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Media Editing
Spicer
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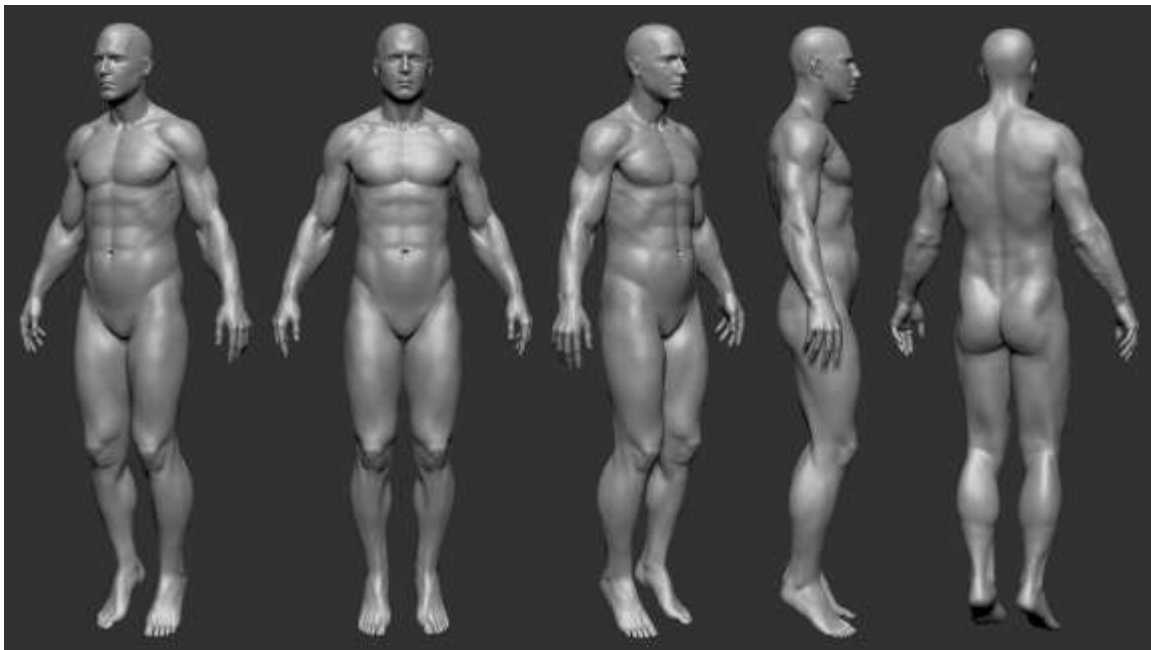
What is media editing?

From my understanding and accumulated knowledge “media editing” is a rather new idea that has been around in different forms for centuries. Until recently humans have always used a medium when creating an artifact. The sculptor chipping away a slab of marble creating statues of the highest quality and the artisan who molded clay



into pots and other useful artifacts are both example of how man has had an idea, went through the process of making. In past times artisans would edit or change the existing artifact by using tools to make it more suitable to meet the needs of the user. It took vast amounts of time to gain the knowledge and skill to do the prestigious and high paying jobs offered by royalty or the very wealthy. More often than not the work that was done is one of a kind which was used as an example of their status.

In today's time the words media editing refer to using a computer to manipulate digital images, video or sound. The concept of editing media is interesting because "the media" is such an integral of modern society. There are 3d designers that can create an accurate digital representation of any person. These same designers are the ones who create new aliens and abstract creatures for movies and television. The designing of a 3d model within the computer is very interesting because once the initial artifact is created there can be several variations of to find the optimal artifact. Being able to create a virtual 3d model literally allows the creator to have unlimited options when designing said artifact.



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