

Academic Year: 2025/26

200289 - Editing

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Teaching Guide Information

Subject code: 200289

Degree program: 10014 - Degree in Digital Creation, Animation and Video Games

Type: Basic Training

Year: 2

Number of ECTS: 6.0

Period: Second term

Languages:

Degree coordination: Patricia Comesaña Comesaña

Subject coordination: Inmaculada Concepción Carpe Pérez

Faculty: Inmaculada Concepción Carpe Pérez, Miguel Oliveros Mediavilla

1. Overview

The objective of the subject is to train students in the technical foundations of video editing, while complementing and deepening their training in audiovisual language.

It will focus in a special way on showing the differences between editing and editing in a real image production and in an animation production, looking at the procedures in each of these disciplines.

2. Educational and learning outcomes (RD 822/2021 degree programs) or competences (RD 1393/2007 degree programs)

Competences (RD 1393/2007 degree programs)

- **[B01]** CB1 - Que os estudantes demostrasen posuír e comprender coñecementos nunha área de estudo que parte da base da educación secundaria xeral, e se atope a un nivel que, se ben se apoia en libros de texto avanzados, inclúe tamén algúns aspectos que implican coñecementos procedentes da vanguardia do seu campo de estudo
- **[B02]** CB2 - Que los estudiantes sepan aplicar sus conocimientos a su trabajo o vocación de una forma profesional y posean las competencias que suelen demostrarse por medio de la elaboración y defensa de argumentos y la resolución de problemas dentro de su área de estudio
- **[B03]** CB3 - Que los estudiantes tengan la capacidad de reunir e interpretar datos relevantes (normalmente dentro de su área de estudio) para emitir juicios que incluyan una reflexión sobre temas relevantes de índole social, científica o ética
- **[B04]** CB4 - Que los estudiantes puedan transmitir información, ideas, problemas y soluciones a un público tanto especializado como no especializado

- **[B05]** CB5 - Que los estudiantes hayan desarrollado aquellas habilidades de aprendizaje necesarias para emprender estudios posteriores con un alto grado de autonomía
- **[B06]** CG1 - Capacidad de organización y planificación. Especialmente en el planteamiento de trabajos conducentes a la creación de los contenidos audiovisuales digitales que componen una producción de animación o un videojuego.
- **[B07]** CG2 - Capacidad de resolver problemas de forma efectiva, principalmente de carácter tecnológico y en el campo de la creación de contenidos digitales interactivos y de animación.
- **[B09]** CG4 - Conocer los procedimientos, destrezas y metodologías necesarios para la adaptación del proceso creativo al medio digital y la producción de obras artísticas a través de tecnologías específicas.
- **[B10]** CG5 - Valorar críticamente el conocimiento, la tecnología y la información disponible para su aplicación en la resolución de problemas.
- **[B11]** CG6 - Capacidad crítica y autocrítica. Necesaria en todo proceso creativo en el que se busca un compromiso con la calidad del trabajo, los resultados y las soluciones propuestas.
- **[B12]** CG7 - Trabajo en equipo. Capacidad de abordar proyectos en colaboración con otros estudiantes, asumiendo roles y cumpliendo compromisos de cara al grupo.
- **[B13]** CG8 - Capacidad de aplicar los conocimientos en la práctica, integrando las diferentes partes del programa, relacionándolas y agrupándolas en el desarrollo de productos complejos.
- **[C01]** CT1 - Adequate oral and written expression in the official languages.
- **[C03]** CT3 - Using ICT in working contexts and lifelong learning.
- **[C04]** CT4 - Acting as a respectful citizen according to democratic cultures and human rights and with a gender perspective.
- **[C06]** CT6 - Acquiring skills for healthy lifestyles, and healthy habits and routines.
- **[C07]** CT7 - Developing the ability to work in interdisciplinary or transdisciplinary teams in order to offer proposals that can contribute to a sustainable environmental, economic, political and social development.
- **[C08]** CT8 - Valuing the importance of research, innovation and technological development for the socioeconomic and cultural progress of society.
- **[C09]** CT9 - Ability to manage times and resources: developing plans, prioritizing activities, identifying critical points, establishing goals and accomplishing them.

2.1. Learning outcomes (RD 1393/2007 degree programs)

Learning outcomes	Study programme competences / results		
Know the basic elements of a computer editing and montage program.	A1 A2 A3 A5 A7 A8 A10 A13 A37	B1 B2 B3 B4 B5 B6 B7 B10 B11 B12 B13	C1 C2 C3 C6 C7 C8 C9
Know and understand the workflow of audiovisual editing in all its phases: acquisition of materials, shaping, etc.	A1 A2 A3 A7 A8	B1 B2 B3 B4 B5 B8	C1 C2 C3 C4
Understand the basic fundamentals of editing: raccord, shot sizes, angles, sense of direction, timing, rhythm and sound.	A1 A2 A13 A28 A35 A37	B1 B8 B9 B14	C1 C2 C3
Know the different types of editing according to the audiovisual genre.	A3 A5 A10 A37	B1 B2 B3 B4 B5 B6 B7 B8 B9	C1 C3 C4

Understand the differences between editing and montage in a live-action production and an animation production.	A2 A3 A5 A7 A10 A28 A35 A37	B2 B6	C1 C2 C3
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3. Contents

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
Topic	1. The work process in the editing room: 2.1. Editing software 2.2. Organization of materials			
Topic	2. The language of editing: 1.1. Concept of editing and editing 1.2. History of editing 1.3. The articulation of space-time in film 1.4. Types of editing			
Topic	3. Editing Grammar: 3.1. Continuity 3.2. Rhythm 3.3. Transitions			
Topic	4. The work of editing in animation and live-action productions: 4.1. Equipment 4.2. Characteristics 4.3. Workflow			
Topic	6. Sound editing: 5.1. team 5.2. levels 5.3. mix it up 5.4. Synchronization 5.5. post production			
Topic	5. Color grading: 6.1. Basic concepts of color correction and grading 6.2. Tools 6.3. Color processing steps			
Topic	7. Audiovisual genres and editing: 7.1 News 7.2 Advertising			

Content unit	Description	Education and learning outcomes / competences	Teaching methodologies and training activities	Assessment systems
	7.3 Video clip and motion graphics 7.4 Documentary			

4. Teaching methodologies and training activities

Modality In-person					
Methodology	Description	In-person teaching hours	Virtual teaching hours	Independent study hours	Education and learning outcomes / competences
Personalized attention [MAG00]	The teaching staff of the subject will be available for doubts raised by students in relation to different methods. These can be raised during tutorial hours and via email.	1,00	0,00	0,00	
Workshop [MAG16]	I develop in face-to-face classes of various tasks that will be explained more carefully at the beginning of the course in a complete file posted on the Virtual Campus (Moodle). These jobs are: - Curt practices to develop in class. Preparation and application of the theoretical syllabus. - There will be individual and group practices. - These practices must be delivered to the virtual campus (Moodle)	12,00	0,00	6,00	B09, B10, B11, B12, B13, C03, C07, C09.
Mixed objective/subjective test [MAG32]	Exams of the subject	2,00	0,00	20,00	B06, C01.
Guest lecture / keynote speech [MAG39]	Oral presentation complemented by the use of audiovisual media through online tools, synchronous or asynchronous, with the purpose of transmitting the theoretical concepts framed within the subject.	20,00	0,00	10,00	B01, B02, B03, B04, B05, B07, B09, B10, B11, C04, C06, C08.
Supervised projects [MAG42]	Development of three complex works with different intermediate deliveries of the creation process that will be explained more carefully at the beginning of the course in a complete file posted on the Virtual Campus (Moodle). The three jobs are mandatory.	16,00	0,00	63,00	B09, B10, B11, B12, B13, C03, C07, C09.
Sum of hours by type		51,00	0,00	99,00	
Total hours				150,00	

5. Assessment

Modality In-person			
Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
Mixed objective/subjective test [SEG32]	Exam. Test type and short questions about the theory and practical cases carried out in the workshop sessions.	30,00	B06, C01.

Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
	It is necessary to pass this part so that your grade is averaged with the other tests and assignments provided in this assessment. If you do not pass, the subject is automatically failed. If you have not passed the workshop section, you will have to take a practical exam together with the theoretical exam.		
Supervised projects [SEG42]	Group and individual work in which both the result and the process are valued. The grade of each student in the group could be different depending on their contribution and commitment. Participation in this work is mandatory to qualify for the assessment of the subject.	70,00	B09, B10, B11, B12, B13, C03, C07, C09.
Total (%)		100,00	

All aspects related to academic exemption, study dedication, retention, and academic fraud will be governed in accordance with the current [academic regulations](#) of the UDC.

5.1. First opportunity

The mixed test accounts for 30% of the grade, and the practical exam accounts for 70%.

To pass the course, all three parts must be passed: the mixed test, the workshop, and the supervised assignments.

Each part must be passed independently to pass the entire course. The workshop section must be passed in person; if 80% of the workshop assignments are not passed, the practical exam must be passed.

Only practical assignments submitted on time and in the correct manner will be accepted. For the submission to be taken into account, students must attend the corresponding session. Failure to do so will result in the submission being invalidated and, therefore, its assessment (zero points).

Students who have submitted at least 80% of the practical exercises from the interactive sessions and have failed any of them (or have had an excused absence from any of the sessions) may make up the assignment during the regular session's assessment period.

Students who do not submit at least 80% of the Workshop practical exercises must take the practical exam in both the first and second sessions.

Students should check the UDC Online Campus daily, as this is where they will receive all the necessary information about the course: documents, notifications, and grades.

All written or oral presentations must adhere to the customs and standards of the Royal Galician Academy or the Royal Spanish Academy in this geographical area so that they can be correctly understood and evaluated.

Fraudulent completion of practical sessions, tests, or assessment activities, once proven, will directly result in a grade of "0" for the subject in the corresponding examination session, thus invalidating any grade obtained in all assessment activities for the extraordinary examination session.

All aspects related to "academic exemption," "dedication to study," "permanence," and "academic fraud" will be governed by the current academic regulations of the UDC.

5.2. Second opportunity

Same as the first opportunity. The student must complete 80 percent of the practicals and pass a theoretical exam.

5.3. Early opportunity

Following UDC regulations, faculty will consider bringing forward the exam, especially for those students who need to take the exam in November, or under justified circumstances.

5.4. Academic exemption

Students who enjoy academic exemption must contact the subject's teaching staff before February 12, in order to agree on a personalized itinerary to compensate for absences from classrooms. Outside of this date, requests of this type will not be attended to.

Activities that are not susceptible to exemption:

Mandatory in-person practices (laboratories, clinics...).

Continuous or final evaluations impossible to adapt.

Workshops/seminars with essential active participation.

External internships in companies or institutions that require physical assistance.

TFG/TFM without express authorization from the center management.

Calquera indivisible activity or criticism to determine learning outcomes

6. Recommended bibliography

Basic bibliography

- - (2023). DaVinci Resolve 18.5. Blackmagic Design Pty Ltd. Book. [\[URL\]](#)
- Arnheim, Rudolf. (2002). Arte y percepción visual: psicología del ojo creador. Alianza, 2ª ed.. Book. [\[URL\]](#)
- Bacher, Hans, P. (2007). Dream Worlds: Production Design in Animation. Routledge. Book.
- Benenzon, Rolando O., Wagner, Gabriela, coaut.; Hemsy de Gainza, Violeta, coaut. (1997). Sonido, comunicación, terapia. Amarú. Book. [\[URL\]](#)
- Bordwell, David., Thompson, Kristin, coaut. (1995). El arte cinematográfico : una introducción. Paidós. Book. [\[URL\]](#)
- Dondis, D.A. (2017). La sintaxis de la imagen : introducción al alfabeto visual. Gustavo Gili, 2ª ed.. Book. [\[URL\]](#)
- Feldman, Simón. (1997). La composición de la imagen en movimiento. Gedisa, 2ª ed.. Book. [\[URL\]](#)
- Glebas, Francias (2012). The Animator's Eye: Adding Life to Animation with Timing, Layout, Design, Color and Sound. Routledge. Book.
- Joseph Campbell (2025). On the Hero's Journey. New World Library. Book. [\[URL\]](#)
- Kinder, Bill (Film editor), author., O'Steen, Bobbie, 1952- author. (2022). Making the cut at Pixar : the art of editing animation. Routledge. Book. [\[URL\]](#)
- Nick Fancher (2018). Chroma: A Photographer's Guide to Lighting with Color. Rocky Nook. Book. [\[URL\]](#)
- Thomas, Frank., Johnston, Ollie. (1995). The illusion of life Disney animation. Disney Editions. Book. [\[URL\]](#)

Supplementary bibliography

- Arnheim, Rudolf. (1986). El pensamiento visual. Paidós. Book. [\[URL\]](#)
- García, Lidia. (2003). Tu voz, tu sonido. Diaz de Santos. Book. [\[URL\]](#)
- Jennifer Van Sijll (2005). Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know. Michael Wiese Productions. Book. [\[URL\]](#)

7. Recommendations

The primary software for the course will be DaVinci Resolve. It is recommended that students have completed or are currently completing the following courses to complement the knowledge covered in the course guide:

Language and Narrative, Graphics and Audiovisuals/616G02002

Screenplay/616G02004

Directing and Production/616G02002

Sound/616G02034