

SYLLABUS

SEMESTER - 2

BASIC - 8

COMPUTER EDITING

Credits: 3

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1. Editing Basics

Definition, Job of an editor; Linear and Nonlinear Editing; Phases of Editing, Skills and Knowledge required for editing, Free and Paid Editing software/editor, Editing Work flow

IN-PUT and OUT-PUT: Digital Video Camera as both In-Put and Out-put device, Flow of Digital signal into a Computer, USB Cable, Digital editing advantages

2. Choosing the Computer

Processing Power, Memory, Hard drive storage space and size of the monitor

- Computer Hard ware: RAM: 8-32 GB or ideally at least 16GB, Processor: Multi-core Intel models (i9 is best). Preferably 4 or more cores. Storage: At least 256 GB hard drive, 7200 RPM, preferably SSD (fastest), HDD also good.
- Software: After effects 2020, Adobe premiere Pro, Avid media Composer, Final Cut Pro (either of these or any other consumer grade)

3. Editing Video:

Non Destructive Digital video editing, Digital Editor's Work flow: Input, Editing and Output, Timeline or Nonlinear Editor: This is the part of the software that allows you to add media, cut it, arrange, and adjust it. Nonlinear editing components: Time line, Tracks, media and Play heads, Key Terms: Project Bin and Clip

4. Stages of Editing:

- **Pre Edit consideration:** Organized material is the outcome of Organized Shooting, Getting the shots, Leveling and numbering the rushes, Logging Rushes, Compiling and reviewing footage, syncing audio and multiple cameras, place the raw story pieces together as an outline of what you'll work together later

- **Recreating the story:** Which shots to use, how to put them together
Select just what the story needs, Select the important action, Show something new in each edit, Vary the shot size and angle, Step between shot sizes, Cutaways for Jumpy edits, Right Pace, Right transitions
- **Paying attention to Sound:** How to use sound? the ambience, the dialogues or narration and music, Library music, Mixing the sound

5. Finishing and Output

Distinguish between “Media files and Pointers”, Managing Media, Different type of files, Source media files, Project files & Render files, Other media that becomes part of the project; High quality master file of the project - compressed files for the Web - versions in different codecs, audio formats, sizes, or bit rates for YouTube

Reference Books:

1. The Film makers Hand Book: by Steven Ascher & Edward Pincus
2. Making a Story Move: The Art of Film Editing by Daniel Gross
3. The Video maker Guide to Video production
4. In the Blink of an Eye: By Walter Murch
