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What is media editing? Media editing is the process by which an editor creates work using some prior reference or references. With the help of the assignments that have been assigned in this course, this paper will explore the idea of media editing and how other sources are used in editing different forms of media.

The first type of media editing involves the use of graphics. Media editing with graphics typically takes the form of altering or combining graphic images to create a new piece. A superb example of this is “layer tennis”. “Layer tennis” is a game where two players alter an image by adding a layer and changing the image that was “served” or “returned” to them. Once time is up for that player’s turn is up, that player “returns” the newly altered image back to the other player for that player to edit the image in the same way. Using the result with which my fellow classmates, Kendall Humbert and Daniel West, and I received, one can see the use of other images when looking at the Scottish athlete, the pizza, and the head of Janet Leigh from *Psycho*. Using a reference image, however, is not the only way to use media editing in regards to graphics. An artist can use another medium as inspiration to create a graphic; that is still a form of media editing. Take, for example, my use of the Kanye West quote to create a custom graphic. I use his tweet, “I make awesome decisions at bikestores!!!” as a starting point to make a graphic that depicts a green silhouette of a bike and a price tag. Another source of inspiration can be one’s personal life, as can be seen with my final project for the graphic module, which depicts a personal favorite video game character, a local reminiscent of my hometown, and a personal mantra to create a unique image.

The second media editing medium is audio. Audio can be edited using preexisting songs or audio clips. An example of this can be seen in my work titled “Lost in the Numbness” where samples of the two Linkin Park songs “Lost in the Echo” and “Numb” are mixed together to create a brand new song. A good example of audio editing using spoken word can be seen in my final project. In the project, I recorded myself saying, “I fought a dragon with Excalibur once,” and using only that audio file, I created a musical piece. Audio that is created using something

else as a reference, like graphics, is also a form of media editing. This idea applies to near any song, as just about every song takes something else, whether it is an emotion, event, etc., and uses that as the basis for the sound. In this sense, all music is, essentially, media editing at its core: the use of a reference or references to create a new piece of art.

The third media editing format is video. The video format is very similar to audio in terms of media editing. Like audio editing, video editing can take advantage of preexisting video clips and use some other idea as a source for new material. Both of these can be seen in my video entitled “Boredom”. In this video, I use preexisting footage from the Prelinger Archives website along with the idea of boredom to create a new video. Using video as the medium for editing also allows for a typically stronger impact than that of previously mentioned media as it combines both the visual realm and audible world. This is obvious when looking at a video about awareness. If one were to watch my video that deals with the issue of cyber-bullying, he or she can recognize that the impact of the video would not be as strong if the audio and visuals were separated and experienced separately.

Interfaces can be seen as the result of media editing. Interfaces are created with the idea realizing a way to interact with some other object. When using the aforementioned definition of media editing as a criterion, the creator of the interface becomes the editor, the way that the creator creates the interface results in the media editing, and the purpose for which the interface is being made is the reference that is needed for the media editing. This can probably better be displayed through the use of an example. For example, the GPS system I conceptualized for my final Module 5 project in this course. In this case, I would be the media editor, as I was the one who created the idea. The way in which I actually instantiate the interface’s layout, which could possibly be through photo-editing or rendering software, along with some necessary coding, would be considered the media editing portion of the interface. The idea of losing items and trying to find them, in this instance, would be the reference on which the editing is based.

Spatial interventions are a more abstract version of media editing. Spatial interventions are forms of media editing because they allow the alteration of an area, while using that area as a reference for which to base that intervention. An example better illustrates this point. My proposal for a light sculpture outside of the Stauffer building can demonstrate these ideas. In this example, I would be the editor since I created the sculpture. The sculpture itself would be considered the medium by which the media editing is taking place. The Stauffer building,

especially the digital culture aspect it represents, would be the reference for the media editing process.

Social networks can be a good source from which to derive media editing inspiration. These intrapersonal relationships can create interesting pieces of artwork, along with being better represented through the use of media editing techniques. A good way for one to see this is by comparing two different works that use social networks as inspiration. The first work to be looked at is my illustration of my close social network created using the “EgoNet” network mapping software. The result is a very simple, very boring representation of a network of friends. The visual is in greyscale and the relationships between the nodes are minimal at best, despite using the basic capabilities present in the software. In comparison, take note of my work “MENopoly”. In this work, the social network of a single person can be better interpreted and more visually appealing than a basic social network. The “MENopoly” piece allows the viewer to make relations among different nodes using their locations on the board. This form of visual work also gives the viewer more information, such as the most common form of communication between the nodes. As social networks show, media editing can help portray ideas better than taking the information from a raw state.

Media editing is also an important part of recording life. Through the use of media editing, recording life in an effective and meaningful way becomes possible. This can be seen all throughout the world and all throughout time, from cave paintings of Bison to the cat videos found on YouTube. The way in which media editing is utilized for recording life is possibly its most important function, as it allows humans to pass information on in a relatively coherent manner from generation to generation.

Overall, media editing is the use of prior material to create a new work of art. This is done through the use of many mediums, including but not limited to graphics, audio, video, interfaces, and spatial interventions. Another key aspect of media editing is its ability to more adequately portray data, as can be seen through the social networking example, and record life information for the future. Media editing is a tool that is very effective when utilized properly.

For every example listed, visit:

<http://mediaediting.wikispaces.asu.edu/Salvatore+Conte%27s+Wiki+Page>