

April Surrency

Media Editing

Media Editing Final Paper

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### Media Editing Compendium

When living in an abundantly technological world, a lot can go into understanding the different processes of creation. Media today can vary in not just creating visual art, but thinking in new ways that no other person has ever thought of before. Creating today within media can be anything from thinking of futuristic new ways to display media, or displaying the media itself in an innovative fashion. Throughout the semester my understanding of media editing has transformed into just believing that media editing is how to navigate through digital art programs, to thinking in a way that tries to further the growth of media and improve it for a simpler or more intriguing tomorrow.

For instance in the editing images module, my first visual aid was completely out of left field from what I was originally expecting. For this module I expected to just create visual artifacts that were pleasing to the eye, not ones that thought out of the box. In the [Kanye West](#) assignment I first found the work a bit odd, but after creating my own artifact and observing others, I finally understood the point as to why we were creating something based off of some celebrities twitter feed. Some students chose to use the assignment to make fun of Kanye West, while others like myself used it as an opportunity to make take his foolish words literally and make something a bit more relatable than what the original text had done. In the future, art must push boundaries in some nouveau way, and it would make sense as to why creating a piece based off a twitter post was used as an example. It is a new way of approaching visual art, and by using technology as an inspirational aid like in this assignment, our visual aid touched on more subjects than just making a pretty picture.

Not only did we learn about creating stimulating art for this age, but we also explored the different outcomes of working with another person. In [layer tennis](#), we explored the effects and the push and pull of working with another creative mind. While being pressed for time, this exercise illustrated the vastly different perspectives and

creative visions each one of us has. In my assignment I started with a pretty clear vision of what I wanted to end up creating, but with each time I gave my image to my partner, I found I had to work my vision around hers in order to compliment not just my ideas, but hers. This skill of adapting to the current creative situation is extremely important lesson when going into a creative field I feel. Although I had a clear idea of what I wanted, I wanted to make our ideas mesh together in a way that would enhance both my ideas and her own. After this assignment I found I had to come to terms to not always getting the final product I had intended, but creating something that harmonized with my partner.

In the [audio mashup](#) assignment, I found that combining two songs by one artist is more difficult than it looks. By using two fairly popular Kaskadee songs, I found myself being a bit dissatisfied with my final project. It is hard to find two songs that work on the same key, and have the same beat that compliments with each other. After trying out many songs to combine, I finally found somewhat of a balance between two songs. By taking elements of the lyrics and combining it with the instrumentals I came to appreciate the art of producing music a lot more than I originally had. In our [audio group assignment](#), we explored the powerful element of spoken word. Not only that, but we explored the different perspectives people have when it comes to music. After listening to my group member's creations I found that people had either the same vision as I did to a point, or a vastly different one. In my assignment, I tried to create an emotionally moving electronic music creation that complimented the lyrics of the spoken word. The spoken word speaks about the 'move' and the 'groove' so I wanted to create something that showed the audience the move and groove he was supposedly speaking about. Out of all the assignment modules I enjoyed this one the most because not only did we explore the elements of music, but different ways to think of music today and how to create something that might differ immensely from what is being put out today.

Another assignment that completely changed my perspective about media editing and its different processes is the Social Media module. For my [final project](#) I decided to explore the social network of music taste, and in this case, the musical taste of trance lovers. By illustrating the friends, lovers and people I have met through trance music I create a playful visual representation that shows how music can bring many different people together. A trance album cover inspired my visual aid and it is the perfect way to

illustrate this social network. After this module I found my perspective of social networks just consisting of Facebook or Instagram to a much broader perspective. Anything that brings people together in a new way can be a Social Network, and by having this broad perspective I can come to find new ways to bring people together through technology. Not only that but I can realize the immense power social networks can have on people's interactions with one another. No longer is this an age of spending hours on a phone that is connected to a cord, but on a computer that can introduce you to people according to looks, interests or creative intent.

After this semester my perspective on media editing has completely and totally changed. No longer do I feel media editing is just the process or knowledge of digital art programs. Now I know that media editing does not just entail creating, but thinking creatively and innovatively. It is the way we think of new innovative technologies, or create something that people may have never thought of before. It is about finding the unique balance of combining your own perspective with the perspectives around you and working cohesively as a group. Media editing has shown me that it is not just my own perspective that matters, but the perspectives of people before me and the perspectives of people today. It is about thinking of two completely different technologies or ideas and finding a way to combine them in a way that harmonizes perfectly together. Media editing has taught me to think about the technological artifacts of today and wonder how or in what way I can make them better or more pleasing and easy for the general public to use. Media editing has taught me to constantly be thinking proactively about the near future and what I can do to create a more stimulating and simple tomorrow.