FVC112 - EDITING THEORY & PRACTICE

| Course Title | EDITING THEORY & PRACTICE | | | | |
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| Course Code | FVC112 | | | | |
| Course Type | Required | | | | |
| Level | Bachelor | | | | |
| Year / Semester | 1 st Year / 2 nd Semester | | | | |
| Teacher's Name | Panayiotis Charalambous | | | | |
| ECTS | 5 Lectures / week Laboratories / 3 week | | | | |
| Course Purpose | The course aims to cover the fundamental techniques and principles of digital film editing, and visual storytelling. Editing is a significant part of crafting a film, one that requires creativity, knowledge, skill, and practice. Part of learning this craft is learning its rules and guidelines—which requires a study of its history as well as its theory in addition to a healthy dose of practical application. Different stylistic approaches are presented and analysed based on film examples. Students will work on projects that showcase effective storytelling through the use of industry-standard software and hardware. | | | | |
| Learning Outcomes | Upon completion of the course, students should be able: to be familiar with the theory and history of editing; to explore the practical and theoretical aspect of editing; to understand and apply the procedures and principles of editing – including its thought processes, technical needs and aesthetics; to develop critical thinking skills as they give /receive feedback on their own work and the work of other; to distinguish the importance and the interconnection of the 3 phases of production; to stretch their editing skills while utilizing advanced filming techniques and production terminology; | | | | |

| | to make informed editing choices and to begin developing their own personal taste and style. | | | |
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| Prerequisites | CVC107 | Corequisites | | |
| Course Content | Intro to the Editing Thought Process / Language | | | |
| | The History of Film Editir | ng | | |
| | The Silent Period, The Early sound Film, Experiments in Editing influence of Television, New Challenges to Filmic Narrative Convent | | | |
| | Principles of Editing | | | |
| | The nature of editing, Old and New Technologies, Transitions, Types of Editing, Constructing a Lucid Continuity, Relational & Parallel Cutting, Complexity Editing, preserving a sense of direction, Jump Cut and discontinuity, making sound flow over a cut, pace, rhythm, editing <i>dialogue</i> . | | | |
| | Non-Linear Editing | | | |
| | Creating a visual story from the idea to the actual production. | | | |
| | Writing the script and prod | ntary. | | |
| | Preparing a proposal, conducting interviews, scheduling the producting and editing. | | | |
| Teaching Methodology | Through a series of editing exercises, the student will attain a solid foundation of the process of image contextualization and the role of the editor in film and video production. Lectures, demonstrations and screenings together with detailed critical analysis at each stage engage students in the practice and disciplines of video editing. | | | |
| | Lectures address the theory of editing and are supported by practical demonstrations in which the information imparted is put into practice. Screenings are used to critically analyse student projects and to provide examples of good practice. | | | |
| | This process is supported by individual student research through directed and independent learning. | | | |
| | Students produce one individual production that meet a tight brief and encourage them to address the time constraints that occur in a professional context. The work is then critically analyzed in a group | | | |

| | discussion and screening. Lecture notes and presentations are available | | | |
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| | through the web for students to use in combination with the textbooks | | | |
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| Pibliography | DULL LINE CONTROL OF THE CONTROL OF | | | |
| Bibliography | Bibliographical References:- Reisz, K. Millar, G. (2010). The Technique of Film and Video Editing,Focal Press | | | |
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| | - Chandler, G. (2009). Film Editing: Great Cuts Every Filmmaker and | | | |
| | Movie Lover Must Know, Michael Wiese Productions Adobe, (2020) Adobe Premiere Pro CC Classroom in a Book, Pears Education. | | | |
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| Assessment | Overall, the course is evaluated as follows: | | | |
| | Final Assessment 34% | | | |
| | - Design Intelligence 40%, | | | |
| | - Research and Methodology 20%, | | | |
| | - Experimentation and Analysis 20%, | | | |
| | - Time management and Presentation 20% | | | |
| | Course work 66% | | | |
| | Interim Critique 33% | | | |
| | Final Critique 33% | | | |
| | Final Vide a Draiget C00/ | | | |
| | Final Video Project 60% | | | |
| | Proposal & Script 30% | | | |
| | Class Participation 10% | | | |
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| | The assessment will be based on student's ability to link the theoretical | | | |
| | aspects of Editing with the practical execution and the video creation. Since the process of the Production is greatly interconnected with the Post Production process this course will focus on all three stages of the | | | |
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| | production. The projects outcome will test students' knowledge, skills of execution and practical application of the aesthetic principles as well as | | | |
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their ability to reflectively engage in the post - production process. Problem solving, experimentation and process of ideas and techniques in the creation of the video projects will strongly be considered.

Specific project requirements are written down on project briefs which are handed out to students and explained analytically. The assessment criteria will be based on their editing skills, and their ability to creatively manipulate the raw footage they have produced. The active participation in class and in the activities that the course may suggest is also taken into consideration.

The Final Assessment is individual and it's carried out at the end of the semester. Special emphasis is given to the final presentation of all projects before a panel of program tutors and the program co-ordinator.

The final grade of the course will take into account the assessment techniques mentioned above and the evolution of the student throughout the semester.

Assessment Criteria for each one of the projects are:

Research and Analytical Skills - 30%

Production competency and solution - 40%

Presentation and Communication - 30%

Language

English