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Media Editing
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Reflective Essay

When I enrolled in this class, Media Editing, I was not sure what to expect. Being a design major, I settled on the idea of graphic design, since that is what I know best. When we started our first module (text and graphics), my guess as to what this class was about was confirmed. However, as the class moved forward, I began to broaden my scope of what media editing meant to me. It began to morph into an understanding of it being visual, music, and movies. When we started the “space” module, I began to understand that media can be anything. In fact, our media is the world and anything that can be manipulated will be. To me, media editing is changing what is in front of us into something preferred or appealing.

As mentioned, my first take on what media editing really was was plainly “text and graphics” or graphic design. I really was caught off guard in our first class by the pressure project introduced to us, since I am used to starting a project on my own time. The final project for this module however came much more naturally to me and turned out well. I combined a phrase that I like to live by with a photo of where I am from. With that I created some fluidity within the piece by merging the text and the Phoenix skyline.



In module 2, which introduced to medium audio, we used to program Audacity to manipulate sound. One of the first projects was to combine a spoken word file with some other sort of audio to change the connotation of the spoken word. I used a monologue from the movie Pulp Fiction combined with the Mormon Tabernacle Choir performing Come Thou Fount. The final project taught me that to define what music really is, you must first be able to define it. The definition that I settled on is “An intentional composition of sounds that create a melodic

structure. `` The next module, video, went along in the same category as the sound module. The most memorable project for this module was constructing a video that conveyed a message about a certain cause that we cared about. Seeing as I believe that it is absolutely ludicrous that in most places is it illegal for gay people to have the same right of marriage as straight people, I did my video on that. Combining music, text, images, and video clips, I created a compelling message for the cause that I am supportive of.

When as a class we began the interfaces module, I began to think about what media editing really was. I no longer limited it to what I thought of as media. Using the C-map application we made maps that looked like a web of our social network. The final project was to create a visual representation of our social network I chose to make an interactive document of all the major categories the people from my friends list fell into. I was interesting to see how many socially valuable people I am connected to, versus the number of "dead weight" people I am friends with just because I want to stalk them on the internet.

I liked the interfaces project because it was something that we all relate to. there was always something that were are used to using, and can all contribute a better solution to the problem at hand than the current interface is providing. I felt kind of like a n industrial designer during this module. Below is my interface that I came up with for this project.



The module that really got me to think about the big picture in terms of what media editing actually entailed was the spatial intervention projects. When we did the in class project where each group was assigned a place on campus, it really allowed me to think about everything as a medium to be edited. At this point I began to realize that anything that can be improved upon or changed in some way was a medium for editing. My favorite part of this module was the man that created artwork with nature that kept falling apart, or would soon be washed away by the tide. Although some of his work was more permanent, like the spiral island thing. Our last module kind of caught me by surprise because to me, life is intangible. The movie that

we watched preceding our final project was interesting and raised many questions for the future of media editing. While it was exciting to be able to work with the Orison tool and get to have access to someone's unedited life, it could have been put together a little better. Most of the images that I waded through were blurry and I could not put a lot of context together because there was no audio to hear what was going on. However, it was a brand new program and concept.

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