# Unit 4: Editing

Content Area: **Technology**
Course(s):
Time Period: **December**
Length: **5 weeks**
Status: **Published**

## Enduring Understandings

In this unit, students will…

• Edit in popular Non-linear editing software including Final Cut Pro, Premiere and WeVideo Editor

• Problem solve solutions that may arise during the editing of a particular project.

• Manage data used in the completion of assigned projects

## Essential Questions

How is NLE software?

How do we apply effects/transitions to our edit?

How does one complete a project?

What are some ways one can utilize sound in an edit?

How can we make corrections to unstable footage/color correct?

How do we apply a luma key to our footage?

## Content

## Skills

In unit 4, students will...

- create a green screen project in camera.
- color correct/color grade flat footage.
- apply adaptive dialogue replacement to footage.
- apply backgrounds to green screen footage.
- create a video project set to music.
- export media in various resolutions/frame rates.

Key Terminology:

Cutting Effects

Color Grading

Audio Editing

Opacity

Time-Remapping

Nesting

Masking

Sequences

Multi-Camera Editing

Adjustment layers

Chroma Keying

## Resources

Chung Dha

Great editor that provides great tutorials to apply color corrections/effects to editing software.

http://www.chungdha.nl

film4

Great info from directors on classic films on the editing process.

https://www.youtube.com/watch?v=FQMJePh0VYU

Indy Mogul

Channel run by a influential videographer/editor named Griffin Hammond. He provides great tutorials on the art of videography.

https://www.youtube.com/watch?v=_ZmxG_2q4A0

Wolfcrow. is a super technical channel that has great info about influential cinematographers.

https://www.youtube.com/watch?v=ewTwz4HCwOg

## Standards

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|---|---|
| TECH.8.1.8.A.1 | Demonstrate knowledge of a real world problem using digital tools. |
| TECH.8.1.8.A.CS1 | Understand and use technology systems. |
| TECH.8.1.8.C.CS1 | Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media. |
| TECH.8.1.8.C.CS4 | Contribute to project teams to produce original works or solve problems. |
| TECH.8.1.8.D.1 | Understand and model appropriate online behaviors related to cyber safety, cyber bullying, cyber security, and cyber ethics including appropriate use of social media. |
| TECH.8.1.8.E.1 | Effectively use a variety of search tools and filters in professional public databases to find information to solve a real world problem. |
| TECH.8.2.8.C.7 | Collaborate with peers and experts in the field to research and develop a product using the design process, data analysis and trends, and maintain a design log with annotated sketches to record the developmental cycle. |
| TECH.8.2.8.E.2 | Demonstrate an understanding of the relationship between hardware and software. |
| TECH.8.2.8.E.CS1 | Computational thinking and computer programming as tools used in design and engineering. |