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EUROPEAN COMPUTER DRIVING LICENCE
Multimedia Video Editing
Syllabus

Purpose

This document details the syllabus for *ECDL Multimedia Module 2 – Video Editing*. The syllabus describes, through learning outcomes, the knowledge and skills that a candidate for ECDL Multimedia should possess. The syllabus also provides the basis for the theory and practice-based test in this module.

Note

The official version of the syllabus for ECDL Multimedia Version 1.0 can be found on the web site www.ecdl-multimedia.it, and it was released in 2011.

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Multimedia Module 2 – Video Editing

The Video Module requires the candidate to use the video editing application to create short movies from video sequences acquired through different tools.

The candidate shall be able to understand the phases of production of a video, know the filming techniques and the terminology of movie and television language; acquire video sequences and edit them; integrate soundtracks in video sequences and add titles to video for publishing.

CATEGORY	SKILL SET	REF.	TASK ITEM
2.1 Fundamentals	2.1.1 Information representation	2.1.1.1	Understand the difference between analogue and digital image.
		2.1.1.2	Understand the process of digital image creation (pixel, definition, etc.).
2.2 Digital video image	2.2.1 Moving image	2.2.1.1	Understand the how the moving images are perceived.
		2.2.1.2	Understand the process of creating digital images for television.
	2.2.2 Camera and video signal	2.2.2.1	Identify the different parts of a camera.
		2.2.2.2	Understand the process of video signal composition in the PAL, NTSC, HD systems.
		2.2.2.3	Understand the concept of Time Code.
	2.2.3 Image recording	2.2.3.1	Understand the concept of weight of video images.
		2.2.3.2	Know the different video compression formats like MPG, AVI, MOV.
		2.2.3.3	Understand the different supports for image and sound recording, and their formats like magnetic, optical, solid state.
		2.2.3.4	Calculate the quantity of memory needed to store a video image of a specific length in different file formats.
	2.2.4 Peripheral devices	2.2.4.1	Choose the appropriate hardware equipment, video adapter and peripherals for video production.
2.2.4.2		Know peripherals and connection mode.	
2.3 Technique and language	2.3.1 Shots	2.3.1.1	Understand the concept cine.tv shots and know the different types.
		2.3.1.2	Understand the concept of apparent distance.
		2.3.1.3	Understand the concept of field size.
		2.3.1.4	Understand the concept of moving image.
		2.3.1.5	Understand the concept of balanced image.
		2.3.1.6	Understand the meaning of camera line-up.
2.3.2 Lens and framing	2.3.2.1	Understand the meaning of depth of field.	

CATEGORY	SKILL SET	REF.	TASK ITEM
		2.3.2.2	Understand the concept of lens angle.
		2.3.2.3	Understand the concepts of focusing and selective focus.
		2.3.2.4	Know the different lenses and their use.
		2.3.2.5	Understand the lenses behaviour in relation to the movement of the subject.
	2.3.3 Framing and shooting conditions	2.3.3.1	Understand the concept of exposure.
		2.3.3.2	Adjust the camera settings to ensure correct exposition.
		2.3.3.3	Understand the characteristics of daylight and artificial light.
		2.3.3.4	Perform white balance operations.
		2.3.3.5	Know how to recognize correct framing.
2.4 Design techniques	2.4.1 Planning and design video production	2.4.1.1	Understand the process of video production.
		2.4.1.2	Identify the tasks needed for video production.
		2.4.1.3	Know the design techniques of a video film: different types of scripts and/or storyboards.
		2.4.1.4	Design a video film through a script or a storyboard.
		2.4.1.5	Planning the production of a video and select the most appropriate tools.
2.5 Video editing	2.5.1 Basic concepts	2.5.1.1	Understand the importance of editing within the filming language and its main methods.
		2.5.1.2	Know the operations which allow editing.
	2.5.2 Different kinds of video editing	2.5.2.1	Recognize an internal editing or sequence shot.
		2.5.2.2	Recognize a sequence taken with a continuous editing.
		2.5.2.3	Understand the concept of jump cut on a continuous editing.
		2.5.2.4	Recognize sequences taken with clean cuts and transitions.
		2.5.2.5	Recognize sequences performed with discontinuous, parallel and cross-cut editing.
		2.5.2.6	Understand the concept of rhythm as applied to the editing.
	2.5.3 Using video editing programs	2.5.3.1	Know the advantages and disadvantages of the most common editing software like: Movie Maker, iMovie HD.

CATEGORY	SKILL SET	REF.	TASK ITEM
		2.5.3.2	Know the main features available in a video editing application
		2.5.3.3	Acquire images and sounds within a project.
		2.5.3.4	Set the basic options in the application: acquisition format or video standard, screen size.
		2.5.3.5	Organize one's own video clips and subclips using best practice.
		2.5.3.6	Perform images cutting operations.
		2.5.3.7	Juxtapose images using tools available in the software.
		2.5.3.8	Detect and perform jump cuts to obtain continuous editing.
		2.5.3.9	Apply suitable transitions for editing needs.
2.6 Sound	2.6.1 Soundtracks	2.6.1.1	Recognise which tracks compose a soundtrack.
		2.6.1.2	Understand the terms synchronism, asynchronism, and off camera.
	2.6.2 Editing of soundtrack	2.6.2.1	Edit the dialogue track.
		2.6.2.2	Add and remove audio tracks.
		2.6.2.3	Edit a vice over.
		2.6.2.4	Edit the soundtrack and sound effects, choosing the most suitable music and effects.
		2.6.2.5	Manage audio levels.
2.7 Finalization	2.7.1 Credits	2.7.1.1	Understand the fundamentals of titles: main titles and credits, and their duration.
		2.7.1.2	Add main titles, end titles, and running captions.
	2.7.2 Final generation	2.7.2.1	Understand the finalization processes of the video film according to its purpose.
		2.7.2.2	Understand the principles for video export: the multimedia file.
		2.7.2.3	Export video in high quality format.