WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Advanced Non-Linear Editing - Mac
COURSE NUMBER: COM 423

I. RATIONALE:

Upon completion of COM422, students had basic skills to edit a project. This advanced course is intended to build on those skills enabling students to produce industry quality projects. Students in this course will learn how to use and integrate all supporting Final Cut Pro (Suite) software into their projects. This course is intended for students to become creative decision makers, instead of just software operators implementing the creative decisions made by others.

II. MAJOR INSTRUCTIONAL GOALS:

During this course, students should improve their understanding of:

GOAL #1: To learn advanced concepts of non-linear editing
Learning Outcomes - The student will:

A. Demonstrate the ability to digitize video clips
B. Demonstrate the knowledge of menu items
C. Demonstrate the ability to import motion graphics
D. Demonstrate the ability to manipulate/edit items on timeline
E. Demonstrate knowledge of troubleshooting non-linear editing software problems
F. Demonstrate ability to appropriately integrate different forms of media in a project
G. Demonstrate ability to appropriately use audio and video fillers
H. Demonstrate ability to manipulate the color correction tool

GOAL #2: To learn the aesthetics of editing
Learning Outcomes - The student will:

A. Learn the concept of jump cuts
B. Learn the concept of continuity editing
C. Learn the role of composition in editing
D. Learn the theory of color and titling
E. Learn the role of cutaway shots in editing
F. Learn the role of insert editing
G. Learn the importance of pacing and shot timing
H. Learn the importance of creating the “illusion of continuity”
I. Learn the role of relational editing, thematic editing, parallel editing, and cutting on subject movement
GOAL #3: To learn additional techniques in telling a story using the advanced techniques and tools they have learned

Learning Outcomes - The student will:

A. Demonstrate ability to communicate ideas from storyboard to completion of edited project
B. Demonstrate ability to properly use special effects and audio enhancement
C. Demonstrate ability to use external tools (supporting software) to enhance the completed editing project

III. LEARNING ACTIVITIES:

There will be 3 (three) projects. Each will build on the previous to show increased learning. With each successive project, students are expected to increase learning by including more elements within the projects. The instructor will indicate which elements are to be included (at minimum) for each project. Elements may include, but are not restricted to: photographs, music, narration, video, motion graphics, titles, etc. Students will be required, as part of each assignment, to complete a storyboard of the intended projects. The instructor will set up the parameters for each project.

Project 1: Students will create a music video
Project 2: Students will create a short 3-6 minute documentary
Project 3: Students will create a project of their choosing, lasting from 5-10 minutes.

In addition to the three hands-on projects, students will also, at the instructor’s discretion, be given other assignments.

IV. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students’ learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.