

Media Editing Final
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From the first day of media editing we looked at abstract ways to use fonts and how other artists impacted their environment. This set the tone for a semester of learning about what media really is. 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 have to now disagree. Media is much more than that, I think should also be described as a way to express us, document our life, and create emotional reactions in people. While editing can sound dry, after seeing all of the artists' work that we studied I think it molding media like true artists rather than just sitting in a chair hating your life looking at a computer. To me I do not think this really clicked until the showcase. This entire semester I have been forcing out ideas to fit a rubric when I should have been focusing more on what I was interested in. I had a lot of trouble getting inspired to create work and until after the showcase I did not see the problem in that, but it was a problem. 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 so magnificent, 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 what



ever my inspiration was. I cannot remember the artists name but I enjoyed the work of the artist who projects advice onto building 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. So with my graphics module that is exactly what I attempted to do and I think I succeeded but at the same time maybe made it too simple in some cases.

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 it was 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 project I need to fix.

I think that my fourth module was my favorite while I did have some resizing issues it was cool. For our final assignment in this module I made a chart of all the hookups, relationships and family relationship in a group of eighty people that I know in the band. I thought this was a different take on how different social groups interact. Sure some social groups could make a chart worse than this but I also believe that it show that instead of everyone in the band constantly hooking up, like everyone talks about in American Pie. It shows that a few people are actually the hubs and they are the ones who have helped develop this image. For my final project though I really wanted to look at music as a social network. I took one day and compared the top ten tracks from Spotify and Itunes and the top ten tracks popular among my friends and in my area from Spotify. Then I figured the best way to read it would be to put it in a Venn diagram using album covers. This assignment was important to me because it was an example of how streaming actually doesn't

destroy the music industry but rather enhances it which is something I strongly believe.

Spatial interventions are one of my favorite kinds of media because it is the most practical and logical of all media forms to me. My personal opinion about modules five ([Interface](#)) and six ([Spatial Intervention](#)) is that they are so 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. To me, interfaces are things that affect my space almost all of the time. Even if the interface is a remote (bad example) 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.

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 for my life I don't want just 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. 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.

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. Everything will be considered a form of media and we the editors will get to mold the future into whatever we want it to be. Maybe right out of college we wont have jobs but one day we will be needed.