Those students editing advanced individual assignments will be required to write an independent project proposal which must include a project treatment, script, and post production approach. 3. 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.

Textbooks Resources

1. Required Kauffmann, Sam. *Avid Editing: A Guide for Beginning and Intermediate Users*, 6th ed. Routledge, 2017

Other Resources

1. Selected readings from industry magazines. 2. Selected handout materials will be provided and distributed by the instructor