

Glendale College

Course Outline of Record Report

Course ID 010626
Created - September 2023

FTVM249 : Advanced Editing

General Information

Author:	• Geraldine Ulrey
Course Code (CB01) :	FTVM249
Course Title (CB02) :	Advanced 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:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000640665
Curriculum Committee Approval Date:	09/27/2023
Board of Trustees Approval Date:	11/21/2023
Last Cyclical Review Date:	09/27/2023
Course Description and Course Note:	FTVM 249 builds on skills learned in FTVM 139, Introduction to Editing. Students practice video editing and understanding of professional production and post-production workflows as related to processes, storytelling, formats, visual effects and hardware. This course also uses industry-standard Avid Media Composer software to prepare students to take the Media Composer 101 and 110 exams that lead to an Avid User certificate.
Justification:	New Course
Academic Career:	• Credit
Author:	• Geraldine Ulrey

Academic Senate Discipline

Primary Discipline:	• Mass Communication
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)	Course Special Class Status (CB13)	Grading Basis
Course is not a basic skills course.	Course is not a special class.	• Grade with Pass / No-Pass Option

Allow Students to Gain Credit by Exam/Challenge

Pre-Collegiate Level (CB21)
Not applicable.

Course Support Course Status (CB26)
Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

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
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	54
Course In-Class (Contact) Hours	
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

Prerequisite

FTVM139 - Introduction to Editing

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.

Entry Standards

Entry Standards

Shoot and edit original content into a montage project executing montage editing techniques.

Use the dailies of a produced narrative film, edit raw footage into a project focused on creating continuity.

Use a variety of editing techniques, create dramatic beats in an edited scene.

Specifications

Methods of Instruction

Methods of Instruction Demonstrations

Methods of Instruction Collaborative Learning

Methods of Instruction Discussion

Methods of Instruction Guest Speakers

Methods of Instruction Lecture

Methods of Instruction Laboratory

Methods of Instruction Multimedia

Methods of Instruction Presentations

Out of Class Assignments

- Editing projects
- Prepare finished projects for distribution

Methods of Evaluation

Exam/Quiz/Test

Activity (answering journal prompt, group activity)

Presentation (group or individual)

Project/Portfolio

Report

Evaluation

Rationale

Demonstrate mastery of techniques, craft and concepts via written or practical hands on tests

Prepare a timeline for output for a sound mix

Presenting a specific skill to class as a formal demonstration

Creating edited sequences

Create response paper or presentation to editing technique of an assigned cinematic scene

Self Evaluation on techniques and craft demonstrated for role of Assistant Editor

Textbook Rationale

This is a classic text and bible of film editing. There is no equivalent.

Textbooks

Author	Title	Publisher	Date	ISBN
Walter Murch	In the Blink of an Eye: A Perspective on Film Editing	Silman-James Press; 2nd edition	2001	978-1879505629

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives**Course Objectives**

Incorporate editorial skills such as organizing, syncing, and managing file related to a video project.

Complete short video projects demonstrating aspects of a professional post-production workflow.

Select and apply appropriate audio correction, visual effects, and graphic elements at an advanced level.

Prepare to take Avid Media Composer exams 101 and 110 for User Certifications.

SLOs

Set up projects, ingest media, edit, trim and export in Avid Media Composer. Expected Outcome Performance: 70.0

Apply advanced editing techniques to short projects. Expected Outcome Performance: 70.0

Apply post-production workflows for different types of professional projects. Expected Outcome Performance: 70.0

Course Content

Lecture Content

Review of Basic editing techniques: Motion (2 hours)

- Rhythm, Graphic relationships, Eye Trace,
- Cutting to Sound, Lapping, Montage and Continuity
- Review of Video Technical considerations:
- Resolution, Color Profile and Bit Depth, Frame Rates
- File size, storage and streaming
- Shooting Ratios, RAW, Compression
- LUTS, Looks and managing metadata

Media Composer Part I (2 hours)

- Launching MC, Project Window, and Interface
- Personalizing the application and User Profiles
- File management and working with bins
- Adjusting autosave and ending the session
- Creating and Setting up a project
- Preparing and importing media
- Loading, playing, and marking clips
- Saving work

Creating Sequences and working with tracks (2 hours)

- Build sequences with Splice-In
- Editing with Overwrite and removing clips
- Essential Tools
- Drag and Drop Editing
- Segments Mode
- Adding narration with Drag and Drop
- Adjusting audio levels

Refining the Sequence (2 hours)

- Moving and deleting Segments, Changing Shot sequence
- Changing length of Timeline segments
- Exploring Trim mode and Useful tools
- Introduction to Transitions and Effects
- Modifying effects in the TL
- Accessing effects in Effect Mode
- Creating Audio Cross Fades

Segment Effects (1 hour)

- Stabilizing shots and using Morph
- Auto color correct
- Resizing and key-framing a shot
- Nesting and Displaying Effects in the Timeline
- Changing Nest order

Creating Freeze Frames and Motion Effects (1 hour)

- Types of motion effects
- Creating a title with Avid Titer+
- Fading and editing titles

Exporting videos and sequences (2 hours)

- Media management Strategy
- Understanding offline media
- Recovering lost work and deleting media

Media Composer Part II (2 hours)

- Establishing a basic workflow, Working in 4K and above
- Creating and setting up a project
- Inputting Media methods and using Source Browser
- Linking, Copying and Converting Media
- Preparing for import

Preparing Dailies, Prepping for the edit (2 hours)

- Sorting and Filtering bins
- Copying to multiple bins and using clips from other project
- Creating Sub-clips and Grouping clips
- Syncing sound and picture

- Quick Editing Tools
- Managing User Profiles and Customized Settings
- Using markers and editing from the bin
- Extent function and Creating a string out

Cutting and Recutting a Scene (2 hours)

- Review Core Editing Tools and Essential Tools
- Working with Timecode
- Finding alternative shots & selecting multiple sequences
- Trimming Narrative Sequences
- Review Trim Mode and keyboard functions
- Establishing a Trim Workflow
- Radio Edits and Maintaining Sync
- Slipping and sliding in sequence

Editing and Mixing Audio (2 hours)

- Audio Workflow
- Preparing Timeline and Adding SFX
- Creating a Mix; key-framing volume and pan
- Applying EQ and Finishing the mix
- Working with High-Resolution Images
- Preparing pan and zoom and working with Frameflex
- Working with Source settings

Creative Retiming Effects (1 hour)

- Review Motion and Freeze Frame effects
- Using Fit to Fill and Timewarp effects
- Understanding Anchor frames and Trim to Fill
- Tracking and Blurring Objects
- Obscuring elements of video and creating blur effects

Introduction to multilayer effects (2 hours)

- Splitscreen and 3D PiP Effect
- Advanced keyframes
- Nesting Effects and Improving playback performance
- Chroma Key Effects
- Different Keying Types and SpectraMatte Effect
- Packaging and Exporting

Packaging and Exporting (2 hours)

- Review Process and Tools for Review
- Using Export Templates and the Send To Option
- Preparing show review copy and outputting a show
- Media Management Review
- Deleting media files
- Consolidating and Transcoding projects

Preparing Files for Vendors and Re-conforming (2 hours)

- Slate, Academic leader, 2-pop and Tail pop synch points Output files for Colorists: Ref videos, EDLs, original media
- Output for Mixers: Ref and audio files and STEMS
- Conforming
- Exporting and transcoding for multiple delivery venues
- Post-project media consolidation

Total: 27 Hours**Laboratory/Studio Content****Review of Basic editing techniques: Motion (5 hours)**

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- Cutting to Sound, Lapping, Montage and Continuity
- Review of Video Technical considerations:
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- File size, storage and streaming
- Shooting Ratios, RAW, Compression
- LUTS, Looks and managing metadata

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Creating Sequences and working with tracks (5 hours)

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Segment Effects (5 hours)

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Preparing Dailies, Prepping for the edit (6 hours)

- Sorting and Filtering bins
- Copying to multiple bins and using clips from other project
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Total: 81 Hours