Media Editing is the process of taking in raw data and turning it into easily understood things. This is what this class was about. It starts with the simplest part of editing the line, and how that line can form into text. Then we talked about graphics, which are just many, many lines placed together. Then we changed and talked about sound in the form of audio. Then we brought the two of them together in the form of movies. This also brought in the added bonus of motion, which we did not talk about.

Then we moved out of the standard media forms and into larger things. We started with social networks, something everyone thought they knew about. Then we took a step back to the normal with interfaces. Then there was the last two, the strangest two. The editing of space, and the editing of life. Who knew that space could be edited, well it can generally by the building of new things in the space, or the tearing something down. The editing of life is still not something I would say can be done, but the editing of how people remember my life is something that could and should be done.

The first module on graphics brought back bad memories of my freshman year and spending way too much time in the graphic design studio. This was especially true when we talk about the boxes of white on the field of black on a field of white. That almost needed a trigger warning. The talk of Visual Composition was different from what we talked about in graphic design, but that is probably due with how fast I ran from that program. The heated conversation about how photographs are not art was a very

interesting take on the subject, and one a very much enjoyed.
The talk of logos was again something that was much talked about
in graphic design. Its funny how Saul Bass's logos always take a
backseat to his movie openings.

Sound/audio is always a fun thing to talk about when you
try to avoid acoustics. Since you basically have to ignore a
large part of how things sound. We can talk about the science of
sound, but you can not talk about the way things sound without
acoustics. This class was no different, and it's always a shame
that we skip over it. The long discussion about what is music
was very enlightening, even if it prove fruitless at coming
to a definition. The assignments for this module were varied
enough to be very interesting, but similar enough that they were
relatable. I would have liked to do a soundscape assignment
though.

For the movies module we watched *The Cutting Edge: The
Magic of Movie Editing* instead of having a lecture. While
the movie is slightly out of date(no *Avatar)* it was a good
introduction into the idea of movie editing. It showed a good
bit of what it is like to edit movies and showed how much
power an editor has over the final movie that goes out to the
theatres. The assignments for this module were a mix of good,
the final, bad, the first, and ugly the second, for a variety of
reasons. The final was good because it let you explore creative.
The first was bad because it needed to be non-copyrighted
footage. The second was ugly because of time constraints. The
third falls somewhere between good and ugly, mostly because we
had to do the whole thing in class with people we didn't know
well.

The networks module was different in that it seem to deal a lot with graphs. Something I don't think most people associate with graphs. But it was a good way to step gingerly into a topic that most students would feel that they no well, that of social networking. Just because you use something everyday does not make you an expert in how it works, at least not anymore. This talk of graphs push us off balance enough for us to take to the academic study of social networks. It also give us a common language when talking about the networks. Then we talked about some well known ones. While seeming to ignore the ones that everyone wanted to talk about. The assignments were all interesting, and were not difficult. Through the one where we had to map our own network took a lot of time.

The interface module needed us to think about interfaces in new ways. We had to think about more than the under glass interface of the smartphone. We had to think about everything that we interact with as a interface, which it is. We could have talk more about what makes a good interface and what makes a bad interface. The assignments for this chapter were lacking something in my opinion. The big group project to start did not really inspire conversations, nor did the smaller group project, and I feel that the final assignment needed to be bigger, or something. This whole module seemed to pass over and around me.

The space module was the surprise module, and it was a surprise. Most people seemed to not think that you can edit space. I think thats because most people think of space as that area past the International Space Station. Those that don't do that think that space can only be changed by buildings

either going up or coming down. There were a few that seem to understand that you can change space in less dramatic ways. We mostly talked about changing space in artistic ways, I would have liked to talk a little about architecture. The assignments for this module were a good mix with nothing to hard, but everything interesting. The idea that your final project might be installed in the space was a good way to get people involved in what really is a very boring space.

The life editing module was ruined by trying to use that Orison tool, I use the term tool lightly, and mainly because it was the term used in class. A tool is something that can be used to make easier a task I do not feel that Orison was a tool. Giving me a zip file with all that information in a heap would have been easier to use. When it wasn't crashing it was so slow to respond to be unusable. As for the assignments for this module, well you just read how I felt about the tool, it goes for the assignments too.

All in all this class meet the definition of Media Editing, that is the process of taking in raw data and turning it into easily understood things. Most of the assignments were interesting, and just difficult enough to be fun. If anything this final write up was for me the hardest thing to do.