



Information about the subject

Degree: Degree in Design and Narration in Animation and Video games

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2050328 **Name:** Video and audio editing and compositing

Credits: 6,00 **ECTS Year:** 3 **Semester:** 2

Module: POST-PRODUCTION

Subject Matter: ANIMATION AND POST-PRODUCTION **Type:** Compulsory

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

2053A Luis Estivalis Torrent (**Responsible Lecturer**)

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Module organization

POST-PRODUCTION

Subject Matter	ECTS	Subject	ECTS	Year/semester
ANIMATION AND POST-PRODUCTI ON	24,00	2D Animation	6,00	3/1
		Motion Graphics	6,00	2/1
		Post Production Visual Effects	6,00	4/1
		Video and audio editing and compositing	6,00	3/2

Recommended knowledge

Having passed the previous subjects of History of animation film, video games, comics, fantasy and fiction, History of literature and audiovisual, Storyboard for animation and video games, not as a requirement, but as recommended to be able to apply your theoretical knowledge to practice.



Learning outcomes

At the end of the course, the student must be able to prove that he/she has acquired the following learning outcomes:

- R1 To use the expressive language of audio-visual narrative in animation and/or digital video projects.
- R2 To use the specific vocabulary related to the field of two-dimensional animation in the projects developed in the subject.
- R3 To employ audio and sound effects in the composition of video and/or motion graphics.
- R4 To apply the knowledge acquired in the course on retouching and basic colour adjustment in videos and/or motion graphics.
- R5 To develop original ideas and proposals related to digital audio and video in animation and videogame projects.
- R6 To use the specific vocabulary of editing and post-production in the projects developed in the subject.
- R7 To apply the principles and fundamentals of editing and audio-visual language in the projects developed in the subject.
- R8 To elaborate rhythmic bases and sound effects for animation or videogame projects.
- R9 To use with an expressive purpose, the different types of audio-visual sound in animation or video projects for videogames.
- R10 To use specific software in the field of non-linear audio and video editing, in animation or video projects for videogames.
- R11 To create original audio-visual effects that are aesthetically appropriate to the requirements of the projects developed in the subject.
- R12 To use specific vocabulary of editing and post-production of visual effects in the development of the projects of the subject.
- R13 To apply video and audio special effects in animation and/or video projects for videogames.



Competencies

Depending on the learning outcomes, the competencies to which the subject contributes are (please score from 1 to 4, being 4 the highest score):

BASIC		Weighting			
		1	2	3	4
B2	Students to apply their knowledge to their job or vocation in a professional manner and to possess competences that are usually shown through the elaboration and defence of arguments and problem-solving within their area of study.				X
B4	Students to transmit information, ideas, problems and solutions to a specialised and non-specialised audience.				X
B5	Students to have developed those learning skills needed to undertake subsequent studies highly autonomously.				X
GENERAL		Weighting			
		1	2	3	4
G1	To develop original and innovative ideas and proposals in the area of design and narrative of animation and videogames in the required work in a project, combining conceptual and technical aspects.				X
G2	To collaborate in teams that adopt interdisciplinary roles in the elaboration of animation and videogames projects.				X
G5	To use a specific and inclusive vocabulary in the area of expertise of the degree.				X
SPECIFIC		Weighting			
		1	2	3	4
E15	To edit audio and video related to animation and videogames.				X



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R5, R6, R12	20,00%	Written tests
R3, R4, R5, R7, R8, R9, R10, R11, R13	80,00%	Elaboration of projects

Observations

In accordance with the development guidelines of the General Regulations for the Evaluation and Qualification of Official Teachings and Own Degrees of the UCV, in face-to-face degrees, class attendance with a minimum of 80% of the sessions of each subject will be required as a requirement. to be evaluated. This means that, if a student does not attend the sessions of each subject, in a percentage greater than 20%, he/she will not be able to be evaluated, neither in the first nor in the second call, unless the person responsible for the subject, with the approval of the person responsible for degree, in view of duly justified exceptional circumstances, exempt from the minimum attendance percentage.

The same criterion will be applicable for hybrid or virtual degrees in which teachers must maintain the same percentage in the requirement of "presence" in the different training activities, if any, even if these are carried out in virtual environments.

The mention of "Honors" may be awarded to students who have obtained a grade equal to or greater than 9.0. Their number may not exceed five percent of the students enrolled in a group in the corresponding academic year, unless the number of students enrolled is lower.

According to article 9 of the General Regulations for the Evaluation and Qualification of Official Teachings and Own Degrees of the UCV, the continuous evaluation system is the preferred evaluation system at the UCV. The art. 10 allows, however, for those students who in a justified and accredited manner express their inability to attend in person (or to synchronous communication activities for virtual and/or hybrid teaching modalities), their evaluation on an extraordinary basis in the so-called single evaluation. Said single evaluation must be requested within the first month of each semester to the Dean of Faculty through the Vice-Deanships or Master's Directorates, with the express decision on the admission of said request from the student concerned being the responsibility of this.

For the subject of EDITING AND COMPOSITION OF VIDEO AND AUDIO, the evidence to be presented and/or the test/s to be carried out in the single evaluation by the student are established as: Project preparation 80% and Written tests 20%



CLASS ATTENDANCE IN FACE-TO-FACE DEGREES

In accordance with the development guidelines of the General Regulations for the Evaluation and Qualification of Official Teachings and Own Degrees of the UCV, in face-to-face degrees, class attendance with a minimum of 80% of the sessions of each subject will be required as a requirement to be evaluated. This means that, if a student does not attend the sessions of each subject, in a percentage greater than 20%, he/she will not be able to be evaluated, neither in the first nor in the second call, unless the person responsible for the subject, with the approval of the person responsible for degree, in view of duly justified exceptional circumstances, exempt from the minimum attendance percentage. The same criterion will be applicable for hybrid or virtual degrees in which teachers must maintain the same percentage in the requirement of "presence" in the different training activities, if any, even if these are carried out in virtual environments.

MENTION OF DISTINCTION:

The mention of "Honors" may be awarded to students who have obtained a grade equal to or greater than 9.0. Their number may not exceed five percent of the students enrolled in a group in the corresponding academic year, unless the number of students enrolled is lower.

Learning activities

The following methodologies will be used so that the students can achieve the learning outcomes of the subject:

- M4 Problem solving activities
- M6 Project-based learning



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
Use of the learnt theory in simulated or real circumstances. M4	R5, R6, R12	18,00	0,72
The student, individually or in a group, leads their action to the elaboration of a tangible final result (product) in which process knowledges and needed competences are incorporated. M4, M6	R3, R4, R5, R7, R8, R9, R10, R11, R13	42,00	1,68
TOTAL		60,00	2,40

LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
Autonomous work. Study, memorization, test preparation, practical abilities drilling, elaboration of works, essays, reflections, metacognitions, portfolios elaboration, ... M4	R1, R2, R5, R6, R12	20,00	0,80
The student, individually or in a group, leads their action to the elaboration of a tangible final result (product) in which process knowledges and needed competences are incorporated. M4, M6	R3, R4, R7, R8, R9, R10, R11, R13	70,00	2,80
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
1. Introduction to video editing and composition	· Definition and contextualization · Elements of audiovisual language (shots, narrative, montage...) · The different audiovisual communication formats (corporate, report, spot, web...) · The importance of editing
2. Introduction to audio editing and composition	· Digital audio and video (file formats) · Audio in interactive creations and video games.
3. The creative process in video and audio editing and composition projects:	· Phases of audiovisual production: pre-production, production and post-production. · Audiovisual media. · Practical video and audio editing. · Music generation through loops and other sources. · Development and application of specific solutions. · Color and video grading.

Temporary organization of learning:

Block of content	Number of sessions	Hours
1. Introduction to video editing and composition	4,00	8,00
2. Introduction to audio editing and composition	12,00	24,00
3. The creative process in video and audio editing and composition projects:	14,00	28,00



References

Maxim Jago (2022). Adobe Premiere Pro Classroom in a Book. Addison Wesley

Fernández Díez, F., & Martínez Abadía, J. (2014). Manual básico de lenguaje y narrativa audiovisual (1st ed.). Barcelona [etc.]: Paidós.