

MCG 264 Essentials of Media Editing (3 Credit Hours)

Course Objectives

1. This course aims to give the student an overview of the tools available to edit different media. Without going into the theory of editing and the concept of storytelling, this course confines itself to the study of the editing technology and the tools that are used by media professionals to edit photographs, videos and audio.

Learning outcomes

2. After taking this course, the students will be able to:
- a. Do post processing of photography
 - b. Edit videos and create a cohesive video report
 - c. Edit audios and music

Contents

3. The following media need to be covered during the course. The softwares listed are only suggestion and can be updated according to the lecturer's requirements:

- a. Still Images
 - (1) Adobe Photoshop
 - (2) Adobe Lightroom
 - (3) Online tools
- b. Video
 - (1) Adobe Premier Pro
 - (2) Adobe After Effects
 - (3) Sony Vegas Pro/Final Cut Pro
- c. Audio
 - (1) Adobe Audition
 - (2) FL Studio
- d. Animation/Video Effects
 - (1) Autodesk VFX
 - (2) Autodesk Maya

References

- 1. Dancyger, K. (1997). *The technique of film and video editing*. Boston: Focal Press.
- 2. Jackson, W. *Digital audio editing fundamentals*.

3. Vogel, T. (2014) Breakthrough Thinking: A guide to creative thinking and idea generation. HOW Books.
4. Nicholas Mirzoeff (2012). The Visual Culture Reader (second edition). London, Routledge.
5. Olan D. Forker, (1993). *Commodity Advertising*, New York
6. *Photo editing made easy*. (2012). London.