

**DEREE COLLEGE SYLLABUS FOR:**

**3/0/3**

**CN 4535 EDITING THEORY AND PRACTICE LEVEL 6 UK CREDITS: 15**

(Updated: Fall 2015)

**PREREQUISITES:** CN 2227 Introduction to Film and Television Studies  
CS 1070 Introduction to Information Systems  
CN 2305 Multimedia Lab  
WP 1010 Introduction to Academic Writing  
WP 1111 Integrated Academic Writing and Ethics

**CATALOG DESCRIPTION:** Principles of editing. Historical perspectives on, and analysis of, film montage. Using non-linear sound and image editing techniques.

**RATIONALE:** This course will enable students to acquire the skills to complete audiovisual projects. Students will be introduced to critical approaches to various editing principles and theories. They will build a foundation of theoretical frameworks of editing and apply them.

**LEARNING OUTCOMES:** As a result of taking this course, the student should be able to:

1. Demonstrate detailed knowledge of the various historical aspects and techniques of film editing.
2. Apply innovative and alternative methods to audiovisual editing.
3. Apply audiovisual effects and essential editing techniques in product refinement and enhancement.
4. Evaluate editing problems and apply appropriate solutions.
5. Identify the theoretical principles of editing and apply them in practice.
6. Use digital editing software to produce a video.

**METHOD OF TEACHING AND LEARNING:** In congruence with the teaching and learning strategy of the College, the following tools are used:

- Classes consist of lectures, class discussions, film screenings.
- Office Hours: Students are encouraged to make full use of the office hours of their instructor, where they can ask questions and go over lecture material.

- Use of a Blackboard site, where instructors post lecture notes, assignment instructions, timely announcements, as well as additional recourses.
- Training in non-linear editing.

**ASSESSMENT:**

In- class diagnostic tests FORMATIVE	0	-Quizzes to test and practice progress in editing software -Students create practice takes to learn hands-on various essential video techniques that they will apply to the Final Video Project
1 <sup>st</sup> ASSESSMENT SUMMATIVE In class 1 hour MIDTERM EXAM	40%	<b>Essay Questions</b>
2 <sup>nd</sup> ASSESSMENT SUMMATIVE Final Video Project	60%	Students will be provided with a choice of scripts to visualize and to incorporate a list of required editing techniques

The formative tests aim to prepare students for the final video project

The final examination tests learning outcomes 1,4,5.

The video project tests learning outcomes 2,3,4,5,6.

**READING LIST: 1. Required Textbook**

**Zettl, Herbert. *Applied Media Aesthetics*, Wadsworth, (latest edition)**

**2. Further Reading**

Dancyger, Ken. *The Technique of Film and Video Editing: History, Theory, and Practice*, Focal Press, 2007.

Eisenstein, Sergei. *Film Form: Chapter on the Filmic Fourth Dimension*, (library reserve material).

Mamer, Bruce. *Film Production Technique: Creating the Accomplished Image*. Wadsworth, 2000.

## **INDICATIVE**

**FILM SCREENINGS:** George Melies. *A Trip to the Moon*, (1902)  
D.W. Griffith. *Birth of a Nation*, (1915)  
Edwin Porter. *Life of an American Fireman*, (1903)  
Sergei Eisenstein. *Potemkin*, (1925)  
Luis Bunuel. *Un Chien d' Andalou*, (1929)  
Fritz Lang. *M*, (1931)  
Leonard Bernstein. *West Side Story*, (1961)  
Alfred Hitchcock. *Strangers on a Train*, (1951)  
Stanley Kubrick. *A Space Odyssey*, (1968)

## **RECOMMENDED**

**MATERIAL:** Zettl's Videolab 3.0 interactive DVD ROM

**WWW. RESOURCES:** [www.imdb.com](http://www.imdb.com)  
[www.Lynda.com](http://www.Lynda.com)

## **SOFTWARE**

**REQUIREMENTS:** Adobe PremierePro Editing Software

## **INDICATIVE CONTENT**

**OUTLINE:**

1. History of editing
  - 1.1 The silent period
  - 1.2 The early sound film
  - 1.3 The influence of the documentary
  - 1.4 The influence of the popular arts
  - 1.5 Editors who became directors
  - 1.6 New technologies
  - 1.7 International advances
  - 1.8 The influence of television and theater
2. Theories of editing
  - 2.1 Continuity editing
  - 2.2 Complexity editing
  - 2.3 Analytical montage
  - 2.4 Idea-Associative montage
  - 2.5 Metric montage
  - 2.6 The appropriation of style
    - 2.6.1 Imitation and innovation
    - 2.6.2 Limitation and innovation
    - 2.6.3 Digital reality
3. Editing for the genre
  - 3.1 Soviet montage
  - 3.2 Citizen Cane and the long take
  - 3.3 Action films
  - 3.4 The MTV influence on editing

4. Principles of editing
  - 4.1 The picture edit and continuity
  - 4.2 The picture edit and pace
  - 4.3 The sound edit and clarity
  - 4.4 The sound edit and pace
  - 4.5 The sound edit and creative sound
  - 4.6 Nonlinear editing and digital technology
  - 4.7 Over the shoulder shot
  - 4.8 The Matching Cut
  - 4.9 The jump cut
5. Non-linear video editing software practice
  - 5.1 Intro to non-linear editing using Adobe Premiere
  - 5.2 Overview of Adobe Premiere software
  - 5.3 The project window
  - 5.4 The monitor window
  - 5.5 The timeline window
  - 5.6 Audio editing techniques
  - 5.7 Three-point editing
  - 5.8 Designing titles
  - 5.9 Still imaging effects
  - 5.10 Transitional effects
  - 5.11 Audio transitions
  - 5.12 Audio effects
  - 5.13 Video effects
  - 5.14 Audio mixer
  - 5.15 Nesting sequences
6. Basic camera operations and skills.
  - 6.1 Digital camera introduction
  - 6.2 Demonstration of essential camera use
  - 6.3 Examples of scene layout / preparation / floor plan / cueing
  - 6.4 Camera position and the 180 degree rule
  - 6.5 Vectors and continuity
  - 6.6 Camera angles and composition
7. Project evaluations
  - 7.1 Presentations
  - 7.2 Critiques

