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AME 294 Media Editing

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Final Project Assignment

Ever since the beginning of class for me to describe the term Media Editing its being complicated, not to mention a lot of us can define that term in too many different ways. My definition of Media Editing for me is to understand the digital content and to use it to express different things by being creative in the process and ideas that we have for each work that we do in our life and to get the most out of the tools that we have available and we don't always have to depend of expensive software.

During this semester I learned a lot in class, there was a process to follow in order to complete our assignments we had to have an idea which is the starting point of a project, remember that in the first project we used the software called GIMP and I had never used it, but I had to create a piece of art and I wasn't sure of how to use it or create for my project. The first challenge I had was to come up with an idea of what to create, then I decided to use one of my picture from my spring break and decided to edit it and to be creative, but my idea was still not clear still.

While using the software I remember learning in one of my other classes in order to come with an idea I had to be inspired, and I kept wondering what did my professor meant by being inspired, while thinking about my project I thought about a song that came to my mind and I knew right away it fit it with my picture. Then I realized my idea came together and I started thinking of the song and the more I was thinking about it the more excited I was to start working on the project. My understanding of the idea in Media editing is to put everything together the look for the right sources and to open my imagination in order to succeed in my work, for me when I do art work whether is drawing or using computer to create art I'm always positive and I open my mind to be creative as much as possible, because if I'm not creative I

won't be able to come with an idea and my work will be a failure and I had to learn the hard way when working for my dad's company by designing his logo and letters.

I always think that the process I use for creating art work is messy, maybe because I believe in order to do something right I have to take risks and if I don't take risks then I can't prove myself I can do better every time. Over all in the class assignments and other assignments outside of class I believe the process of a work is the most important element in the whole project and we have to give the maximum we can to get it right. One of the assignments in class the Social Graphs assignment for me was the one that my process was changed, I usually just focus on myself but while doing this project I had to be social and start thinking about other people in my life.

I may not be clear in my point of process but I always tend to work alone in projects and not thinking about anyone, but this Social Graphs assignment made me realize I can interact with other people in my process and to get more feedback of what I'm working before exposing to the world. In that assignment I had to put my friends in my work and family people and I wasn't sure who were close to me who were neutral and so on this was a different way to work and I had never experience anything like that in art classes or outside of school. One good point in this assignment project was being able to use different software to complete the assignments, in one part we had to create a flow chart then we had to go to use another software to get results by taking a survey and it was really interesting the results it gave me to compare with my first one but then I was challenged of creating a cleaner version of the two, that process was the best being able to see some feedback then going back to the drawing table as I would call it to get something better.

When completing the process it's important to reconsider of the idea that I'm working and that it's clear enough to the audience that it's going to see my work, and with the Social Graphs assignment I was satisfied with the new way I was shown to work it taught me new skills that I can use for future reference. One point in Media Editing is the artifact of a work or how a work is being used, this has to be my most favorite term in the digital age and it will become bigger in the next years.

Artifact in Media Editing for me is the meaning of a work, how is it being used or how can we interact with new things, now there a lot of examples that I can say here an easy example could be an ipod what's its meaning? Well I would probably say its artifact it's the user experience by its interface and the ability to store music and listen to it. What got me the most attention to artifact in Media Editing it's to come up with an Interface for people.

Like in the assignment we did in class the idea and process were long but the artifact is the obstacle to overcome, for me creating an interface that would be useful in the future its challenging in my assignment I showed a designed of a lenses that would be like a contact lenses that a human can wear and use it for daily use with its cell phone and being able to interact in a new way that none one has never seen before. Now obviously my interface it could be possible for someone to invent it but it will take years to develop before I could happen.

Now a days we have to many interfaces to interact with like cell phones, computers, video games etc. all these devices have its own user interface and they are aim to different audiences and some are hard to understand and some easy. But what all of them have its being interactive with us humans its really cool how can we have personal information in our pockets and we don't even realize it, interfaces are becoming part of us and I hope in the future everyone is using only one interface rather than using to many.

In Media editing the best way to achieve a piece of work it's by getting feedback being creative and making sure you aim to the right audience. I learned a lot from people in this class this semester and I hope to be able to continue to work with great people in the future. The understanding of Media Editing can be confusing and at the end it's reasonable to say there are way too many ways to define the concept but as long as people are enjoying their work then they will find their own definition.

References

Here is a link to my works I made in class and the assignments I talked in the paper

<http://mediaediting.wikispaces.asu.edu/Luis+Gonzalez+Torres>