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| **Semester: 3** | |
| **Course : Major** | |
| **Paper Title:** Video Editing | |
| **Paper code:** C2MV230321P | **Credits: 4** |
| **Hours/week : 4** | |
| **Category: Core/MDC/SEC/VAC : Core** | |
| **Theory / Practical / Composite : Practical** | |
| **No of Modules : 1** | |

**Course Overview:** The course introduces the fundamental concepts and terminology of film editing, guiding learners through the understanding of basic units such as frame, shot, scene, sequence, and cut. Students will engage in exercises to identify different shot types and recognize their roles within a scene. The course explores transitions and their creative applications, along with the various types of shots and their functions in storytelling. Key areas of editorial control—spatial, temporal, rhythmic, and graphic—are examined to understand how they shape cinematic rhythm and meaning. Learners will study the characteristics of digital nonlinear editing, gain knowledge of digital formats and resolutions, and receive hands-on training with editing software. Assignments include editing short scenes and analyzing film sequences.

**Course Outcome:**

1. Remember: Students will recall and define the basic terms and concepts of video editing.
2. Understand: Students will explain and interpret key principles related to editing workflows and digital formats.
3. Apply: Students will use digital nonlinear editing software to perform basic editing tasks.
4. Analyse: Students will examine and assess different types of footage to determine appropriate editing techniques and transitions.
5. Create: Students will design and produce a complete edited video by structuring raw footage into a polished final product.

**Prerequisites:** ***Basic knowledge about any prior course***

**SYLLABUS**

| UNIT/Module | CONTENT | HOURS or NUMBER OF CLASSES | CO Mapping | COGNITIVE LEVEL |
|---|---|---|---|---|

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|---|---|---|---|---|
| **I.** | ● Understanding basic units and terms of film editing ● Recognising Frame, Shot, Scene, Sequence, Cut ● Exercises on recognition of shots in a scene ● Transitions and its applications ● Types of shots and their utility ● Areas of control and choice in editing---- (Spatial, Temporal, Rhythmic, Graphic) ● Characteristics of Digital Nonlinear editing ● Understanding various digital formats and their resolution ● Learning a digital nonlinear editing software ● Editing of silent short scenes ● Analysis of film(s)/sequences ● Imagining a sequence into actual realizable shot units | **4** | **CO1, CO2, CO3, CO4, CO5** | **KI, K2, K3, K4, K5** |

**Text Books**

1. Bowen, C. (2017). *Grammar of the Edit* (4th ed.) Focal Press.
2. Bordwell, D., & Thompson, K. (2020). *Film Art: An Introduction*. (12th ed.) The McGraw-Hill Companies.

**Suggested readings**

1. Reisz, K., & Gavin, M. (2014). *The Technique of Film Editing* (2nd ed.). New York: Hastings House.
2. Murch, W. (2001). *In The Blink of an Eye*: *A Perspective on Film Editing* (2nd ed.). Silman-James Press.
3. Dancyger, K. (2019). *The Technique of Film and Video Editing* (6th ed.) Boston: Focal Press.

**Web Resources**

1. **https://archive.org/**
2. **https://nofilmschool.com/**

**Evaluation : Continuous Assessment: 95 marks**

**Paper Structure for Theory Semester Exam Module :** NA

## Course outcomes (COs) and Cognitive Level Mapping

| COs | CO Description | Cognitive levels |
|---|---|---|
| **CO1** | Remember to define the basic terms and concepts of video editing | K1 |
| **CO2** | Students will understand, explain and interpret key principles related to editing workflows and digital formats. | K2 |
| **CO3** | Students will apply digital nonlinear editing software to perform editing tasks. | K3 |
| **CO4** | Students will analyse and assess different types of footage to determine appropriate editing techniques and transitions. | K4 |
| **CO5** | Students will create and produce a complete edited video by structuring raw footage into a polished final product. | K5 |