

Module	Applications Technology
Course code	GCD-AT
Credits	5
Important Notes	This is a Level 7 module. 5 places only. Places will be allocated on a first come first served basis following submission of student's Academic Study Form.
Allocation of marks	100% continuous assessment

MODULE AIMS AND OBJECTIVES

The objectives of the module are to enable the learner to use industry standard digital editing software to organise and edit digital video and audio, utilising fully appropriate effects, corrective techniques and professional workflows.

This module will also enable learners to bring projects that have been conceived in the Production and Direction modules to fruition.

MODULE LEARNING OUTCOMES

Upon successful completion of this module, learners will be able to:

- i) Use industry standard software to edit digital audio visual content
- ii) Generate and animate onscreen graphics
- iii) Use introductory audio mixing tools
- iv) Employ successful workflow techniques
- v) Use industry standard software to edit audio

INDICATIVE MODULE CONTENT

Software indicated below is subject to review depending on industry needs.

Avid Media composer MC101

- Exploring the Interface and Preparing to Edit.
- Assembling a Basic Sequence.
- Ingesting File-Based Media.
- Manual Timeline Editing.
- Refining the Edit.
- Refining and Mixing Audio.
- Customizing Media Composer.

- Introduction to multi-camera editing.
- Creating Quick Titles and basic transitions.
- Preparing for Output and Exporting a File.

After Effects 101

- Understanding Interface
- Opening a project / creating a composition
- Importing elements
- Creating basic animation using effects and filters
- Working with Shapes
- Animating Text
- Creating , importing and animating layers
- Working with Masks
- Puppet and Rotobrush Tools
- Introduction to Expressions
- Colour Correction and Clone stamping
- Building 3D Scenes
- Animating Cameras, Lights and Shadows
- Keying Shots
- Stabilising Shots
- Introduction to Particle Systems
- 2D Single Point and Multipoint Tracking
- 3D Camera Tracking
- Rendering, Outputting

PROTOOLS 101

- Creating a session
- Making their first audio recording
- Importing media into a session
- Making a MIDI recording
- Selecting and navigating
- Applying basic editing and mixing techniques

Healthy and safety guidelines for use of relevant hardware is also addressed in this module.