



## UNIVERSITI TEKNOLOGI MARA

### FDC531: DIGITAL POST PRODUCTION

<b>Course Name (English)</b>	DIGITAL POST PRODUCTION <b>APPROVED</b>
<b>Course Code</b>	FDC531
<b>MQF Credit</b>	3
<b>Course Description</b>	This course provides students with the opportunity to engage and learn directly using industry's standard editing tools. The course exposes students to the advance theory and practice of digital post-production. The first part of this course deals with HD digital workflow of film editing, covering a time-span that goes from various types of cutting-edge movie making. The second part of the course will expose and train students with the tools and techniques of online and offline editing. This will lead students to analyzing and assembling dramatic scenes under a variety of conditions and narrative strategies. Editing techniques and procedures, issues of continuity, effects, movement and sound are examined as they relate to the fundamentals of cinematic montage and visual storytelling. Students are expected to perform and contribute whole-heartedly to the companies or organizations they are attached to ensure that the full engagement is experienced.
<b>Transferable Skills</b>	Demonstrate professional skills, knowledge and competencies.
<b>Teaching Methodologies</b>	Lectures, Blended Learning, Tutorial, Presentation
<b>CLO</b>	CLO1 Align advance film and High Definition editing and the aesthetic possibility of the edit. CLO2 Identify High Definition post-production workflow and dimensions of film editing CLO3 Professionally practice the professional way of editing techniques that makes the output ready for High Definition Broadcast or Cinema Release.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Introduction to Digital Post Production</b> 1.1) n/a	
<b>2. Editing Theory and Terminology</b> 2.1) n/a	
<b>3. Organizing Bins</b> 3.1) n/a	
<b>4. Creating Rough Cut</b> 4.1) n/a	
<b>5. Refining the Rough Cut</b> 5.1) n/a	
<b>6. Effects, Titling and Transition</b> 6.1) n/a	
<b>7. Digital Imaging / Color Grading</b> 7.1) n/a	
<b>8. Music and Audio for Film</b> 8.1) n/a	
<b>9. Sound Effects and Foley</b> 9.1) n/a	



<b>Assessment Breakdown</b>	<b>%</b>
Continuous Assessment	100.00%

<b>Details of Continuous Assessment</b>	<b>Assessment Type</b>	<b>Assessment Description</b>	<b>% of Total Mark</b>	<b>CLO</b>
	Group Project	Criss Cross Short Film Edit. Student will be divided into groups and Student are require to submit report together with Digital Portfolio.	40%	CLO3
	Individual Project	Short Video Edit. Student can edit any short video and will be evaluated based on their creativity.	30%	CLO1
	Individual Project	Editing Task. Student will be given tasks at the end of class based on the related topics. The tasks will be evaluated upon completion of all tasks.	30%	CLO2

<b>Reading List</b>	<b>Recommended Text</b>	<ul style="list-style-type: none"> <li>• Karen Pearlman 2009, <i>Cutting Rhythms</i>, Focal Press New York [ISBN: 0240810147]</li> <li>• Alexis Van Hurkman 2014, <i>Color Correction Handbook</i>, 2nd Ed., Pearson Education USA [ISBN: 0321929667]</li> <li>• Michael White 2016, <i>Editing Audio in Pro Tools</i>, 1st Ed., Course Technology Ptr USA [ISBN: 1598632817]</li> <li>• Gael Chandler 2013, <i>Cut by Cut</i>, Michael Wiese Productions Seattle, USA [ISBN: 1615930906]</li> <li>• Rick Young 2015, <i>Final Cut Pro X</i>, 2nd Ed., Taylor &amp; Francis Ltd London, United Kingdom [ISBN: 1138785539]</li> </ul>
<b>Article/Paper List</b>	This Course does not have any article/paper resources	
<b>Other References</b>	This Course does not have any other resources	