

**Elijah Castra**

**Digital Media**

**Assignment #**

**Section #**

**What I learned: 5/4/2020**

I love the world of digital media. There is always something new to learn and just information to be gained. In classes previously we were learning about storytelling, storyboarding, video making etc.. Today we started learning about other aspects of video making and things to consider when making one. Prior to this class i already had some experience with making videos, as a hobby i make youtube videos and edit them myself as well.

The first thing we learned about was some facts about motion. Motion is a sequence of pictures taken at constant time intervals. Each image within the motion is called a frame and the frame rate is measured in FPS or frames per second. The fps of a video or any type of motion is important because it dictates the fluidity/ smoothness of the video. That is why some videos have 24fps,30 fps or 60fps (standard nowadays), 120fps (seeing more of now), 240 fps etc..The higher the frame rate the more smooth and clean a video looks, the lower the frame rate the more choppy and laggy it will look.

We also learned about some useful tips to use when sharing a video with someone or a group of people. One tip would be reducing the file size of the video because not all platforms or apps allow file sizes over a certain limit. Such as google drive or gmail you can not send a file that is too large. Another tip was subtitles, now this is not a big concern because the majority of people speak english, but subtitles can be useful for those who want to understand what someone in the video is saying (of the person speaking speaks a different language). And lastly we learned about several video editing programs that designers use and that we can use for our own video projects. For some people it may be a bit difficult at first but after a couple tutorials it becomes more easy.

