

MM9154 NON-LINEAR EDITING

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UNIT I FUNDAMENTALS

8

Evolution of filmmaking - linear editing - non-linear digital video - Economy of Expression - risks associated with altering reality through editing.

UNIT II STORYTELLING

12

Storytelling styles in a digital world through jump cuts, L-cuts, match cuts, cutaways, dissolves, split edits - Consumer and pro NLE systems - digitizing images - managing resolutions - mechanics of digital editing - pointer files - media management.

UNIT III USING AUDIO AND VIDEO

12

Capturing digital and analog video – importing audio – putting video on – exporting digital video to tape – recording to CDs and VCDs.

UNIT IV WORKING WITH FINAL CUT PRO 6

14

Working with clips and the Viewer - working with sequences, the Timeline, and the canvas - Basic Editing - Adding and Editing Testing Effects - Advanced Editing and Training Techniques - Working with Audio - Using Media Tools - Viewing and Setting Preferences.

UNIT V WORKING WITH AVID XPRESS DV 4

14

Starting Projects and Working with Project Window - Using Basic Tools and Logging - Preparing to Record and Recording - Importing Files - Organizing with Bins - Viewing and Making Footage - Using Timeline and Working in Trim Mode - Working with Audio - Output Options.

TOTAL = 60

REFERENCES:

1. Robert M. Goodman and Partick McGarth, "Editing Digital Video: The Complete Creative and Technical Guide", Digital Video and Audio, McGraw-Hill 2003.
2. Keith Underdahl, "Digital Video for Dummies", Third Edition, Dummy Series, 2001.
3. Final Cut Pro 6 User Manual, 2004.
4. Avid Xpress DV 4 User Guide, 2007.