FULL-STACK VIDEO EDITOR

Complete Live Course Syllabus

Video Editing • Motion Graphics • AI Content Production • Cinematic Storytelling

Duration	Approximately 2.5–3 Months*
Format	100% Live Classes
Core Software	Adobe Premiere Pro + Adobe After Effects
AI Track	AI Images • AI Video • AI Audio • AI Models • AI Advertising • AI Films
Learning Model	Learn → Demonstrate → Practice → Project → Feedback
Weekend Support	Saturday & Sunday Doubt / Feedback Sessions

*The exact duration can vary with class frequency and student pace. The complete curriculum is intentionally broader than a basic editing course.

1. Course Positioning

The Full-Stack Video Editor Course is designed to train students across the complete modern video-production workflow. Students do not only learn editing software. They learn how to take an idea from concept to finished content using professional editing, motion graphics, AI generation and cinematic storytelling.

The skill stack

Layer	Skills Covered
Video Editing	Premiere Pro, cutting, pacing, transitions, color, sound, music, typography
Motion Graphics	After Effects, keyframes, compositing, product ads, SaaS animation
Commercial Content	Real estate, product advertisements, creator content, podcast content
Long-Form Storytelling	YouTube explainers, long-form videos, documentaries
AI Production	AI images, video, audio, voice, models, products and advertisements
Cinematic AI	AI-generated cinematic sequences, storytelling and short films

Chapter 2

Premiere Pro Foundations & Professional Workflow

• Interface, project setup and professional folder organization.

• Importing footage, sequence settings, resolutions and frame rates.

• Timeline workflow, shortcuts, markers, adjustment layers and nesting.

• Professional cutting: selects, trims, ripple edits, roll edits and removing dead space.

• Pacing, continuity and building a clean narrative from raw footage.

• Export settings for Instagram, YouTube and client delivery.

Project: Clean short-form edit from raw footage.

Chapter 3

Transitions, Visual Flow & Editing Rhythm

• Cut-on-action, match cuts, J-cuts and L-cuts.

• Speed changes, speed ramps and motion-based transitions.

• Masking and transition construction inside Premiere Pro.

• Punch-ins, reframing, zooms and visual pattern interrupts.

• Creating energy without over-editing.

Project: High-retention short-form video.

Chapter 4

Color Correction, Color Grading & Look Development

• Exposure, contrast, white balance and skin tones.

• Lumetri Color workflow and correction order.

• Camera matching and mixed-light correction.

• Cinematic contrast, color palettes and selective adjustments.
• Using LUTs correctly and building a repeatable grading workflow.

Project: Corrected + cinematic graded sequence.

Chapter 5

Sound Design, Music & Audio Storytelling

• Dialogue cleanup and audio balancing.
• Noise reduction, EQ, compression and loudness fundamentals.
• Layering ambience, impacts, whooshes and subtle sound effects.
• Music selection based on emotion and pacing.
• Beat-based editing and cinematic soundscapes.

Project: Music-driven cinematic sequence with complete sound design.

Chapter 6

Typography & Graphics in Premiere Pro

• Typography hierarchy, readability, spacing and timing.
• Professional titles, captions and subtitles.
• Kinetic typography basics.
• Keyframed text animation and keyword emphasis.
• Reusable text styles and graphic systems.

Project: Animated typography reel.

Chapter 7

AI Voiceover + Cinematic B-Roll

• AI voiceover video structure and script-to-edit workflow.
• Preparing AI voiceover for professional editing.
• Selecting cinematic B-roll based on narration.
• Visual metaphors, continuity and pacing.
• Combining voice, B-roll, typography, music and sound design.

Project: Complete AI voiceover + cinematic B-roll video.

Chapter 8

Real Estate Video Editing

• Property footage organization and hero-shot selection.
• Premium property walkthroughs.
• Speed ramps, smooth transitions and cinematic movement.
• Interior/exterior color treatment.
• Luxury typography, music, sound design and property information.

Project: Professional real estate property video.

Chapter 9

After Effects Foundations

• Compositions, layers and project organization.

• Keyframes, anchor points, parenting and pre-compositions.

• Position, scale, rotation, opacity and easing.

• Graph Editor and professional motion.

• Masks, mattes, shape layers and compositing.

• Premiere Pro + After Effects workflow.

Outcome: Students can build clean motion graphics from scratch.

Chapter 10

Product Advertisement Animation

• Concept-to-ad workflow and visual storyboard.

• Product reveals, camera movement and object animation.

• Feature callouts, text animation and graphic systems.

• Lighting, shadows and compositing.

• Music, sound design and final rendering.

Project: Complete product advertisement animation.

Chapter 11

Talking-Head Reels with Animation

• Editing talking-head footage for retention.

• Removing pauses, filler and weak sections.

• Dynamic punch-ins and reframing.

• Animated captions and keyword emphasis.

• B-roll, screenshots, graphics and motion elements.

• Visual hooks and creator-content consistency.

Projects: 2 talking-head reels with animation.

Chapter 12

Podcast Editing & Podcast Trailers

• Efficient podcast cutting from long-form footage.

• Dead-air and repetition removal.

• Multi-camera switching and continuity.

• Repurposing conversations into short-form clips.

• Trailer structure: hook, context, tension, payoff and CTA.

• Captions, B-roll, motion graphics and sound design.

Projects: Podcast edit workflow + 2 podcast trailers.

Chapter 13

YouTube Explainer & Long-Form Editing

• Long-form YouTube structure: hook, setup, body, pattern interrupts and payoff.

• Editing around narration and maintaining retention.
• B-roll research and visual storytelling.
• Graphics, screenshots, charts and supporting visuals.
• Music and sound design for long-form viewing.

Project: Complete YouTube explainer / long-form video.

Chapter 14

Documentary Editing

• Documentary narrative structure.
• Selecting interviews, archival footage and B-roll.
• Sound bites, emotional progression and pacing.
• Narration, silence, music and ambience.
• Visual metaphor, continuity, color and sound finishing.

Projects: 2 documentary-style edits.

Chapter 15

SaaS Animation & Modern Tech Content

• SaaS storytelling and product-led communication.
• Animating interfaces, dashboards, icons and feature callouts.
• Shape layers, masks, parenting and useful expressions.
• Camera movement and scene-to-scene continuity.
• Modern motion design, sound design and final polish.

Projects: 2 SaaS animation videos.

16. AI Content Production & Generative Media

The AI track teaches students how to use generative AI as a production tool, not as a gimmick. Students learn to generate and combine images, video, audio, voices, characters, products and complete cinematic sequences.

16.1

AI Workflow & Prompting Fundamentals

• Understanding the modern AI production pipeline.

• Choosing the right AI tool for images, video, audio and text.

• Prompt structure, references, consistency and iteration.

• Building repeatable AI workflows for commercial production.

Outcome: Students can plan an AI-assisted production workflow.

16.2

AI Image Generation

• Generating cinematic images and environments.

• Creating characters, locations and visual styles.

• Reference-based generation and image-to-image workflows.

• Character consistency and visual continuity.

• Creating cinematic frames and commercial product imagery.

Project: Cinematic image sequence / visual campaign.

16.3

AI Video Generation

• Text-to-video and image-to-video workflows.

• Generating cinematic shots and camera movement.

• Animating environments and characters.

• Creating AI B-roll and visual transitions.

• Maintaining consistency across multiple shots.

Project: AI-generated cinematic sequence.

16.4

AI Audio, Voice & Music

• AI voiceover generation and voice direction.

• Character voices and emotional delivery.

• AI-generated sound effects.

• AI music generation and music selection.

• Combining AI audio with professional editing and sound design.

Project: Complete AI-generated audio package.

16.5

AI Advertising & Commercial Production

• Concept → script → storyboard → visual generation → voice → edit → final ad.

• Generating cinematic product shots.
• Creating realistic commercial environments.
• Generating multiple ad concepts and variations.
• Combining AI assets with Premiere Pro and After Effects.

Project: Complete AI-generated advertisement.

16.6

Real Product → AI Advertisement

• Using a real product as the visual reference.
• Preserving product identity while changing environments.
• Generating cinematic scenes around a real product.
• Creating product-focused camera shots.
• Editing the generated material into a commercial campaign.

Project: Turn a real physical product into a cinematic AI advertisement.

16.7

AI Models, Characters & Commercial Campaigns

• Generating AI models and characters.
• Creating consistent poses, expressions and styling.
• Fashion, lifestyle and commercial model workflows.
• Combining generated models with products and environments.
• Creating a complete visual campaign around an AI character.

Project: AI model / character campaign.

16.8

Cinematic AI Movie Production

• Developing a story concept and script.
• Creating characters and environments.
• Storyboarding and shot planning.
• Generating cinematic shots and maintaining continuity.
• AI voice, dialogue, music and sound design.
• Editing the film in Premiere Pro.
• Adding motion graphics, compositing and finishing in After Effects.

Final AI Project: Create a complete cinematic short film using AI.

17. Suggested 12-Week Course Roadmap

Because this is a full-stack curriculum, a 12-week structure provides more realistic room for projects, feedback and the AI track. It can be compressed toward 2.5 months with higher class frequency.

Week	Primary Focus	Practical Output
1	Premiere Pro foundations + workflow	Basic professional edit
2	Cutting + transitions + pacing	Dynamic short-form edit
3	Color + sound + music + typography	Cinematic edited sequence
4	AI voiceover + cinematic B-roll	AI voiceover video
5	Real estate editing	Premium property video
6	After Effects foundations	Motion graphics exercises
7	Product ad + talking-head animation	Product ad + 1 talking-head reel
8	Talking-head + podcast editing	2 talking-head reels + podcast workflow
9	Podcast trailers + YouTube long-form	2 podcast trailers + long-form edit
10	Documentary + SaaS animation	Documentary + SaaS project
11	AI images + video + audio + models	AI visual campaign + AI video
12	AI advertising + cinematic film	AI commercial + cinematic short film

18. Live Class + Weekend Feedback System

All core syllabus sessions are live. Students learn the concept, watch a live demonstration and then apply it to a practical project.

Monday–Friday

- New concepts and demonstrations
- Guided project work
- Practical assignments
- Portfolio development

Saturday

- Project feedback
- Individual doubts
- Troubleshooting
- Review of mistakes and improvement areas
- No new chapter is introduced

Sunday

- Optional doubt / feedback support when required
- Otherwise off

19. Final Portfolio

Category	Portfolio Output
Short-form	AI voiceover video + 2 talking-head reels

Category	Portfolio Output
Real Estate	Premium property video
Commercial	Product advertisement animation
Podcast	Podcast edit + 2 trailers
YouTube	Explainer / long-form video
Documentary	2 documentary-style edits
SaaS / Tech	2 SaaS animations
AI Content	AI images, AI video, AI audio and AI model campaign
AI Advertising	Complete AI-generated commercial using a real product
AI Cinema	Complete cinematic AI short film

Final Course Outcome: Students leave with a practical full-stack skill set covering professional editing, motion graphics, commercial content, long-form storytelling and modern AI-powered media production.