

# **DIGM 153**

## **Video Editing and Media Management**

3 Credits

Community College of Baltimore County  
Common Course Outline

### **Description**

**DIGM 153 – Video Editing and Media Management:** Teaches the technical skills and narrative techniques essential to effect video editing. Using Adobe Premiere software, students execute the entire post-production workflow that includes workshops tailored to video assembly, sound design, color grading, and titling. Coursework also examines the craft of storytelling in video editing to create cohesive, deliverable films. While students are provided video content for each assignment, they are additionally instructed on proper media management to maintain readily accessible and secured footage.

**Pre-requisites:** DIGM 151 or DIGM 152

**Co-requisites:** DIGM 201

### **Overall Course Objectives**

Upon completion of this course, students will be able to:

1. demonstrate working-level knowledge of nonlinear video editing techniques in Adobe Premiere Pro software;
2. edit video content within specific rhythmic, grammatical, and narrative frameworks;
3. mix audio levels, produce original sound design, and synchronize audio with visual cuts to communicate original ideas, themes, and stories;
4. mirror industry-standard project workflow that follows the correct protocols in editing, sound mixing, coloring, and titling;
5. implement techniques related to continuity, jump cuts, and transitions;
6. identify the varying definitions of montage and apply them into projects and workshops;
7. edit previously recorded footage to assemble a narrative short film;
8. manage offline footage through proper media management and cloud storage;
9. implement basic keyframing and animation; and
10. export picture lock content, using a variety of codecs that allow films to be delivered on multiple platforms and devices.

### **Major Topics**

- I. Assembly
  - a. Storytelling
  - b. Adobe Premiere Use
  - c. Rough Cut
  - d. Transitions

The Common Course Outline (CCO) determines the essential nature of each course.

For more information, see your professor's syllabus.

- e. Continuity
  - f. Coverage
  - g. Splice
  - h. Timeline Sequence
  - i. Picture Lock
  - j. Export and Delivery
- II. Editing Sound
- a. Levels
  - b. Soundtrack/Score
  - c. Non-Diegetic/Diegetic Sound
  - d. Sync Sound
  - e. Mixing
  - f. J Cut/L Cut
  - g. Dialogue
- III. Color
- a. Color Correction
  - b. Color Grading
  - c. White Balance
  - d. Exposure
- IV. Animation
- a. Titling
  - b. Keyframing
  - c. Font Styling
  - d. Color
  - e. Transitions
- V. Media Management
- a. File Organization
  - b. Metadata
  - c. Timecode
  - d. Codecs
  - e. Compression
  - f. Archive
  - g. Export and Delivery

### **Course Requirements**

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- Two editing projects
- Five in-class critiques
- One in-class unit review assessment
- One group project
- One portfolio Final Project

### **Other Course Information**

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For more information, see your professor's syllabus.

Students make extensive use of lighting, video, and audio equipment and are expected to carry and transport equipment for their projects. If a student is unable to lift or transport equipment, CCBC will provide appropriate accommodations. Students are expected to abide by CCBC's current Digital Media Production equipment and facility policy and procedures.

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