



Information about the course

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: POSTPRODUCCIÓN

Subject Matter: ANIMACIÓN Y POSTPRODUCCIÓN. **Type:** Obligatoria

Branch of knowledge:

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Language/-s in which it is given: Spanish

Teachers:

2053A Luis Estivalis Torrent (**Profesor responsable**)

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Module organization

POSTPRODUCCIÓN

Subject Matter	ECTS	Subject	ECTS	Year/semester
ANIMACIÓN Y POSTPRODUCCI ÓN.	24	2D Animation	6	3/1
		Motion Graphics	6	2/1
		Post Production Visual Effects	6	4/1
		Video and audio editing and compositing	6	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 demonstrate having acquired the following learning outcomes:

R10 - Apply the knowledge acquired in the course on basic retouching and colour adjustment in videos and/or motion graphics. RA12.66

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Demonstrate a high degree of autonomy in learning.

Type of AR: Competencias

- Collaborate in teams that adopt interdisciplinary roles in the development of animation and video game projects.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

R13 - Develop original ideas and proposals related to digital audio and video in animation and video game projects, taking into account the sincere search for the whole truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the sustainable development goals. RA9.34 / RA2.25/ RA6.25 / RA7.25 / RA8.30

Learning outcomes of the specified title

Type of AR: Competencias

- Apply the principles derived from the concept of integral ecology to their proposals or actions, regardless of their scope, area of knowledge, and the contexts in which they are presented.



- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.
- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.
- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

R14 - Use specific editing and post-production vocabulary in projects developed in the course. RA8.31

Learning outcomes of the specified title

Type of AR: Competencias

- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

R15 - Apply the principles and fundamentals of editing and audiovisual language in the projects developed in the course. RA9.35 / RA12.68

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

Type of AR: Competencias

- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.



R16 - Create rhythmic bases and sound effects for animation or video game projects. RA2.26 / RA12.69

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

Type of AR: Competencias

- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.

R17 - Use different types of audiovisual sound in animation or video projects for video games for expressive purposes. RA9.36 / RA12.70

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

Type of AR: Competencias

- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

R18 - Use specific software for non-linear audio and video editing in animation or video projects for video games. RA5.3 / RA12.71

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas



- Demonstrate a high degree of autonomy in learning.
- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

R20 - Use specific vocabulary related to visual effects editing and post-production in the development of projects for this subject. RA8.32 / RA4.21

Learning outcomes of the specified title

Type of AR: Competencias

- Be able to convey information, ideas, problems, and solutions to both specialized and non-specialized audiences.
- Collaborate in teams that adopt interdisciplinary roles in the development of animation and video game projects.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

R9 - Use audio and sound effects in the composition of videos and/or motion graphics. RA12.65

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Demonstrate a high degree of autonomy in learning.

Type of AR: Competencias

- Collaborate in teams that adopt interdisciplinary roles in the development of animation and video game projects.
- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.



Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
R13, R16, R17, R18	40,00%	SE6 – Practical exams.
R13, R16, R17, R18	60,00%	SE8 – Project development.

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%

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.

MENTION OF DISTINCTION:

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Training activities

The methodologies to be used so that the students reach the expected learning outcomes will be the following:

M4 MD4: Problem-solving exercises

M6 MD6: Project-based learning

IN-CLASS TRAINING ACTIVITIES

ACTIVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF4 – Application of the theory learned in real or simulated situations.	R14, R15, R16, R17, R18	MD4: Problem-solving exercises	17,00	0,68
AF6 – The student, individually or collectively, focuses on producing a tangible final result (product) that incorporates the knowledge and skills necessary for its realization.	R13, R14, R15, R16, R17, R18	MD6: Project-based learning	43,00	1,72
TOTAL			60,00	2,40



TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTIVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF8 – Independent work. Study, memorization, exam preparation, practice of practical skills, preparation of assignments, essays, reflections, metacognitive activities, portfolio development, etc.	R13, R14, R15, R16, R17, R18	MD4: Problem-solving exercises MD6: Project-based learning	11,00	0,44
AF6 – The student, individually or collectively, focuses on producing a tangible final result (product) that incorporates the knowledge and skills necessary for its realization.	R13, R14, R15, R16, R17, R18	MD4: Problem-solving exercises MD6: Project-based learning	17,50	0,70
AF4 – Application of the theory learned in real or simulated situations.	R13, R14, R15, R16, R17, R18	MD4: Problem-solving exercises MD6: Project-based learning	61,50	2,46
TOTAL			90,00	3,60



Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	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	Sessions	Hours
1. Introduction to video editing and composition	5	10,00
2. Introduction to audio editing and composition	10	20,00
3. The creative process in video and audio editing and composition projects:	15	30,00



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.
- Canet, F., y Pro'sper, J. (2009). Narrativa audiovisual: estrategias y recursos. Editorial Síntesis.