MCP-461 Advance Editing (3 Credit Hours)

Course Objectives

1. This course aims to teach students the advanced skills in audio-visual shooting and editing. Students will learn to appreciate sound perspectives and continuity, as well as the editing requirements for different types of videos and audios. This course will build upon introductory editing courses and delve deeper into the theories and concepts behind editing audio and videos.

Learning Outcomes

- 2. After this course, the students will be able to:
 - a. Create and edit their own audio-visual projects
 - b. Learn to construct and deconstruct a pre-edited production
 - c. Communicate through different editing styles

3. Contents

- a. History of editing theory
- b. The "Russian experiment" and audience manipulation
- c. Narrative film editing methodology telling a story visually
- d. Shooting to Edit
- e. Pre-visualization and pre-production planning including scripting
- f. Establishing shots & spatial relationships
- g. The action axis, vectors, and continuity
- h. Close ups, cutaways, and details
- i. Subject to camera relationships
- j. Digital Video Editing
- k. Managing media files
- I. Advanced editing techniques
- m. Editing audio
- n. Titling
- o. Transitions and effects
- p. Transcoding
- q. Editing styles and techniques:
 - (1) propaganda filmmaking
 - (2) documentary productions
 - (3) commercials

- (4) music videos
- (5) video gaming

Reference Material

- 1. Artis, A.. Master Shots: 100 Advanced Camera Techniques to Get an Expensive Look on Your Low-Budget Movie, 2nd ed. Michael Wiese Productions, 2012
- Adobe Creative Team. Adobe Premiere Pro CS6 Classroom in a Book, ed. Adobe Press, 2012
- 3. Martin, Dennis & Robert Coons (2011). "Media Flight Plan", 6 th edition (Deer Creek)
- Anthony Q. Artis. The Shut Up and Shoot Freelance Video Guide: A Down & Dirty DV Production, 2nd ed. Focal Press, 2014

Randall, David, Richard Harper, and Mark Rouncefield. Fieldwork for Design: Theory and Practice. Springer, 2007