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

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.