

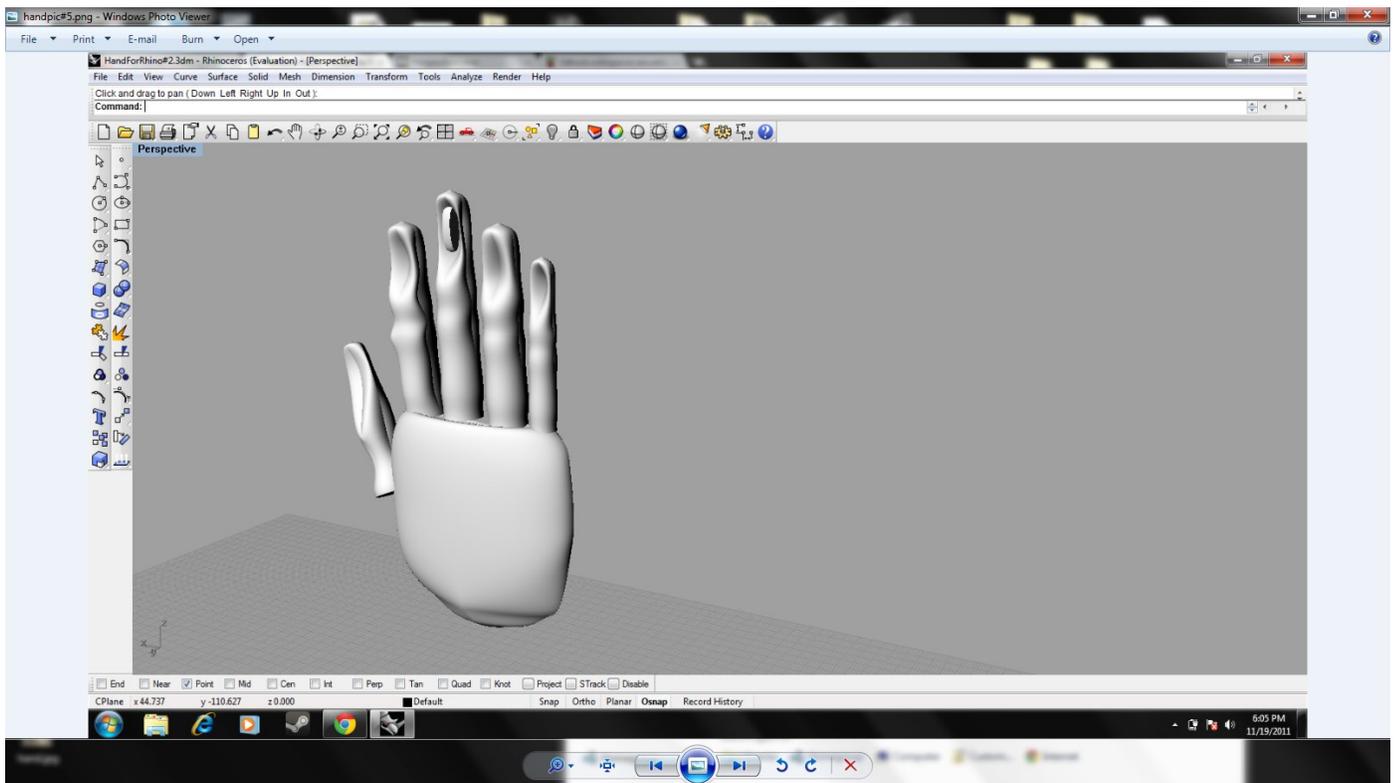
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Final Written Mediated Assignment

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Media editing is the process of constructing, redesigning, and interpreting any form of artistic expression into new and innovative ways. Media editing can be applied to numerous forms of art ranging from photos, movies, songs, plays, dances, interfaces and even the memories of an individual. Within these mediums, the creator can design and reconfigure the content to convey a message, express an idea, emotion, or provoke a thought from the viewer analyzing the content. This creates a birthplace for new ideas and inventions to form to reshape and design the world that we live in. The process for editing any kind of media changes from the designer's perspective. However, I feel that there are common elements in the reconstruction of art that take place whenever a piece of media is being created or improved upon. The first step for the editing process is the desire to create. The want to make a piece of content that has aesthetic value or tells a narrative is the initial spark that an individual needs to have in order to edit media. The next step is the creator must think of how they are going to create the content that they want. They must ask themselves "what do I want to say, and how do I want to say it?" Once they have developed a starting point for the message they want to convey, they can then focus on the creative construction of the medium they chose. When they have finished creating their new edited piece of art, they then need to take what I view as the most important part of the editing process. They must then reflect on their work, and analyze what it is they created and determine if it completed the goal or message that they hoped it would. Without this reflection, the individual cannot see their own personal growth and determine if what they created was a success or failure to what they were trying to achieve. After they reflect on the edited content, they can then re-edit their work and implement new features that can further pursue their goals, or make the quality of the work stronger. A personal example of this is the final assignment that I created for module 5: Interfaces. In this assignment, we were to think of a daily interface that people used on a regular basis, and redesign it in an innovative way. For my project I chose the average computer mouse. I looked at the design and functionality of the mouse and asked myself if the design could be improved upon to make it more functional for the user. The first thing that I noticed was

that the common mouse only has two buttons (three if you include the scroll wheel). This seemed like an issue that should be addressed because the human hand has five fingers. If a new design was created, it could take advantage of the five fingers on the human hand, and implement three more buttons for maximum proficiency. The next problem that I noticed was that the average computer mouse is approximately half the size of the human had from bottom of palm to tips of fingers. Shaping the new mouse in the actual size and scale of a human had creates a simple functional design that fits the users hand and provides them with more options with multiple buttons. After drafting up my new design, I began to create the model in a digital software to bring it to life. I scaled my hand for reference, and shaped each digit so that the fingers would sit nicely into the groves at the finger tips. After completing my 3D model, I printed it out to make a real life proto-type.



After the model was printed, I then could reflect on the item that I had just made and ask myself if could be improved upon. I then came up with even further ideas on how to make it more ergonomically correct for individuals with conditions such as rheumatoid arthritis or carpal tunnel. A small arch where the palm rests could make it easier for these users if their grip isn't as torn or can not stretch as wide. This is just an example of how reflection of one's creative work can provide further insight to make the edited creations stronger, and a more unique piece.

Over all, media editing is changing an idea into what you the creator wants it to



become. The only limitations are one's creativity and the medium that they choose to interact with.