DC 220 · Wednesdays 5:45 – 9 PM · CDM LOOP

Summary of course
This course focuses on video editing. Our tool of choice will be Final Cut X, Apple's newest editing software.
We will explore the software and the theory of editing through lessons in our book as well as by editing our own projects.

REQUIRED READING:
Final Cut Pro X by Diana Weynand
We'll use this as our guide to FCP X, and the DVD that comes with it will provide us with excellent footage to use as well.

Suggested: In the Blink of an Eye by Walter Murch
An excellent piece regarding the philosophy behind editing.

REQUIRED SUPPLIES:
External Firewire Hard drive (60 GB minimum).
Files left on the machines in our classroom tend to disappear. Often. Bring an external drive to every class.

Grading
Assignment # 1: Re-edit. 20%
Assignment # 2: Reducing Time. 20%
Assignment # 3: Sea World 20%
Assignment # 3 Final Project. 30%
Class Participation 10%

Re-edit - Take the existing footage for the project in the book and change it around. You can replace the audio track, mess with the color, completely change the story...
Whatever floats your boat.

Reducing Time - Find a way to get across the same idea in less time.

Sea World - Find a unique way to recreate this promotional spot for Sea World using the existing footage.

Final Project - A final project of your choosing. One suggestion:
Create a fake preview or advertisement for a film, TV show, or other event or product.
Use music and titles. Raid archive.org for footage.
But you can also do your own project.

FINAL: We'll screen and discuss all final projects as our final.

Week 1
Introduction, Overview, Syllabus, Assignments, External HD,
How your grade works.

Week 2
Copy media to external drives.
FCP X Lesson 1: Exploring the interface
FCP X Lesson 2: Importing

Week 3
FCP X Lesson 3: Organizing Clips in an event
FCP X Lesson 4: Building the rough cut

Week 4
FCP X Lesson 5: Finishing Rough-Cut
FCP X Lesson 6: Fine-tuning the rough cut

Week 5
FCP X Lesson 7: Completing the cut
FCP X Lesson 12: Exporting and sharing your project
Begin re-edit.

Week 6
In-class re-edit project.
Export rough cut. Screen.
FCP X Lesson 8: Working with sound

Week 7
Reducing Time project in class.

Week 8
FCP X Lesson 10: Titles, Generators, Themes
Begin final project.

Week 9
FCP X Lesson 11: Effects, Color
Work on final project

Week 10: FINAL: Final Projects Due at beginning of class.