All objectives must be mastered at a level appropriate to the Target Candidate.

The Target Candidate (TC) has approximately 150 hours of instruction and hands-on experience with the product and is familiar with product features and capabilities, as well as relevant career concepts. The TC is generally self-su cient and able to apply knowledge of video production and editing principles to perform basic or routine tasks involved in her or his job role with limited assistance from peers, product documentation, or support services. The TC generally works in collaboration with colleagues or with supervision. Furthermore, the TC will be able to

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1.3.b Identify when and how to obtain permission to use images, audio, or video.

i. Key Terms: model release, location permitting, property release, rights, permissions, licensing.

ii. Key Concepts: permission to use an image is separate from permission to use a person's face or a restricted location, etc.

Develop familiarity with standard digital format terminology related to digital audio and video.

1.4.a Demonstrate knowledge of digital video and audio terminology.

i. Key video terms: frame rate, aspect ratio, safe zone, image and video resolution, file formats, video codecs, pixels, rendering, aperture, shutter speed, ISO.

ii. Key audio terms: clipping, levels, natural/ambient sound, room tone, Foley sound, audio sampling rates, file types.

1.4.b Demonstrate knowledge of how color is represented in digital video.

i. Key Terms: white balance, bit depth, and working color space (RGB, CMYK, YUV, HLS).

ii. Key Concepts: Choosing the right color space.

Develop a knowledge of basic editorial and timing concepts and best practices when shooting the video field.

1.5.a Communicate visually using standard film/video timing techniques.

i. Key Concepts: following the action; leading in and out of shots to give editors time to cut; matching shots; zooms and pans; wide vs. tight shots; establishing shots vs. closing shots; shooting B-roll footage.

1.5.b Identify general editorial principles and guidelines for video.

i. Key Concepts: sequencing shots, cuts (L and J cuts, cross cutting, match cuts, cutting on the action, cutaway, montage, jump cut), transitions, compositing, audio levels, mixing, background music, narration, sound effects, still images used in video (file formats and image specifications), titles.

1.5.c Define common photographic and cinematic composition terms and principles.

i. Key Terms: aspect ratio, rule of thirds, foreground, background, color, tone, contrast, cropping, depth of field, field of view, types of shots include: close-up (CU), extreme close-up (ECU), medium close-up (MCU), medium shot (MS), wide shot (WS), long shot (LS), extreme long shot (ELS), background (BG or bg), foreground (FG or fg), over-the-shoulder (OTS), point of view (POV), cutaway, etc.

1.5.d Identify appropriate workflows.

i. Key concepts: Ensure continuity and quality as the project moves from preproduction through postproduction; Maintain technical quality for deliverables; Communication, documentation, and tech sheets.

Project Setup and Interface

This objective covers the interface setup and program settings that assist in an efficient and effective workflow, as well as knowledge about importing digital assets for a project.

Create a project and set preferences.

2.1.a Choose appropriate project settings for video.

i. Key Concepts: project location on drive(s), sequence settings, scratch disk, playback engine, display format, audio samples, ingest settings.

2.1.b Create a sequence that matches the delivery requirements.

i. Key Concepts: editing mode, timebase, pixel aspect ratio, fields, timecode, working color space, resolution, sample rate, video previews, tracks, sequence presets.

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4. Create and Modify Visual Elements

This objective covers core tools and functionality of the application, as well as tools that affect the sequences within the project.

4.1 Use core tools and features to edit and build a video.

4.1.a Assemble a video sequence using a variety of tools and panels.

    i. Key Panels: Timeline, Source Monitor, Program Monitor.

    ii. Key Concepts: setting In and Out points to determine an edit; splitting, inserting, overwriting, lifting, and extracting clips.

4.1.b Create and edit vector images.

    i. Key Tools: Pen, Freeform Pen, Curvature Pen, Add Anchor Point, Delete Anchor Point, Convert Point, Rectangle, Rounded Rectangle, Ellipse, Triangle, Polygon, Line, and Custom Shape.

4.2 Add and manipulate text and modify the properties.

4.2.a Add superimposed text and shapes in a sequence.

    i. Key Concepts: Type tools: point text, paragraph text; Create shapes with the Pen, Rectangle, and Ellipse tools; Use the Essentials Graphics panel to browse and select relevant templates.

4.2.b Use appropriate controls to modify text and graphic appearance.

    i. Key Text Controls: font, size, alignment, kerning, tracking, leading, horizontal and vertical scale, etc.

    ii. Key Appearance Controls: fill, shadow, stroke, background.

4.3 Transform footage within the sequence.

4.3.a Resize clips using a variety of tools.

    i. Key Terms: adjusting scale, aspect ratio, or frame size; letterboxing; adjusting for mixed aspect ratios; using vertically shot video from phones; etc.

4.3.b Trim and refine clips using various methods.

    i. Key Tools: Rolling Edit tool, Ripple Edit tool, Rate Stretch tool.

4.4 Transform digital media within a project.

4.4.a Modify clip settings.

    i. Key Concepts: labeling, renaming, setting poster frame, changing clip speed, creating a freeze frame.

4.4.b Adjust the audio of a video clip.

    i. Key Concepts: audio gain and channel remapping.

4.5 Use effects to modify video in a sequence.

4.5.a Use basic auto-correction methods and tools.

    i. Key Concepts: Know how to use the Basic Correction, Creative and Vignette controls of the Lumetri color panel.

4.5.b Apply effects presets.

    i. Key Tools: effects, transitions, presets.

4.5.c Apply effects presets on multiple clips.

    i. Key Concepts: creating and adjusting the length of the adjustment layer, nesting.

4.5.d Composite video clips using tracks.

    i. Key Concepts: keying (luma/chroma), opacity, masking, mattes, alpha channel, picture-in-picture.