



Australian Government

Department of Education, Employment and Workplace Relations

ICADMT501A Incorporate and edit digital video

Release: 1

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Modification History

Release	Comments
Release 1	This Unit first released with <i>ICAIT Information and Communications Technology Training Package version 1.0</i>

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to incorporate and edit digital video into interactive media presentations.

Application of the Unit

This unit applies to digital media developers and producers and other personnel working in the digital media industry.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement but users should confirm requirements with the relevant federal, state or territory authority.

Pre-Requisites

Not applicable.

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Element	Performance Criteria
<i>Elements describe the essential outcomes of a unit of competency.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.</i>

Elements and Performance Criteria

1. Identify and describe formats of digital video	<p>1.1 Determine the distinguishing features and uses of a range of digital video software</p> <p>1.2 Select current <i>video-editing software</i> appropriate to a range of given outcomes</p> <p>1.3 Determine limiting factors of computer hardware on video production for a specified job</p> <p>1.4 Determine differences of image quality and image size required to deliver the desired outcome</p> <p>1.5 Analyse the formats employed to create a given computer video sequence for a specified outcome</p>
2. Design digital video	<p>2.1 Assess and select appropriate digital video software for the job</p> <p>2.2 Use digital video editing software to combine video assets</p> <p>2.3 Control variations in video frame rates as required for the job to be undertaken</p> <p>2.4 Apply time stamping techniques to the video frames appropriate for the job to be undertaken</p> <p>2.5 Save digital video using the appropriate file techniques</p>
3. Edit digital video	<p>3.1 Edit single and multiple video tracks to achieve a defined outcome</p> <p>3.2 Join multiple tracks of digital video according to specifications</p> <p>3.3 Employ <i>digital effects</i> to modify and integrate digital video tracks according to specifications</p> <p>3.4 Apply time encoding to single and multiple edited digital video tracks according to specifications</p> <p>3.5 Insert a video track into an interactive media production according to specifications</p>
4. Present a digital video sequence	<p>4.1 Test digital video and combine with other digital imaging, <i>sound, visual effects</i> and animation to create an <i>interactive media presentation</i></p> <p>4.2 Save the digital media presentation, including video and present to client or customer</p>

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- analytical skills to:
 - analyse documentation and media to inform implementation of video components
 - interpret briefs, work instructions, and technical and conceptual information
- communication skills to liaise with client
- initiative and enterprise skills to provide feedback and recommend the most appropriate technology solutions
- literacy and numeracy skills to:
 - develop technical design documents
 - read briefs, work instructions, and technical and conceptual information
- planning and organisational skills to determine the most appropriate solution
- problem-solving skills to recognise and address potential quality issues and problems at design development stage
- research skills to find solutions to encountered problems
- technical skills to use correct file formats and video editing and post-production procedures.

Required knowledge

- contemporary video software
- continuity
- editing conventions
- electronic digital language and other terminology
- montage
- principles of video production and formats
- types of cutting
- video editing and post-production techniques.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	<p>Evidence of the ability to:</p> <ul style="list-style-type: none"> • visualise and interpret creative concepts • apply principles of video editing and production techniques • design, compile, edit and test digital interactive media incorporating video.
Context of and specific resources for assessment	<p>Assessment must ensure access to:</p> <ul style="list-style-type: none"> • computer hardware, software and file storage • internet access for research purposes • copyright and intellectual property legislation • OHS legislation and enterprise policy • appropriate learning and assessment support when required • modified equipment for people with special needs.
Method of assessment	<p>A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:</p> <ul style="list-style-type: none"> • practical demonstration, where direct observation may need to occur on more than one occasion to establish consistency of performance • evaluation of projects, reports and logbooks • evaluation of portfolios of evidence that demonstrate the processes used in developing and realising the creative concept.
Guidance information for assessment	<p>Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, where appropriate.</p> <p>Assessment processes and techniques must be culturally appropriate, and suitable to the communication skill level, language, literacy and numeracy capacity of the candidate and the work being performed.</p> <p>Indigenous people and other people from a non-English speaking background may need additional support.</p> <p>In cases where practical assessment is used it should be combined with targeted questioning to assess required</p>

	knowledge.
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Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

<i>Video editing software</i> may include:	<ul style="list-style-type: none"> • wide range of current programs: <ul style="list-style-type: none"> • Adobe Premier • Quicktime.
<i>Digital effects</i> may include:	<ul style="list-style-type: none"> • 2-D and 3-D animation • 3-D modelling • graphic images • special effects • titles or text • transitions, such as dissolves, fade-ins, fade-outs, supers and subtitles.
<i>Sound</i> may include:	<ul style="list-style-type: none"> • dialogue • music atmospherics • sound effects.
<i>Visual effects</i> may include:	<ul style="list-style-type: none"> • colour corrections to modify • digital video effects (DVEs) to move and distort • graphic images • keyers to combine • opticals • production of optical effects • production of titles • special effects • texture generation to add blur • trackers to follow parts of the picture • transitions, such as dissolves, fade-ins, fade-outs, supers and subtitles.
<i>Interactive media presentation</i> may include:	<ul style="list-style-type: none"> • animations • aspects or sections of film or video production • commercials • documentary • e-commerce • educational product • feature • game • information product

	<ul style="list-style-type: none">• live or prerecorded performances• live or prerecorded television productions• music video• promotional product• short film and video• television production of any type• training product.
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Unit Sector(s)

Digital media technologies