

Glendale College
Course Outline of Record Report
 Cyclical Review - May 2023 (previously Media 112)

FTVM139 : Introduction to Editing

General Information

Author:	<ul style="list-style-type: none"> Geraldine Ulrey
Course Code (CB01) :	FTVM139
Course Title (CB02) :	Introduction to Editing
Department:	FTVM
Proposal Start:	Fall 2024
TOP Code (CB03) :	(0604.20) Television (including combined TV/film/video)
CIP Code:	(09.0701) Radio and Television.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	Yes
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000639592
Curriculum Committee Approval Date:	05/10/2023
Board of Trustees Approval Date:	07/18/2023
Last Cyclical Review Date:	09/15/2023
Course Description and Course Note:	FTVM 139 is an intermediate-level media production class. Emphasis is on editing techniques and aesthetics for motion picture productions using professional applications. Topics include system set-up, footage importing, append and insert editing, dialog and multi-clip editing, media management, pace, continuity, format workflow, effects, titling and compression. Students output their projects to professional-level deliverable digital video files. Note: Students who have taken MEDIA 112 may not receive credit for this course.
Justification:	Coding/Category Change Content Change
Academic Career:	<ul style="list-style-type: none"> Credit
Author:	<ul style="list-style-type: none"> Geraldine Ulrey

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"> Mass Communication
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to CSU only

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	108
Total Course Out-of-Class Hours	54
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience Education

Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	1.5	3
Laboratory Hours	4.5	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	

Studio Hours	0	0	Lecture	27
			Laboratory	81
			Studio	0
			Total	108
Course Out-of-Class Hours				
			Lecture	54
			Laboratory	0
			Studio	0
			Total	54

Time Commitment Notes for Students

No value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

No Value

Entry Standards

Entry Standards

No value

Specifications

Methods of Instruction

Methods of Instruction Lecture

Methods of Instruction Laboratory

Methods of Instruction Multimedia

Methods of Instruction Collaborative Learning

Methods of Instruction		Demonstrations		
Out of Class Assignments				
work on editing projects; practice editing techniques using video tutorials				
Methods of Evaluation		Rationale		
Other		attendance and participation;		
Evaluation		peer and instructor critique of work;		
Other		work in-progress;		
Activity (answering journal prompt, group activity)		production assignments;		
Exam/Quiz/Test		final exam.		
Textbook Rationale				
No Value				
Textbooks				
Author	Title	Publisher	Date	ISBN
Jago, Maxim	Adobe Premiere Pro CC Classroom in a Book	O'Reilly Media Company	2020	9780136602200
Other Instructional Materials (i.e. OER, handouts)				
No Value				
Materials Fee				
No value				

Learning Outcomes and Objectives
Course Objectives
Import motion footage from camera cards or camcorder into an editing project.
Create computer-generated video effects, titles and graphics.

Transcode a variety of digital video compression formats.

Open and set up a functioning digital video editing project.

Perform non-linear video editing.

Export a finished editing project to a professional digital motion picture format.

SLOs

Shoot and edit original content into a montage project executing montage editing techniques. Expected Outcome Performance: 70.0

<i>MEDIA</i> Cinematography and Editing	Demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
	Demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

<i>MEDIA</i> Film,TV,and Elctr Media - AST	Demonstrate an understanding of the various techniques of film language and the cinematic tools to tell a story including producing, screenwriting, directing, cinematography, production design, sound design, and editing (picture and sound).
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<i>MEDIA</i> Visual Arts: Media Arts - A.A. Degree Major	demonstrate an effective ability to work as a member of a team to achieve the challenges of technical and conceptual goals of the project from origination to the completion of the high quality final deliverable media productions.
	demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
	demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

Using the dailies of a produced narrative film, edit raw footage into a project focused on creating cinematic continuity. Expected Outcome Performance: 70.0

<i>MEDIA</i> Cinematography and Editing	Demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
	Demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

<i>MEDIA</i> Film,TV,and Elctr Media - AST	Demonstrate an understanding of the various techniques of film language and the cinematic tools to tell a story including producing, screenwriting, directing, cinematography, production design, sound design, and editing (picture and sound).
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<i>MEDIA</i> Visual Arts: Media Arts - A.A. Degree Major	demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
	demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

Using a variety of editing techniques, create dramatic beats in an edited scene. Expected Outcome Performance: 70.0

<i>MEDIA</i> Cinematography and Editing	Demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
	Demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

MEDIA
Film,TV,and Elctr Media - AST

Demonstrate an understanding of the various techniques of film language and the cinematic tools to tell a story including producing, screenwriting, directing, cinematography, production design, sound design, and editing (picture and sound).

MEDIA
Visual Arts: Media Arts - A.A.
Degree Major

demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.

demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No Value

Is this proposal submitted in response to learning outcomes assessment data?

No Value

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

Interface and Set-Up (2 hours)

- Overview of professional editing applications
- Creating a Final Cut Pro library
- Final Cut Pro events and projects
- Format options
- User preferences settings
- Working with keyword collections
- Saving, backing up and quitting

Importing Footage (1 hour)

- Video source options and connection
- Previewing source footage
- Pre-organizing footage
- Footage format settings
- Import options and preferences

Editing Practices (4 hours)

- Working with master clips
- Marking in and out points
- Working with audio clips
- Creating append edits
- Creating insert edits
- Creating connected edits
- Making favorites
- Replacing edits
- Storyboard editing
- Creating composite clips

Timeline Editing (4 hours)

- Targeting and dragging clips to the timeline
- Manipulating edits in the timeline
- Setting and deleting markers
- Selecting tracks
- Deleting clips and gaps
- Importing clips into a project
- Linking clips
- Cutaways and b-roll material

Trimming and Adjusting Edit Points (4 hours)

- Trimming in the timeline
- The precision edit window
- Roll and ripple edits
- Slip and slide edits
- Using the razor blade tool
- The snap tool and extending edit points
- Three-point editing

Applying Transitions and Filters (4 hours)

- Understanding transitions
- Using video transitions
- Using audio transitions
- Using the transition editor
- Previewing and rendering effects
- Applying video filters
- Viewing and modifying filter parameters
- Applying audio filters
- Compositing clips
- Animating filters with keyframes

Motion Properties (2 hours)

- Retiming, slow and fast motion
- Creating a freeze-frame
- Changing and animating motion parameters
- Creating a variable speed change

Multicam Editing (2 hours)

- Organizing a multiclipping workflow
- Synchronizing camera angles
- Creating, viewing and modifying multiclips
- Editing with multiclips
- Switching angles with effects
- Collapsing a multiclipping

Titles and Graphics Lecture (2 hours)

- Text generators
- Adding color mattes
- Working with graphics
- Adding motion effects to text

Finishing and Outputting (2 hours)

- Reconnecting media
- Exporting to deliverable digital formats
- Exporting to social media
- Output to digital video disc (DVD) and Blu-ray discs
- Using compressor in output
- Managing project media
- Backing up projects

Total Hours: 27**Laboratory/Studio Content**

Interface and Set-Up (10 hours)

- Overview of professional editing applications
- Creating a Final Cut Pro library
- Final Cut Pro events and projects
- Format options
- User preferences settings
- Working with keyword collections
- Saving, backing up and quitting

Importing Footage (5 hours)

- Video source options and connection
- Previewing source footage
- Pre-organizing footage
- Footage format settings
- Import options and preferences

Editing Practices (11 hours)

- Working with master clips
- Marking in and out points
- Working with audio clips
- Creating append edits
- Creating insert edits
- Creating connected edits
- Making favorites
- Replacing edits
- Storyboard editing
- Creating composite clips

Timeline Editing (11 hours)

- Targeting and dragging clips to the timeline
- Manipulating edits in the timeline
- Setting and deleting markers
- Selecting tracks
- Deleting clips and gaps
- Importing clips into a project
- Linking clips
- Cutaways and b-roll material

Trimming and Adjusting Edit Points (11 hours)

- Trimming in the timeline
- The precision edit window
- Roll and ripple edits
- Slip and slide edits
- Using the razor blade tool
- The snap tool and extending edit points
- Three-point editing

Applying Transitions and Filters (11 hours)

- Understanding transitions
- Using video transitions
- Using audio transitions
- Using the transition editor
- Previewing and rendering effects
- Applying video filters
- Viewing and modifying filter parameters
- Applying audio filters
- Compositing clips
- Animating filters with keyframes

Motion Properties (4 hours)

- Retiming, slow and fast motion
- Creating a freeze-frame
- Changing and animating motion parameters
- Creating a variable speed change

Multicam Editing (4 hours)

- Organizing a multiclip editing workflow

- Synchronizing camera angles
- Creating, viewing and modifying multiclips
- Editing with multiclips
- Switching angles with effects
- Collapsing a multiclip

Titles and Graphics Lecture (4 hours)

- Text generators
- Adding color mattes
- Working with graphics
- Adding motion effects to text

Finishing and Outputting (10 hours)

- Reconnecting media
- Exporting to deliverable digital formats
- Exporting to social media
- Output to digital video disc (DVD) and Blu-ray discs
- Using compressor in output
- Managing project media
- Backing up projects

Total Hours: 81