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DSC294: Media Editing

Final Project

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I have come to the conclusion that media editing is a multi-step process. Perhaps I am just a methodical person due to my previous experiences with graphic design, but I found myself automatically going through more or less the same process with every assignment. Throughout the semester, I would alter my approach based on each project, but every time there were at least three steps.

Text and Graphics Assignment: Inspiration, Drafting, Creation

The graphic and text assignment probably required the simplest process. I have had previous experience in graphic design and Photoshop, which probably made the assignment easier. I initially approached the project by searching for a concept by searching for inspiration in my everyday life. The assignment was to use images and text in conjunction, and so I wanted to take a creative approach by using the text in as a graphical element, as it is often used in typography. I eventually came to the idea that I wanted text to illustrate steam coming out of a mug, in a way that made the typography obvious. How I wanted the text to look is similar to [this example](). After some drafting, though, I decided to make the text more subtle to mimic the look of actual steam, hence the final product.

Audio Assignment: Inspiration, Drafting, Creation

I will be honest and say that my final product for this assignment is not one that I am very proud of. Despite the fact that I went through the same process as I did for the first assignment, I struggled more at the inspiration phase, which ultimately resulted in what I felt to be a more mediocre product than I had originally hoped. I suppose that this goes to show that every step is equally important in the final outcome.

As I already said, I did not have much inspiration for this project. I only had a vague idea that I wanted to create a dramatic effect by overlaying speech over an instrumental track. The particular tracks that I ended up using were not particularly inspired. I think that a problem that I

had with this assignment was that I was uncomfortable with editing audio too much, since I didn't feel like I could discern what I think is "good" or "bad."

Video Assignment: Inspiration, Planning, Content Gathering, Drafting, Creation

After being disappointed with what I had created with the previous project, I was determined to make something that I was happy with for this assignment. Therefore, I spent a significant amount of time going through examples from class for inspiration. Once I came up with an idea, I sat down with a simple pencil and paper and planned out how I wanted to illustrate my music track visually. From there, I went out and actually filmed the video clips.

The drafting and creation process became time consuming as well, as I was unfamiliar with Adobe AfterEffects. Of course, I began the drafting process with some very ambitious ideas. For instance, I wanted to find an overlay filter that would make the video look like crinkled paper, and I wanted to have a semi-realistic "rip down the middle" effect for transitions, which I tried to learn how to do with this tutorial. I eventually had to abandon these ideas for something simpler and more manageable.

Social Networks Assignment: Inspiration, Planning, Drafting, Creation

For the EgoNet portion of this assignment, there was not really much of a process other than following the steps. CMap required the planning, drafting, and creation process, and it was through the process of creating the EgoNet and CMap that I found inspiration for the final part of this assignment.

For the map that I made on Photoshop, I looked at a lot of infographics for additional inspiration and ideas. The main difficulty I found with this assignment was trying to fit all the variables that I wanted into one visual representation. After that, the rest of the process came easily to me.

Interface Assignment: Inspiration, Planning, Drafting, Creation

This was probably my favorite assignment, because I enjoy thinking of how existing interfaces can be improved. Because of this, the inspiration for this assignment did not take too long because I was able to come up with an idea that I found applicable to my life.

I found the planning, drafting, and creation steps quite enjoyable because the ideas came quite easily. Since it was a non-working prototype, I was able to "add" as many hypothetical features as I wanted. I did dedicate a lot of time on the details of this project, since I wanted it to look legitimate.

Life Experience Assignments: Browsing, Inspiration, Content Gathering, Drafting, Creation

I had to take a different approach to this assignment because of the fact that we were given specific content that we had to work with, which made this assignment more limited than the previous ones. Therefore, for each of these assignments, I started by browsing the collections that we were given in order to find content that would work for the given assignment. I found this part of the process slow simply because of the sheer amount of content and the fact that I could not carefully examine the photo thumbnails. This also slowed down the inspiration and content gathering steps as well.

I think this particular group of assignments was the one where I started the most drafts, but I ended up discarding most of them. I had a lot of ideas initially, but was not very successful in finding enough content to really carry them out. As a result I felt like I spent a lot of time for less than successful results. The actual creation step of the assignment was fairly straightforward, though, even if I did not make as much use of the theme and styling tools as I could have.

I think the success of the process of media editing can be greatly affected by how simple it is to use the tools provided. Even so, it is possible to make something presentable given the willingness to learn, as I discovered with the video assignment.

Although I did not use the same exact process for every media editing assignment, I found that generally, I was more successful when I deliberately and carefully went through the inspiration, planning, drafting, and creation stages. I think that the inspiration and planning stages are just as important as the actual drafting and creation stages, because I cannot simply sit down and make something without taking at least a day to think about it first. Even if I have to simplify my initial ideas while I am drafting, I find that if these first two stages get neglected, I am less satisfied with the final product.