

EDITING (EDTG1-CE)

EDTG1-CE 9000 The Art of Editing (2 Credits)

Following the great Russian filmmaker V. I. Pudovkin's emphatic statement that "the foundation of film art is editing," this course is specifically designed for beginning and intermediate filmmakers, editors, directors, producers, and film buffs who want to learn more about the dynamics of editing and the editor's craft. In a narrative film especially, editing contributes to the plot's manipulation. How is space organized from shot to shot, and how does editing achieve a coherence and unity in the face of the potential disruptive shifts of time and place? By watching examples of great films, learn how master filmmakers use types of cuts and dissolves, continuity and discontinuity editing, duration editing, elliptical editing, rhythmical editing and graphic matches, jump cuts, diegetic and non-diegetic inserts, overlapping editing, and more. Clips from films by Orson Welles (Citizen Kane), Alfred Hitchcock (Vertigo, North by Northwest, Psycho), Stanley Kubrick (2001: A Space Odyssey, The Shining), Francis Ford Coppola (The Godfather), Martin Scorsese (Taxi Driver, Goodfellas), Sergei Eisenstein (Battleship Potemkin), Yasujiro Ozu (Tokyo Story), Jane Campion (Top of the Lake) and Wong Kar-wai (Fallen Angels) among others, will be shown.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9064 Editing I: Avid Media Composer (0 Credits)

The industry-standard Avid editing system is used by professionals in most post-production facilities. Learn the organization, hierarchy, terms, and concepts of digital nonlinear editing using Avid Media Composer. Explore each step of the process, including logging and digitizing from various formats, basic editing techniques, trimming, title keying, motion effects, audio mixing, file management, and onlining a final master.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9210 Adobe Premiere Pro (0 Credits)

Premiere Pro, Adobe's nonlinear editing software, is quickly becoming the preferred platform for editors. Through lectures, demonstrations, and hands-on exercises, learn the basic tools of Premiere Pro and develop an understanding of editing fundamentals. Begin with an introduction to nonlinear editing and learn the Premiere Pro interface, including project, source, and program panels. Analyze workflow and HD video formats. Work with projects, build a sequence, and create a simple montage. Continue with editing organization, capturing and importing footage, synching clips, and creating a rough cut. The course also touches on how Premiere Pro integrates with programs such as Photoshop and After Effects.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9222 Final Cut Studio (0 Credits)

This powerful software bundle is designed to work fluidly to give the user the tools necessary to deliver a complete package to a client. For intermediate to advanced editors who want to explore the range of applications bundled in Final Cut Studio, this hands-on course covers LiveType, Motion, Soundtrack Pro, Color (for professional color grading), Compressor, and DVD Studio Pro. Exploit Final Cut Studio's maximum potential and turn your vision into reality by gaining command of integrated tools for film and video, motion graphics, and audio post-production.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9225 Editing: Final Cut Pro (3.5 Credits)

Final Cut Pro is a cost-effective nonlinear editing system. Through lectures, demonstrations, and hands-on exercises, learn the basic tools of Final Cut Pro and develop an understanding of editing fundamentals using provided footage. Begin with an introduction to nonlinear editing and learn the Final Cut Pro interface, including the browser, viewer, canvas, and timeline. Become acquainted with workflow and HD video formats. Work with projects, build a sequence, and create a simple montage. With further practice, progress to editing organizational techniques, including logging and capturing, applying bins and browser features, synching clips, and creating a rough cut.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9239 Editing Intensive: Two Weeks (0 Credits)

This intensive is a comprehensive two-week training program in Final Cut Pro editing software. It combines the content of Editing I: Final Cut Pro and Editing II: Final Cut Pro into one continuous program of study where students progress from basic operations, such as three-point editing, to a familiarity with advanced functions including sound editing, motion graphics functions, and titling. With progressively more demanding in-class exercises, students advance in technical expertise by applying what they learn from each session.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9240 Digital Editing Intensive (0 Credits)

In this comprehensive program of study, explore the art of editing and consider traditional narrative structure versus experimental approaches. Learn the craft of editing and become proficient through hands-on training. Acquire the necessary skills in audio and motion graphics. Understand the principles and workflow underlying the postproduction phase of any project and the standard professional business practices. The course focuses on Final Cut Pro, Pro Tools, and After Effects. In the last week of the workshop, edit a final project using either your own footage or footage provided by the instructor.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9607 Editing II: Final Cut Pro (0 Credits)

In this hands-on course, sharpen your editing skills while troubleshooting problems encountered in the professional post-production environment process. Intended for those with Final Cut Pro (FCP) experience, this course enables you to master the advanced features of nonlinear editing systems in order to make aesthetic choices and to sharpen your work as an editor. Understand the interface, advanced trimming tools, filters, and transitions, and learn about audio. Get a feel for continuity, rhythm, and time manipulation while editing a narrative scene. Explore non-editorial features, such as media management, motion graphics, and color correction. Practice multicam editing, media compression, and reel preparation.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9615 Editing Intensive: Four Weeks (0 Credits)

If you are proficient in digital editing and would like to learn intermediate Final Cut Pro techniques, join us in this four-week intensive. Explore the art and craft of editing with hands-on training that includes working with Pro Tools and After Effects. Lectures address the aesthetics of editing, approaches to traditional narrative versus experimental modes. Understand the principles and workflow underlying the post-production phase of any project, and standard professional business practices.

Students may enroll in the first two weeks, the last four weeks, or all six weeks.

Earn a [Certificate in Editing](/areas-of-study/film-video-broadcasting/professional-certificates/editing.html) upon completion of the six-week program.

PROGRAM DETAILS

Meets Monday-Friday, 9 a.m.-5 p.m.

AREAS COVERED

<p>Weeks One and Two</p> <p>Final Cut Pro</p> <p>July 12-23, 2010</p> <ul style="list-style-type: none"> Extensive training in digital editing with Final Cut Pro. Basic commands, setting up and building a timeline, cut options, audio and mix functions. Intermediate functions including sound editing, titling, and motion graphics. 	<p>Weeks Three Through Six</p> <p>Pro-Tools, After Effects, and intermediate Final Cut</p> <p>July 26-August 20, 2010</p> <ul style="list-style-type: none"> The art and craft of editing. Learn intermediate techniques of Final Cut Pro. Traditional narrative versus experimental modes of editing. Post-production professional business practices.
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Six-Week Intensive

July 12-August 20, 2010

FACULTY

- Ben Brown**, founder, Mad Scientist Sound and Picture; editor, nationally aired television programs and commercials.
- Tim Anderson**, digital audio effects editor and Foley walker and editor, Splash Studios.
- Mike Furth**, editor and post-production supervisor, "Iconoclasts: Season 3" documentary series for Radical Media/Sundance Channel.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9622 Art of Editing (4 Credits)

For aspiring filmmakers, editors, directors, and producers, as well as those interested in the dynamics of editing and the editor's art, this course provides a comprehensive look at the theoretical and functional aspects of editing, drawing from the films of Eisenstein, Hitchcock, Welles, Kurosawa, Ozu, Godard, Scorsese, Coppola, Tarantino, and Egoyan. Topics include continuity and discontinuity editing; the cut; duration in editing; elliptical, rhythmic, and tonal editing; graphic match cut; jump cuts; diegetic and nondiegetic inserts; and overlapping and sound editing, such as sound bridges and sonic cuts.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9627 Editor's Craft (4 Credits)

So you've learned the technical skills required to become an editor, whether using Final Cut Pro or Avid Media Composer, but you're not sure where to go from there. If you are proficient in nonlinear editing (NLE) and interested in a career in the post-production industry, then this course provides the guidance you seek. Successful editing requires an eye for aesthetics, solid technical skills, and an understanding of the business practices and workflow of the post-production phase of any project. Through lectures and demonstrations, this course examines a range of editing techniques and introduces you to the workflow and creativity required to become an accomplished editor. Apply the technical skills you have learned to prepare deliverables, work with clients, and make the leap into the professional world. Faculty members, who are industry practitioners, provide insights on how to create your reel as you work to break into the field.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9628 The Assistant Editor's Professional Toolkit (0 Credits)

Understand the job responsibilities of assistant editors and their role in post-production. Pursue a career in post-production by equipping yourself with the technical skills necessary to obtain a position as an assistant editor. Gain valuable skills that will help you edit your work and budget for the post-production phase of your project. Learn what the various footage formats are, what codecs are and how to manipulate them, how to import and export, how to perform basic DVD authoring, what FTPs are and how they are used for screening and transferring files, how to access and work on a media network like ISIS or UNITY; and how to organize various types of projects. Additional topics include stringouts, radio cuts, grouping clips from multi-camera shoots, and AVID Interplay use.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes

EDTG1-CE 9629 Editing II: Avid Media Composer (0 Credits)

Starting with a quick review of basic editing functions, expand your skills with Avid Media Composer through an introduction to advanced editing functions, including trimming techniques, slip and slide; advanced titling, keyframe effects and nested layers, and motion and color effects. Move on to explore media management, including decompose, file formats, importing and exporting media, keyboard shortcuts, and customizing the user interface.

Grading: SPS Non-Credit Graded

Repeatable for additional credit: Yes