Christopher Matthews
4/24/12
DSC-294
Media Editing
Aisling Kelliher

Media Editing

The word "Media Editing" is a phrase that is tossed around quite a lot in our world today. It is a phrase that cannot be used to title anyone one thing. With technology and ideas rising everyday, anywhere from physical things to technological tools can be associated with it. It is the idea that that humans can have influence on their surroundings and the other way around as well.

From a technological standpoint, "Media Editing" can be used to describe tools that allow us to influence sound, images, videos and so on. These are probably the most common of forms for Media Editing simply because tools such as laptops are more commonly available. These can allow us to create our own works of art

without the need of professional tools. Besides videos, there is also the ability to manipulate images. These can include anything from pictures, drawings, paintings and anything of the same caliber. The tools that can allow for this possibility are computers, applications, drawing utensils and many more. Drawings are not required to be perfect or beautiful but simply meaningful to individuals or groups. An example of this can include a Photoshop image such as this Kanye West picture. As you can see its colors have been enhanced and a quote from the artist added to it.



Something as simple as this is but a single example of Media Editing. On the other hand, Media Editing can refer to something that is not tangible like sound. Sound has

been a part of this topic for a very long time. Using your voice or an instrument is a form of editing or influencing something because the sound is being molded into something meaningful to us. Now this can include musical instruments, vocal chords, synthesizers, or even everyday household items such as pots. If the sounds that are produced can be influenced into something meaningful then it can be easily placed into Media Editing.

Now the complete polar opposite of the above, Media Editing can be

something that has nothing to do with electronics whatsoever! We as humans are capable of such illustrious things because of our <u>imaginations</u> and intuitiveness. We are able to take what nature gives us and shape it to inspire or convey messages. It is one of the of the oldest forms of Media Editing for humans because that was the first thing we had to help communicate with one another as well as relate to the world. The image to the right is a man made island in Dubai that represents a palm

tree. This large-scale
human endeavor truly
represents what man is
capable of when it comes
to influencing our
surroundings. Another
major example of this is
located in our very own
country, a landmark none

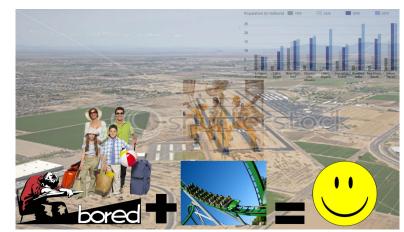




other than Mt. Rushmore. This beautiful landmark was carved in order resemble past presidents and is yet another prime example of human ingenuity. Furthermore, nature then influences us as well. It can inspire, scare and ultimately push us to change ourselves and grow. Overall, that is how we have come to be today.

Spatial Intervention is peculiar because it is the idea of adding or taking away certain aspects of something that already exists. For example, adding biking lanes to roadways or sidewalks, updating an interface, removing roadblocks, online

communications, so on and so on. This is a form of Media Editing because it involves influencing our surroundings to better it. This image is a nice example because it represents a certain individual's life as a whole in a short manner. It



uses the limited space to show where he is from, what he enjoys, how he looks at his surroundings, and whom he communicates with.

As stated before, Media Editing is an extremely vague topic but that's the incredible thing about it. The generality of it allows us to experience different things in our lives. In my opinion a good definition would be, Media Editing is what allows us to use our senses, to influence ourselves, others, and our surroundings whether it is tangible or not. With time this subject with continually grow because of imaginations, technology and sheer human will to find meaning in everyday life.