

LONDON CAPITAL COMPUTER COLLEGE

Advanced Diploma in Graphic Design (992) - Photography & Video Editing

Prerequisites: Excellent keystroking ability.	Corequisites: A pass or better in Diploma in
	Graphic Design or equivalence.

Aim: Photography

The course require candidates to have access to a camera with exposure metering and manually adjustable f-stops and shutter speeds. Photographic principles combines theoretical analysis and practical application of photography. Digital Photography gives candidates an introduction to the technical skills necessary to use computers, equipment, and software as a means of visually communicating photographic ideas. Candidates continue the aesthetic and technical investigations of black-and-white photography. Color Photography introduces the aesthetics and technology of color photography. Focuses on coordinating color theory with camera and darkroom experience. Includes a variety of color photographic processes and materials. Studio photography introduces professional studio photography practices. Continues utilization of the large-format camera while introducing the potentials of the medium format. Examines artificial lighting techniques and provides a context for exploration of the studio as a creative photographic environment.

Video Editing

Topics explored include: original image creation, photographic editing, scanning, printing, twodimensional animation, sound digitizing pens, mouse, and digital camera. Various applications and tools include image input and output devices such as cameras and displays, graphics hardware and software, input technologies and interactive techniques, typography and page layout, light and color representations, exposure and tone reproduction, image composition and imaging models, digital signal processing, sampling, aliasing and antialiasing, compression, two- and three-dimensional geometry and transformations, modeling techniques including curves and surfaces, reflection models and illumination algorithms, and basic methods of animation. Candidates will explore digital capture and image editing techniques using such hardware devices as scanners, capture boards, digital cameras and video. Candidates must have access to a digital camera. Editing film and video is about movement, choreography, the play of light, color, and graphics. And beyond all that, it's all about psychology. The course explores techniques that can be applied in a range of non-linear editing programs. (College can choose any editing program of their choice - including Final Cut Express if using Mac, Avid, or Premiere). The main focus is not just on developing software skills; it's on exploring the magic behind video modification. The digital video editing course teaches candidates the basic principles of good filmmaking as well as advanced techniques to give videos a professional touch. Challenging projects include editing a commercial, an interview, a narrative scene, a music video, a video diary, and a text title sequence. Hands-on learning help candidates explore how to apply time-honored principles of film editing using today's digital technology. Whether candidates goal is to make better "home movies" or submit production the the "Local Film Festival", candidates will learn the digital video editing skills needed in the industry.

Required Materials: Recommended Learning	Supplementary Materials: Lecture notes and
Resources.	tutor extra reading recommendations.
Special Requirements: This is a hands-on course, hence practical use of computers is essential.	
Requires intensive lab work outside of class time.	
Intended Learning Outcomes:	Assessment Criteria:
Photography	Photography
1. Examine the roles of photography and	1.1 Define exposure
demonstrate how to use photographic equipment.	1.2 Analyse camera brands
2. Explain the fundamental relationship	2.1 Define a camera
between the photographic image and the effects of	2.2 Define the shutter

light intensity and duration.	2.3 Describe aperture
inglit intensity and duration.	2.3 Describe aperture2.4 Define exposure
	2.4 Define exposure
3. Outline the basic parts to a camera: the	3.1 Explain digital camera modes
3. Outline the basic parts to a camera: the body, the viewing system, the capture plane, the	3.1 Explain digital camera modes3.2 Analyse how to press the shutter button
	3.3 Describe autofocus
aperture, the shutter, the lens, and storage.	
	3.4 Analyse light metering techniques
	3.5 Describe colour and white balance
	techniques
4. Outline the fundamentals of exposure	4.1 Describe how to shoot sharp images
1	T
every camera uses to control exposure and the	4.2 Analyse shutter speed characteristics4.3 Be able to take control of shutter speed
mechanism that controls the amount of light entering the camera and the speed at which it does	1
	±
SO.	4.5 Distinguish shutter priority vs manual mode
	4.6 Practice using shutter speed
	4.7 Define reciprocity
	4.8 Be able to control motion
	4.9 Analyse shutter speed sequences
5. Outline the passive techniques for depth	5.1 Describe depth of field
recovery and the factors that determine apparent	5.2 Analyse how aperture is measured
sharpness.	5.3 Describe aperture priority mode and how
sharphess.	it works
	5.4 Define lens speed
	5.5 Be able to shoot deep depth of field
	5.6 Be able to shoot shallow depth of field
	5.7 Analyse the depth-of-field preview
	button
	5.8 Practice using aperture
	Tructice using aperture
6. Demonstrate how to set the sensitivity of	6.1 Outline ISO: The third exposure
the imaging chip inside a digital camera.	parameter
	6.2 Assess camera's high ISO
	6.3 Be able to shoot in low light
	6.4 Practice shooting in low light
7. Demonstrate how to set a custom white	7.1 Analyse the camera's white balance
balance in-camera rather than having Lightroom	controls
correct the white balance.	7.2 Be able to adjust white balance manually
	7.3 Distinguish shooting raw vs jpeg
Domonetrate how Matering modes to !!	9.1 Evplore how light maters work
8. Demonstrate how Metering modes tell the light meter to analyze the light in different	8.1 Explore how light meters work8.2 Describe why there are different modes?
	· · · · · · · · · · · · · · · · · · ·
ways.	8.3 Describe the metering modes
9. Demonstrate the essential skills to help	9.1 Be able to use exposure compensation
improve the use of light in photography and	9.2 Distinguish intentional overexposure vs
encourage visual expression.	intentional underexposure
encourage visual expression.	9.3 Be able to control tone
	9.4 Be able to use a camera's histogram
	9.5 Describe tone and color enhancements
	9.6 Be able to use auto exposure bracketing
	9.7 Practice using exposure compensation
	2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2
10. Describe how High Dynamic Range	10.1 Define dynamic range in digital
(HDR) photography overcomes technological	photography
limitations.	10.2 Analyse limited exposure latitude in the
	highlights

11. Demonstrate manual exposure mode versus automated exposure mode. 12. Demonstrate the features of a digital camera exposure mode control system. 12. Demonstrate the features of a digital camera exposure mode control system. 12. Explore custom modes and A-DEP Practice how exposure compensation with program shift Practice how exposure reciprocity works Explore scene modes and in-camera processing 12. Analyse the functions of program shift Practice how exposure reciprocity works Explore scene modes and in-camera processing 12. Demonstrate the built-in editing feature and to trim video clips. 13. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 14. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 15. Practice saving and backing up the project 16. Tour the Composer Monitor and the Timeline 17. Tour the Edit interface 18. Be able to use the splicing tool to add shots 18. Analyse splicing properties when added to non-finearly smoothers 19. Tour the Edit interface 20. Tour the Edit interface 21. Tour the Edit interface 22. Tour the Edit interface 23. Be able to use the splicing tool to add shots 24. Analyse splicing properties when added to non-finearly smoothers 25. Analyse splicing properties when added to non-finearly smoothers 26. Remove shots using Extract and Lift Be able to use Segment mode ((Extract/Splice) to switch shots 28. Be able to use Segment mode ((Extract/Splice) us which shots 29. Be able to use Segment mode 21. Creat subclips and subsequences 21. Creat subclips and subsequences 22. Be able to perform dual-roller trims 23. Describe the basics of video editing, including refining edit points, capturing and transferring fortage, applying transitions, mixing 22. Be able to use kippel Trim and Overwrite Trim 23. Define sync 24. Demonstrate the demand of video 25. Be able to use the Command palette 26. Be ab		10.2	D C' C'11 CI 1
versus automated exposure mode. 11.2 Demonstrate the features of a digital camera exposure mode control system. 12.1 Explore custom modes and A-DEP increase and a incamera exposure mode control system. 12.4 Practice how exposure reciprocity works increase and incamera programs shift increase and incamera processing. 12.4 Practice how exposure reciprocity works increase and incamera processing. 12.5 Explore scene modes and incamera programs shift increase increase and incamera processing. 12.6 Explore custom modes and A-DEP increase and incamera programs shift increase increase and incamera processing. 12.6 Explore custom mode and light meters increase and incamera programs shift in Explore customise in the functions of program shift increase increase and incamera processing. 12.6 Explore custom modes and A-DEP increase and incamera programs shift in Explore customise and incamera program shift in Explore customise and incamera processing. 12.6 Explore customics and incamera program shift in Explore customise the edition program in the Explore customise the editing program in the Explore and in the Explore customise the editing program in the Ex		10.3	Define fill flash
versus automated exposure mode. 11.2 Demonstrate the features of a digital camera exposure mode control system. 12.1 Explore custom modes and A-DEP increase and a incamera exposure mode control system. 12.4 Practice how exposure reciprocity works increase and incamera programs shift increase and incamera processing. 12.4 Practice how exposure reciprocity works increase and incamera processing. 12.5 Explore scene modes and incamera programs shift increase increase and incamera processing. 12.6 Explore custom modes and A-DEP increase and incamera programs shift increase increase and incamera processing. 12.6 Explore custom mode and light meters increase and incamera programs shift in Explore customise in the functions of program shift increase increase and incamera processing. 12.6 Explore custom modes and A-DEP increase and incamera programs shift in Explore customise and incamera program shift in Explore customise and incamera processing. 12.6 Explore customics and incamera program shift in Explore customise the edition program in the Explore customise the editing program in the Explore and in the Explore customise the editing program in the Ex	11. Demonstrate manual exposure mode	11.1	Analyse manual mode camera settings
12. Demonstrate the features of a digital camera exposure mode control system. 12. Demonstrate the features of a digital camera exposure mode control system. 12. Analyse the functions of program shift 12.3 Explore exposure compensation with program shift 12.4 Practice how exposure reciprocity works 12.5 Explore scene modes and in-camera processing 13. Customise user settings 14. Tour the Select Project window 12.2 Explore bins 13.3 Customise user settings 14.4 Be able to set up and organise a project 15.5 Practice saving and backing up the project 15.5 Practice 15.5 Practice 25.3 Practice 25.4 Pr	±		
12. Demonstrate the features of a digital camera exposure mode control system. 12.1 Explore exposure compensation with program shift 12.3 Explore exposure compensation with program shift 12.4 Practice how exposure reciprocity works 12.5 Explore scene modes and in-camera processing 12.4 Practice how exposure reciprocity works 12.5 Explore scene modes and in-camera processing 12.5 Explore scene modes and in-camera processing 12.6 Explore scene modes and in-camera processing 12.7 Tour the Select Project window 12.5 Explore bins 1.3 Customise user settings 12.4 Explore bins 1.3 Customise user settings 12.5 Practice saving and backing up the project 1.5 Practice saving and project 1.5 Practice saving and subsciplination of 1.5 Practice 1.5 Prac	versus unionimies enposure mouel		
camera exposure mode control system. 12.2 Analyse the functions of program shift 12.3 Explore exposure compensation with program shift 12.4 Practice how exposure reciprocity works 12.5 Explore scene modes and in-camera processing			
12.3 Explore exposure compensation with program shift 12.4 Practice how exposure reciprocity works 12.5 Explore scene modes and in-camera processing 1. Demonstrate the built-in editing feature and to trim video clips. 1. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit a video production or organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit in tracks 2. Demonstrate the demonstrate the demonstrate the demand of video customisation in today's world and how customisation can be achieved. 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing and transferring footage, applying transit	12. Demonstrate the features of a digital	12.1	Explore custom modes and A-DEP
Video Editing 1. Demonstrate the built-in editing feature and to trim video clips. Video Editing 1. Demonstrate the built-in editing feature and to trim video clips. Video Editing 1. Tour the Select Project window 1.2 Explore bins 1.3 Customise user settings 1.4 Be able to set up and organise a project 1.5 Practice saving and backing up the project 1.6 Practice saving and backing up the project 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Extract/Splice) to switch shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to use Extract/Splice and Lift/Overwrite use the splicing for a directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Describe the demand of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the Command palette 4. Customise the Timeline 4. Se able to use Koromand palette 4. Customise the Timeline 4. Se able to use to solve spre problems	camera exposure mode control system.	12.2	Analyse the functions of program shift
Video Editing 1. Demonstrate the built-in editing feature and to trim video clips. Video Editing 1. Demonstrate the built-in editing feature and to trim video clips. Video Editing 1.1 Tour the Select Project window 1.2 Explore bins 1.3 Customise user settings 1.4 Be able to set up and organise a project 1.5 Practice aving and backing up the project 2. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse splicing properties when added to non-linearly smoothers 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Extract/Splice) to switch shots 2.9 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly directly of the dir		12.3	Explore exposure compensation with
Video Editing 1. Demonstrate the built-in editing feature and to trim video clips. 2. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to use Extract/Splice and Lift/Overwrite together 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks. 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation is today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation is today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation is today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation is today's world and how customisation to today's world and how customisation can be achieved. 4. Demonstrate the demand of vid			program shift
Video Editing 1. Demonstrate the built-in editing feature and to trim video clips. 2. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 2. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode ((Extract/Splice) to switch shots 2.8 Be able to use Segment mode ((Inft/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Describe the demand of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks 4. Demonstrate the demand of video editing program 4. Detine trimming 5. Define trimming 6. Be able to use to the command palett		12.4	Practice how exposure reciprocity works
Video Editing Video Editing 1. Demonstrate the built-in editing feature and to trim video clips. 2. Explore bins 1.3 Customise user settings 1.4 Be able to set up and organise a project 1.5 Practice saving and backing up the project 2.1 Tour the Composer Monitor and the Timeline 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Segment mode (Lift/Overwrite) to move shots 2.1 Create subclips and subsequences 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to perform single-roller trims 3.1 Define trimming 3.2 Be able to perform dual-roller trims 3.4 Be able to see the project with a subsequences 3.5 Define sync		12.5	Explore scene modes and in-camera
1.1 Demonstrate the built-in editing feature and to trim video clips. 1.2 Explore bins 1.3 Customise user settings 1.4 Be able to set up and organise a project 1.5 Practice saving and backing up the project 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Expent mode (Lift/Overwrite) to move shots 2.9 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customise the rediting program 4. Demonstrate the demand of video customise the rediting program 4. Demonstrate the demand of video customise the rediting program 4. Demonstrate the demand of video customise the rediting program 4. Demonstrate the demand of video customise the rediting program customise			processing
1.1 Demonstrate the built-in editing feature and to trim video clips. 1.2 Explore bins 1.3 Customise user settings 1.4 Be able to set up and organise a project 1.5 Practice saving and backing up the project 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Expent mode (Lift/Overwrite) to move shots 2.9 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customise the rediting program 4. Demonstrate the demand of video customise the rediting program 4. Demonstrate the demand of video customise the rediting program 4. Demonstrate the demand of video customise the rediting program 4. Demonstrate the demand of video customise the rediting program customise			
and to trim video clips. 1.2 Explore bins 1.3 Customise user settings 1.4 Be able to set up and organise a project 1.5 Practice saving and backing up the project 1.6 Practice saving and backing up the project 1.7 Practice saving and backing up the project 1.8 Practice saving and backing up the project 1.9 Practice saving and backing up the project 1.1 Practice saving and backing up the project 1.2 Practice saving and backing up the project 1.3 Practice saving and backing up the project 1.5 Practice saving and backing up the project 1.6 Practice saving and backing up the project 1.6 Practice saving and backing up the project 1.7 Practice saving and backing up the project 1.8 Practice saving and backing up the project 1.9 Practice saving and backing up the project 1.1 Practice saving and backing up the project 1.2 Practice saving and backing up the project 1.2 Practice saving and backing up the project 1.3 Practice saving and backing up the project 1.5 Practice saving and backing up the project 1.6 Practice saving and backing up the project 1.7 Practice saving and backing up the project 1.8 Practice saving and backing up the project 1.8 Practice saving and backing up the project 1.9 Practice saving and backing up the project 1.0 Practice saving and backing up the project 1.1 Practice saving and backing up the project 1.2 Practice saving and backing up the project 1.2 Practice saving and backing up the project 1.2 Practice saving and backing up the project 1.6 Practice saving and backing up the project 1.7 Practice saving and backing up the project 1.8 Practice saving and backing up the project 1.9 Practice saving and backing up the project 1.0 Practice saving and backing up the project 1.1 Practice saving and tasking up the practice 1.2 Practice saving and backing up the project 1			
1.3 Customise user settings 1.4 Be able to set up and organise a project 1.5 Practice saving and backing up the project 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3.1 Define trimming 3.2 Be able to use Ripple Trim and Overwrite Trim 3.3 Be able to use Ripple Trim and Overwrite Trim 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to navigate and customise the editing program 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces		-	
1.4 Be able to set up and organise a project Practice saving and backing up the project project 2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing 3. Define trimming 3. Define trimming 4. Demonstrate the demand of video 5. Define sync 6. Be able to use the Juneau and transferring footage, applying transitions, mixing 8. Be able to use Ripple Trim and 9. Overwrite Trim 9. Define trimming	and to trim video clips.		
2. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Lift/Overwrite) to move shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to mes Extract/Splice and Lift/Overwrite together 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Define trimming 3. Define trimming 3. Be able to use Ripple Trim and Overwrite Trim 3. Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customise the command palette defining program 4. Demonstrate the demand of video customise the Timeline directly customise			
2. Demonstrate the requirements needed to edit a video production , organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 4. Demonstrate the demand of video customisation can be achieved. 5. Be able to use the Command palette customise the customise the customise the Timeline customise the customise the Customise			
2. Demonstrate the requirements needed to edit a video production, organising and trimming video clips and working with timeline tracks 2.1 Tour the Composer Monitor and the Timeline 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse splicing properties when added to non-linearly smoothers 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Segment mode (Lift/Overwrite together) 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks 3. Describe the demand of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing and transfe		1.5	
edit a video production, organising and trimming video clips and working with timeline tracks 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Define trimming 3. Be able to perform single-roller trims 3. Be able to perform dual-roller trims 3. Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			project
edit a video production, organising and trimming video clips and working with timeline tracks 2.2 Tour the Edit interface 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Define trimming 3. Be able to perform single-roller trims 3. Be able to perform dual-roller trims 3. Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces	2 Demonstrate the requirements needed to	2.1	Tour the Composer Monitor and the
video clips and working with timeline tracks 2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Define trimming 3. Define trimming 3. Be able to use Ripple Trim and Overwrite Trim 3. Be able to use Ripple Trim and Overwrite Trim 3. Define sync 3. Be able to navigate and customise the editing program 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4. Demonstrate the demand of video customisation shortcuts 4. Demonstrate the demand of video customisation have customise the editing program 4. Customise the Timeline 4. Customise the Timeline 4. Customise the Timeline 4. Se able to use workspaces		2.1	
2.3 Be able to use the splicing tool to add shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Define trimming 3. Be able to perform single-roller trims 3. Be able to perform dual-roller trims 3. Be able to use Ripple Trim and Overwrite Trim 3. Define sync 3. Be able to navigate and customise the editing program 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces		22	
shots 2.4 Analyse splicing properties when added to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Define trimming 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces	video emps and working with timeline tracks		
to non-linearly smoothers 2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3. Define trimming 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			shots
2.5 Analyse photo recovery on overwritten shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to perform dual-roller trims 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces		2.4	
shots 2.6 Remove shots using Extract and Lift 2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces		2.5	
2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			
2.7 Be able to use Segment mode (Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces		2.6	Remove shots using Extract and Lift
(Extract/Splice) to switch shots 2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces			
2.8 Be able to use Segment mode (Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to use Ripple Trim and Overwrite Trim 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			
(Lift/Overwrite) to move shots 2.9 Be able to use Extract/Splice and Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces		2.8	` '
Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			
Lift/Overwrite together 2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces		2.9	· ·
2.10 Be able to manipulating the Timeline directly 2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			=
2.11 Create subclips and subsequences 2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces		2.10	Be able to manipulating the Timeline
2.12 Be able to add multiple video and audio tracks 3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			•
3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			
3. Describe the basics of video editing, including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.1 Define trimming 3.2 Be able to perform single-roller trims 3.3 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces		2.12	<u> •</u>
including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			tracks
including refining edit points, capturing and transferring footage, applying transitions, mixing audio tracks. 3.2 Be able to perform single-roller trims 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces	3. Describe the basics of video editing.	3.1	Define trimming
transferring footage, applying transitions, mixing audio tracks. 3.3 Be able to perform dual-roller trims 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use workspaces			
audio tracks. 3.4 Be able to use Ripple Trim and Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces			
Overwrite Trim 3.5 Define sync 3.6 Be able to solve sync problems 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces			
4. Demonstrate the demand of video customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces			
4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to solve sync problems		3.5	
 4. Demonstrate the demand of video customisation in today's world and how customisation can be achieved. 4.1 Be able to navigate and customise the editing program 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces 			
customisation in today's world and how customisation can be achieved. 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces			V 1
customisation can be achieved. 4.2 Outline navigation shortcuts 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces		4.1	
 4.3 Be able to use the Command palette 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces 			• . •
 4.4 Customise the Timeline 4.5 Be able to use bin layouts 4.6 Be able to use workspaces 	customisation can be achieved.	-	
4.5 Be able to use bin layouts 4.6 Be able to use workspaces			=
4.6 Be able to use workspaces			
*			· · · · · · · · · · · · · · · · · · ·
4.7 Be able to sort and sift clips			
<u> </u>		4.7	Be able to sort and sift clips

	1.0	D. 11. (
	4.8	Be able to use the Find tool
	4.9	Be able to use markers
	4.10	Be able to use PhraseFind
	4.11	Be able to use ScriptSync
5. Demonstrate step-by-step instructions	5.1	Be able to trim
the different editing tasks and concepts within the	5.2	Be able to perform slip edits
video editing software applications.	5.3	Be able to perform Slide edits
The coloring solving applications.	5.4	Be able to perform Replace edits
	3.4	Be able to perform Replace edits
6. Demonstrate how the DAW provides far	6.1	Be able to read audio levels and pan
more control over the soundtrack than the basic	6.2	Be able to use the audio mixer
audio tools included in editing systems	6.3	Be able to adjust or add audio keyframes
	6.4	Be able to record audio adjustments on
		the fly
7. Demonstrate how combine video signals	7.1	Explore Quick Transition effects
from two or more sources to perform wipes, keys,	7.1	Analyse the Transition Manipulation tool
mattes.	7.2	Be able to use the Effects palette and the
mattes.	1.3	Effect Editor
	7.4	Analyse Keyframing segment effects
	7.5	Describe nesting and auto-nesting
	7.6	Be able to save effect templates
	7.7	Build basic composites using vertical
	'''	effects
	7.8	Be able to use the picture-in-picture (PIP) effect
	7.9	Be able to use the Color effect
	7.10	Be able to create basic motion effects
	7.11	Be able to use Timewarp
8. Demonstrate the automated background	8.1	Describe system performance
processes that are activated whenever numerical	8.2	Be able to render intelligently
calculations or transformations are performed by a	8.3	Describe the different approaches and
computer application.	0.3	techniques developed for content-based
computer approaction.		video classification.
	0.1	
9. Demonstrate how the color correction	9.1	Analyse footage for problems
feature allows editors to separate and make	9.2	Be able to use the Y-Waveform monitor
individual adjustments to the various primary and		to set whites and blacks
secondary color components of the video signal.	9.3	Be able to use the RGB Parade to correct
	9.4	color casts Readle to use the Vectorscope to
	7.4	Be able to use the Vectorscope to improve skin tones
	9.5	Be able to use auto color correction
10 Doministrative to the state of	10.1	De able to former to all other
10. Demonstrate how to use the generator Controls tab Create titles, creating more than just	10.1	Be able to format and enhance text using Avid Marquee
text with Avid's Title and Marquee tools.	10.2	Be able to use Marquee to apply shapes
text with Avid's Title and Marquee tools.	10.2	and gradients
	10.3	Be able to use title templates
	10.3	Be able to bring the title into Media
		Composer
	10.5	Be able to edit and revise the title
	10.6	Be able to create rolling and crawling
		titles
	10.7	Be able to use AutoTitler
11. Demonstrate how to capture, edit and	11.1	Analyse how to import files
import media from other sources.	11.2	Be able to link to files using Avid Media

		Access (AMA)
	11.3	Be able to link to hi-resolution stills
	11.4	Be able to use the Avid Marketplace
	11.5	Be able to use the Capture tool
	11.6	Analyse ways to log and capture footage
	11.7	Be able to use batch capturing
12. Demonstrate how editing software	12.1	Analyse how to delete material from the
supports importing either stills or video from a		bin
DSLR or (H) DSLR camera, a tape-based camera	12.2	Be able to use the Media tool
or deck connected via FireWire.	12.3	Explore how to delete unreferenced clips
	12.4	Demonstrate splicing, sound dubbing,
		and color coordination for television.
		and color coordination for television.
13. Demonstrate outputting; including	13.1	Outline how to prepare sequence for
exporting a QuickTime file for the Web or for	13.1	output
CD-ROM, creating an MPEG2 file for DVD	13.2	Explore how to perform a digital cut
	13.2	
authoring, or exporting a video frame as an image		Be able to export sequence as a file
file for printing.	13.4	Be able to export to different
		technologies.
14 B	141	0.41
14. Demonstrate troubleshooting video-	14.1	Outline solving offline media
editing software problems.	14.2	Be able to re-link media
	14.3	Be able to reset Avid settings
	14.4	Be able to use the Avid Attic

Recommended Learning Resources: Photography and Video Editing

	8 1 1
Text Books	 Collins Complete Photography Course by John Garrett and Graeme Harris ISBN-10: 0007279922 The Digital Photography Book by Scott Kelby ISBN-10: 032147404X Digital Video Editing: A User's Guide by Peter Wells ISBN-10: 1861269528 The Really, Really, Really Easy Step-by-step Guide to Creating and Editing Digital Videos Using Your Computer by Christian Darkin ISBN-10: 1847734235
Study Manuals	BCE produced study packs
CD ROM	Power-point slides
Software	Avid or any Video Editing software of college choice