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Media Editing Final Paper

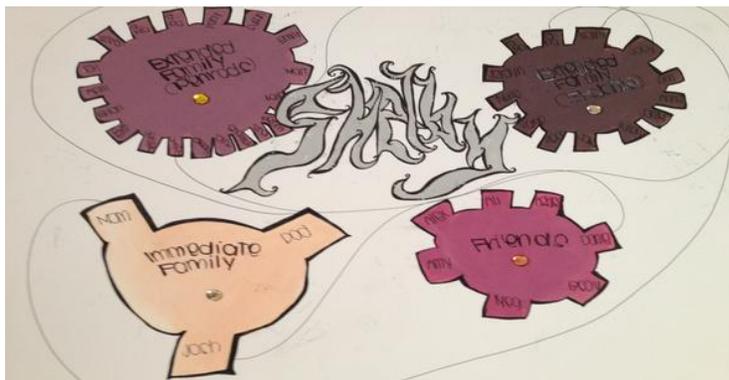
The artifact of Media Editing expands across a wide variety of categories in terms of what it entails. Before I took DSC 204, I believed that Media Editing would simply be a class surrounding the idea behind GIFs and Memes. These things take what already exists and modifies it. While this still remains true, my experience in this class only broadened what I thought Media Editing constituted. I often related the art of media editing with 2d images created via computer. However, this project (<http://mediaediting.wikispaces.asu.edu/JamesBirdInclass>) made by James Bird, my partner for the Spatial Interventions in-class assignment) proved me wrong and opened my eyes to another dimension of media editing. He took something I see every day at this angle in each of the times of days he illustrates and added a time lapse to the video so as to express the view in a way that I had never had the chance to experience. He combined my physical reality that can only be encountered by watching the mountain throughout the day and witness the effect the passing sun and moon have on the San Tan Mountains. The irony of mixing nature with the digital world in a literal way caught me off guard and greatly impressed me.

The layer tennis assignment presented me with the most difficulty. I'm only comfortable with my work when I'm prepared, have had time to think over the concept, and designed a strategy to complete the project. This assignment did not allow for any of that; which, I believe, is extremely relevant to the world we live in. It is changing at such a rapid pace that those with perfectionist personalities are being fazed out of this job market. We need to learn how to adapt, and we need to learn quickly. This exemplifies the characteristics that I now associate with the art of media editing. Whether it be adjusting or manipulating items in life, the digital realm, or any space that has yet to be created, media editing is simply changing what is already there to meet the needs and purposes of our evolving world in a timely manner. Because, if we know anything about Moore's Law, which states that technology doubles every 18 months,

then we know just how important it is to get our ideas out there in a semi-polished manner as soon as we can.

I found the Life unit this semester to be the most intriguing. I often find myself fighting the digital age. Twitter, Facebook, Instagram, and other programs used in everyday life are approached with caution, as I prefer the human element in connecting with people. *The Final Cut* only caused me to develop a stronger belief in this ideology. While I believe that life is sacred and not meant to be captured moment by moment, overanalyzed, and manipulated in a way that almost devalues our existence, I can understand the desire to want to witness our lives over and over again. Darragh's Orison program was interesting because it represented a preview for how we could film all of life's moments and then have the ability to summon these memories whenever we want. Scrapbooking has been the medium to fulfill this desire until now. With the introduction of the camera, people have seldom attended life's major events without one by their side. After these photos are developed, people have had to pick and choose which photos better expressed the mood that day (or, rather, what mood they wish to represent was felt that day) and decorate the page surrounding the photos so as to accomplish a theme. But now as video cameras are becoming smaller and more easily accessible (like the iPhone), every small event can be filmed and saved for all time. This idea led me to the conclusion that media editing is quite simply manipulation. We change what objects already exists or what event has already surpassed and morph it to represent what we want it to represent.

Module 4 consisted of networking themes and for the final project, we had to express how our network was viewed by ourselves.



I chose to create my network in a physical space, rather than a digital one like most everyone else. I feel that a connection has less importance if it is maintained via the internet. How one person meets another doesn't necessarily matter to me. It is how we continue the relationship that adds to its value. It takes effort to form bonds in the physical world. So many events take place in the "real world" that one gets the chance to see who a person is based on how they react to them. On the internet, you are afforded time. One can decide how they will respond online, rather than people having the ability to witness facial expressions or making a choice in whether they will participate in the event. While there are many more people in my life than who is represented in the above photo, I chose the ones most important to me. All of which I have maintained relationships within the physical world. The physical world is raw with emotion and denies all who live in it any editing tools. We get one shot. These chances define us. *The Final Cut* represents the exact opposite world I would like to live in. Life is sacred and real, and the editing tools shown in the film eliminate life's importance.

This class was the most thought-provoking course I took this semester. As the lines between the physical world and the digital world become more blurred, media editing takes a much higher importance in our lives. While it is not a sort of original creation, but rather a modification what was an original creation, the idea of media editing possesses the power to add or subtract importance from a life event. It also affords us the ability to review what actually happened. The most famous line in *Ferris Bueller's Day Off* states, "Life moves pretty fast. If you don't stop and look around once in a while, you could miss it." This quote could single-handedly be the driving force behind the life element of media editing. Memories can fade, but through the use of tools being produced by our changing world, these memories can be reviewed over and over again without losing any truth behind them. As humans we have this agonizing aspiration to have things be constructed or events happen in a way we think should happen. Media editing allows us to exert our ideas and change the designs of a world that already exists.