ACADEMIC AFFAIRS

Course Number: TRPD 350   Department: Multimedia Technology

Course Title: Digital Full-Motion Editing   Semester: Spring   Year: 1999

Objectives/Competencies

Course Objective	Competencies
1. To develop an understanding of the advantages of performing video editing in the digital realm, in terms of speed, flexibility, and repurposing of video assets. To become competent, at basic level, with using three industry-standard software packages designed for video editing on computers. To understand the fundamental requirements of a computer editing systems, in terms of specialized components and their functions in the systems.	The student must be able to: 1. Open the 3-D software program and set the correct options for the timeline, the camera windows, and the disk to which saving will be done. 2. Select a text tool, select a font, select an extrusion depth, and create a title object. 3. Select from the manipulation tools, apply the tool to the text for positioning (previsualizing). 4. Create a time event on the timeline, perform the manipulation to be recorded by the software. 5. Preview the motion and make adjustments to the eventmarks, including deleting and replacing them. 6. Open the surfaces mode, and apply a chosen surface to the text object. 7. Open a top and/or side view window, create a duplicate of the existing stage light, and move the dupe to a useful position.

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	8. Open the make movie window and select proper settings for NTSC video, in terms of frame rate, pixel dimensions, alpha channel, and anti-aliasing.
	9. Create a file on an appropriate drive and save the work as an Animation file.
	10. Open either of the two video editing software packages, set correct window sizes, layouts, destination disk, sound in/out paths, video CODEC.
	11. Activate the capture function, roll the video tape to be captured, select the start and end points of the sections to be captured.
	12. Change file names of captures from code numbers to thumbnail descriptions.
	13. Import a set of captured clips into the editing bin. Place edit markers for in and out points on a clip in a clip window.
	14. Place the cut clip on the timeline.
	15. With several clips on the timeline, play the movie, evaluate the sequence, rearrange the sequence.
	16. Trim a clip on the timeline using the razor tool or the split tool.
	17. Create overlapping transitions between a series of clips by proper positioning of the clips on the A and B tracks of the timeline.
	18. Select transitions from the menu and place their icons on the timeline with correct reference to the clip temporal overlaps.

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	19. Capture sound from analog or live sources, import it to the project, and place it on an audio track of the timeline. 20. Create a cross-dissolve between two sound sources. 21. Import the Animation file make in the 3-D program, place it on the timeline. 22. Select the animation on the timeline, and select the menu options for conversion to NTSC video frames. 23. Select any clips on the timeline to which filters will be applied, and choose filters to achieve the stated result. 24. Manipulate the controls in the box for each filter to set its effect. 25. Open the title window, choose type face, color, edges, size, position, background color, and opacity. 26. Import the finished title into the project, and open an S track on which to position it. Add fade-in/out. 27. Activate make movie function and make correct entries into the dialog box. Render the file as a QuickTime Movie.