

VIDEO EDITING AND COMPOSITING

UNIT CODE: ME/CU/AN/CR/08/5/MA

Relationship to Occupational Standards

This unit addresses the unit of competency: edit and compose videos

Duration of Unit: 130 hours

Unit Description

This unit specifies the competencies required to edit animation render. It involves: compositing animation shots, modifying animation footage, generating animation effects, developing colour grading, synchronizing audio elements, generating animation credits and rendering final animation.

Summary of Learning Outcomes

Elements	Hours
Composite animation shots	25
Modify animation footage	15
Generate animation effects	25
Develop color grading	20
Synchronize audio elements	15
Generate animation credits	10
Render final animation	20
Total hours	130

Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Composite animation shots	1.1 Introduction to compositing. 1.2 Video compositing user interface 1.3 Project settings and parameters 1.4 Importing files 1.5 Project layers 1.6 Visual effects application	<ul style="list-style-type: none">• Written tests• Observation• Oral questions• Third party report• Interviewing• Project and report writing
2. Modify animation footage	2.1 Introduction to Video editing 2.2 Video editing software user interface 2.3 Importing and sorting project files 2.4 Assembling footage	<ul style="list-style-type: none">• Observation• Oral questions• Third party report• Interviewing

	2.5 Cutting and trimming of timeline files	<ul style="list-style-type: none"> • Project and report writing
3. Generate animation effects	3.1 Transitions 3.2 Digital zooming 3.3 Opacity 3.4 Lower thirds 3.5 Text animation	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
4. Develop colour grading	4.1 Colour temperature 4.2 Footage analysis 4.3 Creating Colour profile 4.4 Colour timing 4.5 Colour correction	<ul style="list-style-type: none"> • Written tests • Observation • Oral questions • Third party report • Interviewing • Project and report writing
5. Synchronize audio elements	5.1 Audio analysis 5.2 Audio editing and synchronisation 5.3 Audio balancing and levelling	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
6. Generate animation credits	6.1 Time-line analysis 6.2 Creating Intros and Outros sequences 6.3 Credits formatting 6.4 Animating credits 6.5 Positioning credit slides	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing
7. Render final animation	7.1 Timeline analysis 7.2 Rendering software interface 7.3 Rendering settings 7.4 Render versions 7.5 Portfolio development	<ul style="list-style-type: none"> • Observation • Oral questions • Third party report • Interviewing • Project and report writing

Suggested Methods of Instruction

- Project
- Demonstration by trainer
- Practice by the trainee

- Discussions
- Direct instruction
- Case study
- Audio –visual aids

Recommended Resources

- Computers
- Audio recorder
- Internet
- Digital Cameras
- Animation films
- Text books
- Editing & recording studio
- Computer software
- Stereo studio headset
- Flash drives