

Media Editing is the basis to all media design. The various processes through media editing allow one to alter, change and or manipulate different aspects to the design at hand. The different editing that can take place can pertain to different aspects of a design such as video, audio, visual, etc. and can get into even more detail such as color, space, shape and line. All of these different aspects are strongly connected to one another and changing or altering each and how they are connected is what brings different changes to a design.

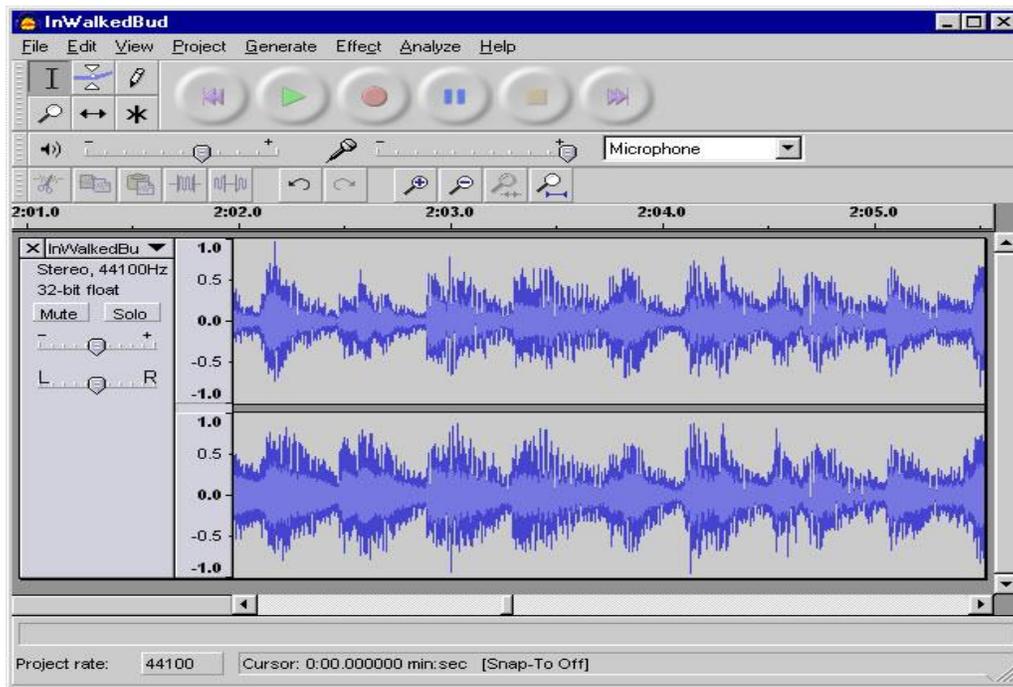
Video editing is the process of editing different segments of a piece of video footage. One can edit the visual forms of the video or even the audio. Through video editing a video can be sped up, slowed down, rewind, played in reverse – almost anything pertaining to video and time. The audio can be manipulated as well, changing how video is viewed or interpreted. When pertaining to video editing, much of the time audio editing is also involved.



“Motion picture film editing is a predecessor to video editing and, in several ways, video editing simulates motion picture film editing, in theory and the use of linear video editing

and video editing software on non-linear editing systems (NLE). Using video, a director can communicate non-fictional and fictional events. The goals of editing are to manipulate these events to bring the communication closer to the original goal or target. It is a visual art.” –Wikipedia

Audio editing is the process of editing different segments of a piece of video footage. A person can edit different aspects of a piece of audio such as its pitch, tempo and speed. With many different audio programs such as Audacity, a person can even add in other aspects to a piece of audio such as an echo or other segments of audio from different footage. Editing audio and bringing different footage together allows for someone to completely change an audio experience. By adding sounds and altering different aspects to audio, someone can make a piece of audio sound completely different from the original piece of footage.



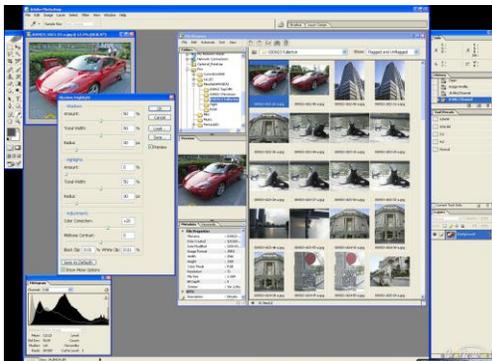
A digital audio editor is a computer application for audio editing. There are many audio editing programs, all of which look very similar to the one above. As you can see, even aspects such as which speaker you want the audio to play out of can be adjusted.

“Editors designed for use with music typically allow the user to do the following:

- Record audio from one or more inputs and store recordings in the computer's memory as digital audio
- Edit the start time, stop time, and duration of any sound on the audio timeline
- Fade into or out of a clip (e.g. an S-fade out during applause after a performance), or between clips (e.g. crossfading between takes)
- Mix multiple sound sources/tracks, combine them at various volume levels and pan from channel to channel to one or more output tracks
- Apply simple or advanced effects or filters, including compression, expansion, flanging, reverb, audio noise reduction and equalization to change the audio
- Playback sound (often after being mixed) that can be sent to one or more outputs, such as speakers, additional processors, or a recording medium
- Conversion between different audio file formats, or between different sound quality levels” –Wikipedia

Image and graphic editing is also a large part to the media editing process. With graphic editing, aspects such as shape, line and space play a key role in the overall design of an image. One can incorporate each to make designs that adjust according to the intended mood or message for the viewer.

“Traditional analog image editing is known as photo retouching, using tools such as an airbrush to modify photographs, or editing illustrations with any traditional art medium. Graphic software programs, which can be broadly grouped into vector graphics editors, raster graphics editors, and 3d modelers, are the primary tools with which a user may manipulate, enhance, and transform images. Many image editing programs are also used to render or create computer art from scratch.” –Wikipedia



Two of the top image editing programs come from Adobe, known as Adobe Photoshop and Adobe Illustrator.