Final Paper

Throughout this semester we have looked at a lot of different parts of the media editing realm, and throughout that process I have learned a lot about it, and also have recognized patterns through different areas of media editing. In this paper I will provide a couple of different examples of what I have learned as well as similar development patterns throughout different areas.

The first and perhaps most important thing that I have learned about media editing is that when editing something, whether it's a picture in Photoshop, or a film in Final Cut Pro, editing is more about the creative process than the technical aspect of it. In order to have a successful meaningful piece you need to be able to apply concepts from different areas in order to create something unique. The first module we worked on in this class is a great example of this. In it, we were asked to create a photo that showed where we were at now, and what we wanted to be in the future.


We were also supposed to put a quote in the picture that represented our goal in life, which I put under the twitter hash tag: I want to be a DJ.

Another important part of media editing, is that everything is mixable, and if done correctly can be combined with other elements and interact with each other. In the audio portion of this class we learned all about mash-ups and remixes. One in particular caught my eye which was the DJ Dangermouse mash-up of The Beatles and

Jay Z, where he combined the instrumentals of The Beatles White Album with Jay Z's vocals of the Black Album to create a whole new album called the Grey Album. This whole idea is a great example of the strength of media editing, where the ending result adds up to be stronger than the sum of the two parts. I was able to create another mash-up in this class where I took an interview of The Beatles where a reporter asked about their thoughts on people making remixes using their songs and then tried to make my own mini mash-up inspired by DJ Dangermouse where I used the interview as an intro, put in a sample of 99 problems from the grey album, afterwards mixed in helter Skelter from The Beatles, and 99 problems by Jay Z. My intention with this mash-up was to show how creative Dangermouse was when he created this, and also to show that the RIAA was unjustified in making Dangermouse's album illegal. Which is also another thing I learned about media editing, just because you can do something, and maybe even make it a great product, it might not always fall in the realm of legality when you are doing it, especially when you are working in the realm of music, where there is a whole lot of grey areas as to who and what people can remix. This actually may have been the most important thing I have learned in this media editing class, as I am going to school to learn how to be an electronic music producer, and issue has been raised in the past. The mash-up I made can be found here on [Soundcloud](#).

Perhaps the most intriguing thing I leaned in media editing was the fact that everyone and everything interacted with each other in some way, which created large and interactive social networks. I also learned that social networks haven't always been in the form of Facebook or MySpace however, and have actually existed for quite some time in the form of chain letters, clubs like the Freemasons or even simple things like how students in a class room make connections with each other. I also learned about an interesting thing called the six degrees of separation, where all people are in some way connected to each other within six different people. For example, I am only six people away from knowing president Obama, wherein I have an friend who was able to get into West Point by having congresswoman Gabrielle Giffords, who in turn knows Obama. I also learned an interesting tidbit that in Hollywood, all actors and movies are in some

way similarly connected to the actor Kevin Bacon in what is known as the six degrees of Kevin Bacon. For my final assignment of the social network model we were supposed to create a social network of our own, which represented our friends and family and showed how we all connected to each other. Using an interesting program in excel, I was able to mine all of my Facebook data and create a graph which showed all of our connections and represented how often we talked on Facebook.
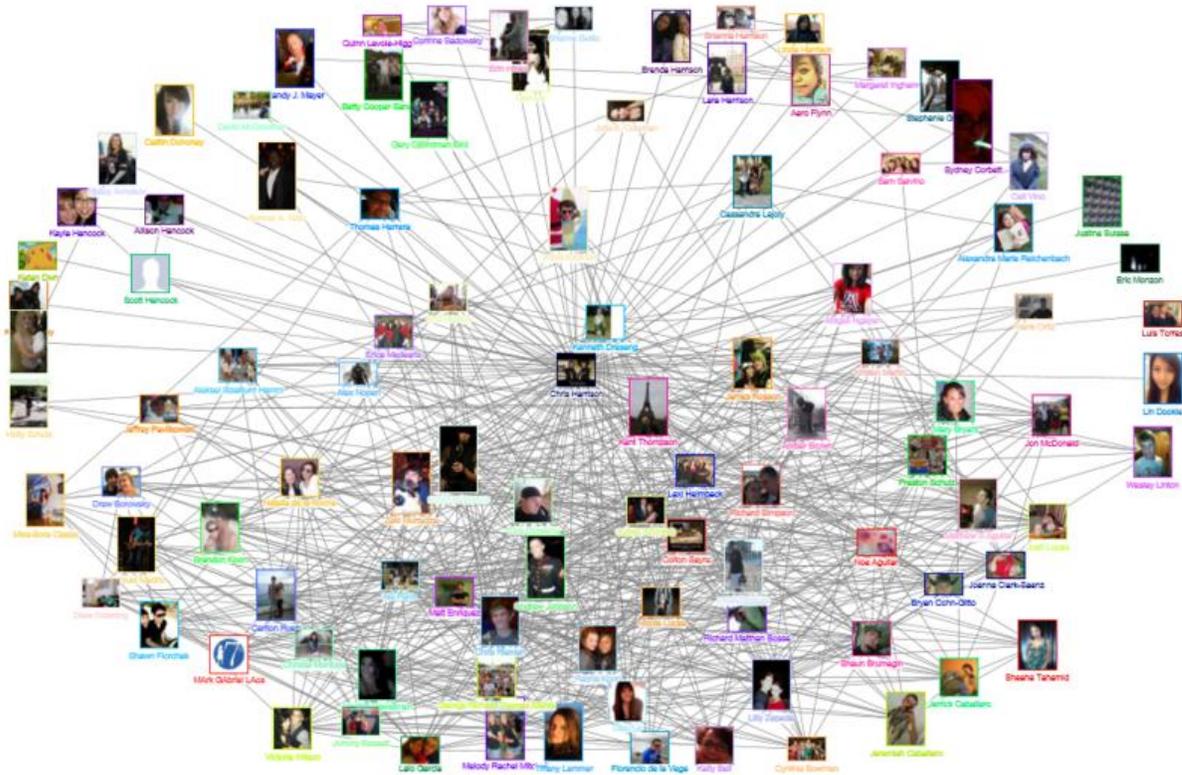
It is interesting to take note on how a lot of my friends on the bottom portion of the graph are extremely connected to each other and have a lot of interaction with each other, which makes a lot of sense seeing as they are from my old hometown of Sahuarita, Arizona. An excel book containing more relevant data on my social network can be found here.

As you can see media editing has the ability to create and examine many different things within the realm of digital culture, from editing and manipulating pictures, to creating music and mash-ups, to examining how people interact with each other through the use of social networks. Media editing can of course be used to do

much, much more than what I have touched on within this paper, but these four elements are what I find the most interesting and relevant to what I want to do in the future. The modules on audio and social networks were perhaps the most important to me since I am an aspiring music producer, I was able to learn more about the business side of music through the audio portion and also learn about connections people have and learn what they are interested in through exploring and examining social networks.