

Media Editing is the basis to all media design. The various processes through media editing allow one to alter, change and or manipulate different aspects to the design at hand. The different editing that can take place can pertain to different aspects of a design such as video, audio, visual, etc. and can get into even more detail such as color, space, shape and line. All of these different aspects are strongly connected to one another and changing or altering each and how they are connected is what brings different changes to a design.

Video editing is the process of editing different segments of a piece of video footage. One can edit the visual forms of the video or even the audio. Through video editing a video can be sped up, slowed down, rewound, played in reverse – almost anything pertaining to video and time. The audio can be manipulated as well, changing how video is viewed or interpreted. When pertaining to video editing, much of the time audio editing is involved as well.

“Motion picture film editing is a predecessor to video editing and, in several ways, video editing simulates motion picture film editing, in theory and the use of linear video editing and video editing software on non-linear editing systems (NLE). Using video, a director can communicate non-fictional and fictional events. The goals of editing are to manipulate these events to bring the communication closer to the original goal or target. It is a visual art.” –Wikipedia