MM9154 NON-LINEAR EDITING

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, Lcuts, 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: