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MAR 112A.50: Introduction to Non-Linear Editing

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Intro to Non-Linear Editing

MAR 112A.50

Online Course

Instructor: Nicholas Jenkins

E-Mail: profnickjenkins@gmail.com

Office Hours: As an Adjunct Instructor, I have no office, but I have set aside time throughout the semester to answer emails. Typically I can get back to most emails within 24 hours. If you are having an emergency with something class related and cannot get a hold of me, please contact the Media Arts Office at **406.243.4540** and ask if they can locate me.

If you are on campus at UM and want to see me in person, I am happy to set up specific meetings with students as needed.

"What makes a movie a movie is the editing."

- Zach Staenberg, editor of The Matrix films

Course Description:

Editing is one of the most often misunderstood aspects of filmmaking. In this class we will strive to study both the history and practice of movie editing through class discussions, exercises with technology and theory, assignments, and exams.

COURSE MATERIALS:

Required Text: "In the Blink of an Eye" by Walter Murch (2nd Edition)

Required Software: It's important to understand that this is primarily a History and Theory class, but there will be five projects that will require you to have editing software. In the online version of this class, I teach an introduction to Adobe's editing system, "Premiere". The tutorials you will see in this class will be made in Adobe Premiere Pro 5.5, but should work just fine for 4.0, 5.0, 5.5, and 6.0. You are required to have access to a computer that has one of these versions. Remember that you get a great discount on the software in the University bookstore and on Adobe.com.

We will be directing you to resources both here at the University and across the web for help getting started with Adobe Premiere.

Course Films:

In this class you will be required to watch 3 films. The films will be watched outside of class so it will be your responsibility to procure them and watch them when they are assigned.

1. Inception (2010)

2. Hugo (2011)

3. Cold Mountain (2003)

Course Expectations:

Students will develop the abilities to...

- *Articulate theories and practices of editing both written and verbally.*
- *Understand the history of editing and the role of editors in the history of cinema.*
- *Critically Analyze films and scenes in films for theories and practices of editing.*
- *Prove basic competency in a non-linear editing software.*

Course Requirements:

There are **200** points possible in this class. These points are divided into four categories.

1. Online Discussions
2. Weekly Assignments
3. Exams and Quizzes
4. Projects

Grading Guidelines:

I have sought to make grading as clear as I can. If you have any questions, please contact me.

1. Online Discussions.

The Forum Discussions will be graded thusly:

- Participation** - you will be required to make a certain amount of posts for each discussion as well as a certain amount of responses. Each discussion will list the requirements for participation at the start.
- Vocabulary** - You will be expected to communicate your ideas using terms and ideas we have discussed in readings, assignments, and lectures.

2. Weekly Assignments.

You will be expected to complete the assigned exercises and projects within the given dates (usually a 7 day period). Each assignment is different but all of them are exercises used to gauge your understanding Editing Theory and software.

- Completion** - The assignments will be made available for a certain amount of time on Moodle and you will have until the Units are taken offline to complete them. Everything will be submitted on Moodle OR through Email. It will be clear in each assignment how that assignment should be submitted.

3. Exams and Quizzes.

There are various quizzes and exams in this class. Each one will be timed and will test you on a wide variety of elements in the class. First and foremost, you will be tested on the readings and have exams on History and Theory discussed in our online forums.

4. Projects

There are five software-based editing projects. Each project will measure your ability to understand ability to work with software to create very small movies.

Grade Breakdowns Are As Follows:

Grade	Points	Percent
A	185 - 200 points and above	93 % and above
A-	179 - 184 points	90 - 92 %
B+	173 - 178 points	87 - 89 %
B	165 - 172 points	83 - 86 %
B-	159 - 164 points	80 - 82 %
C+	153 - 158 points	77 - 79 %
C	145 - 152 points	73 - 76 %
C-	139 - 144 points	70 - 72 %
D+	133 - 138 points	67 - 69 %

D	120 - 132 points	60 - 66 %
F	119 points and below	59 % and below

HOW TO SUCCEED IN THIS CLASS

1. **Visit this Moodle Page several times per week.** Make sure you check for all recent announcements and DOUBLE CHECK that you have turned in all assigned work before the deadline.
2. **Devote time to your work.** Not only should you be committing to THINK about what you write, but you should also proof your work before you turn it in to me. If I can't understand what you've written, then you won't get a grade for it.
3. **Contact the instructor.** Never feel as though you are bothering me with emails. It is my responsibility to answer your emails and help you with problems relating to this class, but it is **YOUR** responsibility to ask the questions.

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at <http://www.umd.edu/SA/vpsa/index.cfm/page/1339>

August 26th - September 1st

Class Intro
Project #1 Assigned
Cinema as Illusion

September 2nd - 8th

Basic Editing Tools, Animation, and Sound.
History: Lumiere & Edison

September 9th - 15th

Editing: Finishing, Exporting, Linking, and Embedding.
Assignment: Different Cuts
History: Melies and Movie Magic

September 16th - 22nd

Understanding Shots
History: Edwin S. Porter and Parallel Editing
Project #1 Due and Uploaded to YouTube by the 22nd at Midnight.

September 23rd - 29th

Project #2 Assigned
Deeper Editing Tools (JKL, In/Out, Sequence Timeline Settings)
Movie: **INCEPTION**
History: D.W. Griffith and Controversy

September 30th - October 6th

Discussions on Perspective in Cinema (Inception)
Editing in the Macro Vs. the Micro
History: Sergei Eisenstein and Zeitgeist

October 7th - 13th

Project #2 due on the 13th at Midnight.
REVIEW FOR MID-TERM

History: Montage Theory and the *real* subliminal messages

October 14th - 20th

MID-TERM EXAM

Working with Sound

Project #3 Assigned (Sound Design)

History: The Advent of Sound

October 21th - 27th

Project #3 due on the 27th at Midnight

Movie: HUGO

History: Women in Editing

October 28th - November 3rd

Project #4 Assigned

History: Modern Editing and Speed

November 4th - 10th

ALL MURCH QUIZZES WILL BE COMPLETED THIS WEEK!

Scene Analysis

Discussion on an Editor: Michael Kahn

November 11th - 17th

Project #4 Due on the 10th at Midnight

Project #5 (The Dialog Scene) Assigned

Movie: **COLD MOUNTAIN**

Discussion on an Editor: Walter Murch

November 18th - 24th

Working with Dialog

Problem Solving and Finishing

November 25th - December 1st

Thanksgiving Break. No units assigned or due.

December 2nd - 8th

Working with Dialog

Preparing Final Exports

Final Discussion: The History of Editing

December 9th - 15th

FINAL PROJECTS DUE

FINAL EXAM