

Media Editing Final
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From the first day of class we looked at abstract ways to use fonts and how other artists impacted their environment. This set the tone for our semester of exploring different media types. When we began, I assumed we would look at the three main forms of media; graphics, audio and video. What I came to understand by the end of the semester was that media was much more than just a few categories.

Media is defined as the main means of mass communication regarded collectively. While this definition does apply I believe that this definition is a very limited explanation. Media is much more than that, and I think it should also be described as a way to express us, document our life, and create emotional reactions in people. While editing can sound like a dry process, after seeing all of the artists' work that we studied, I think molding media is really what true artists do, rather than the idea of people just sitting in a chair looking at a computer. To me I do not think this idea really clicked until the showcase. This entire semester I had been forcing out ideas to fit a rubric when I should have been focusing my energy on what I was interested in creating. I had a lot of trouble getting inspired to create work and until after the showcase I did not see the problem in that. We have to make things that we enjoy making and go to the edge of madness with some of our work before we can

come back and constrain it. I think that is what these great artists did and why their work is magnificent and revered, because they are the truest form of a media editor.

Our first module focused on using Photoshop to understand how to edit the most basic work, which is graphics. This is not my area of expertise but when I do edit graphics I like making literal use of whatever my inspiration was. I cannot



remember the artists name but I enjoyed the work of the artist who projected advice and inspirational sayings onto buildings for people to see. I agree with her that people need to be guided to the conclusion. Leave no escape, only airtight conviction and understanding about your purpose. When using photoshop I felt that it was easier to create my assignments than on any other software we had to use this semester. With my graphics module that is exactly what I attempted to do and I think I succeeded but at the same time I made it too simple in some cases.

Spatial interventions are one of my favorite kinds of media because to me it is the most practical and logical of all media forms. My personal opinion about modules five ([Interface](#)) and six ([Spatial Intervention](#)) is that they are very similar, it is hard to separate them. Spatial interventions are an interface or work of art that changes the way people experience their environment. While an interface is something that people interact with, interfaces are things that affect my space almost all of the time. Even if the interface is a remote it is still an interface but it is changing that fact that you do not have to get up and manually adjust the channel, which also makes it a spatial intervention. Obviously not all interfaces are spatial interventions but I feel most of the time the argument can be made.

With modules 2 and 3 I felt that I thought what I did was good but I did really struggle trying to find ideas to fill the prompt. Which is why I would say that these two are my worst two modules. My Ke\$ha mashup and green lantern dubstep pieces were ok but were not good enough. I also was frustrated with Audacity because it really isn't a good program on Macs with how often it crashes and how sometimes it just doesn't want to work. With the green lantern dubstep though even misunderstood the assignment and did not make the words the beat. This is a big example to me, it shows how I forced an assignment out because I had no idea what kind of music or what kind of ideas I want to work on. This is not just a one-assignment problem but also an all around issue that I need to fix.

Our final module, the life module, was the idea that was hardest to grasp. I honestly would like for my sins to be forgotten when I die. None of us are perfect and that was the biggest thing that struck home in The Final Cut with Robin Williams. I don't want people to see the things I am ashamed of doing and I think

even if I didn't have a chip, I don't want anyone going through even my iPhoto. Memories are private to me and I think that going through someone's life made this module kind of awkward. Looking through all of Daragh's pictures and seeing all the insignificant things become important was weird. I don't think I could ever be a cutter because I feel like people deserve their boundaries. Obviously in this class example Daragh wanted us to cut his life with Orison but outside of that I don't think I could. I would really like to do this to my life because then you can create the image that you are remembered by. That's what I think would be more beneficial to me, I want to really see where I was right, wrong, or where I did something worthwhile. Though I can see how this could be considered media but I also feel that it is a prompt, and the prompt is created using other media forms. I guess though since it was our last module it is suiting to make media using other media while using a program that is an interface. Tying all of it together for on big finale of an assignment.

When I try and think of something to create I am instantly hit with a wall, I don't know what to create. Even though I did get good grades on my assignments it was not because I created something great, it was because I created something that fit a rubric. I haven't been inspired yet this semester or really any semester yet to create something awesome. Which is why I can edit media but I am not a media editor. Media is so complex and almost impossible to mold if the inspiration isn't true. At the showcase I was talking to one of my friends and he asked me "What do you want to do?" That question was met with silence, which prompted him to ask me "If you could create anything what would it be?" I honestly have no answer; there is not a single idea that pops into my head.

Media is a royal pain and it frustrates me to no end. I haven't found my inspiration yet to be a media editor but from what I have seen, when you find your media niche that's where you stay. People pull from life and it's not that I have had a boring life but I am ready to find out how artists take their life or their surroundings and make something beautiful out of it. I love media and other artist's media evokes emotion from me, yet I find myself unable to scrounge up even an ounce of a decent idea. Through this year I have come to see that media is beyond what most people

could ever imagine and maybe over the summer I will find the inspiration I am looking for. I decided that this summer I am going to work with a few of my peers to try and create some great pieces with no constraints and maybe then I will find my media calling. For the time being I am not a true media editor yet but someday I believe I will find my calling. I can say after this semester that people are wrong; creating art even on a computer isn't easy or simple, it is ridiculously complex. With computers anything is possible so figuring out how to come up with a valid suggestion with endless possibilities is a real art.

To wrap this whole semester in one magnificent paragraph, it was a class that changed my perception of what media is. I did not always understand it all but just like people interpretations of what art, music and photography is, there are many different arguments about what media is. I like to try and keep an open mind about most different categories but what I saw is that it is a deeper topic than I ever imagined. So media isn't just main means of mass communication regarded collectively, but something much larger. It is what the world will be made up of entirely in the future.