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Experienced amateurs record shots and cut out mistakes.

Professionals create well organized, well
planned pieces and assemble programs
by selecting these shots.

Why Do We Edit?

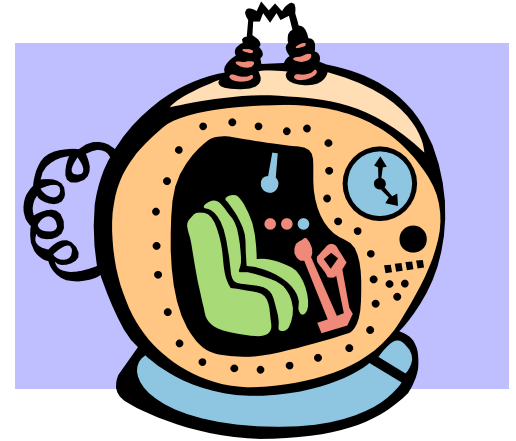**Editing to correct mistakes**

Editing to select the best take

Why Do We Edit?

Editing to add detail

Why Do We Edit?

Editing to shift time

Editing to create a new program using old resources

Why Do We Edit?

Editing to fit time requirements

Editing to add graphics and music

Editing to produce creative, effects-filled segments

Editing Principles

Editing operations are what you do.

Editing Principles are what you want to achieve by doing it.

Editing Principles

Continuity:

The information should be presented in a clear manner that the audience understands

Shots must flow. Make sense and actions must be in order

Editing Principles

Performance:

People in video should appear believable and help create effect on audience

Editing Principles

Emphasis:

Information should be presented with an impact proportional to importance

Editing Principles

All are important but which one is the most important?

Why?

Editing Principles

Continuity

Without it, the video will not make sense!!!!!

Editing Principles

Continuity

You establish basic continuity at the shot level by putting shots in order

Editing Principles
Continuity

Matching Action
(Match the movement)
Illusion of one constant view
e.g.: man pouring coffee

1. Start off screen
2. Cut during pause
3. Cut during movement

Editing Principles

Continuity

Maintain Screen Direction

1. Use correct shots
2. Insert cutaways (softens cuts)
3. Flop shot

Sequence Continuity

Linear Sequences- shots in a row in order for stories

How many steps? How much is shown?

Subjective sequences: Music videos etc no specific order. Subjective to director

Parallel sequences: sequences within sequence

Sequence Continuity

Transitions:

Dissolves: change from time

Cuts: quicker direct breaks

Fades: end of program

Both help continuity and pace

Sequence Continuity

Sound Continuity

Selecting Performance

Select best parts of best shots

Adjusting timing

Enhance content

Direct viewers to most important aspect

Selecting Performance

mistakes are made so how to fix them in editing

Cut to different angle

Cut to another actor

Provide buffer or cutaway

Controlling Pace

You can control or change pace

Stretch or shorten by adding pauses and different shots

Enhancing or adding meanings

Actions/ expressions

Emphasis

Content: What you show
Angle: How you show it
Timing: How long will you show it
Shot order: When will you show it
Reinforcement: what can you use to help show it (slow mo etc)

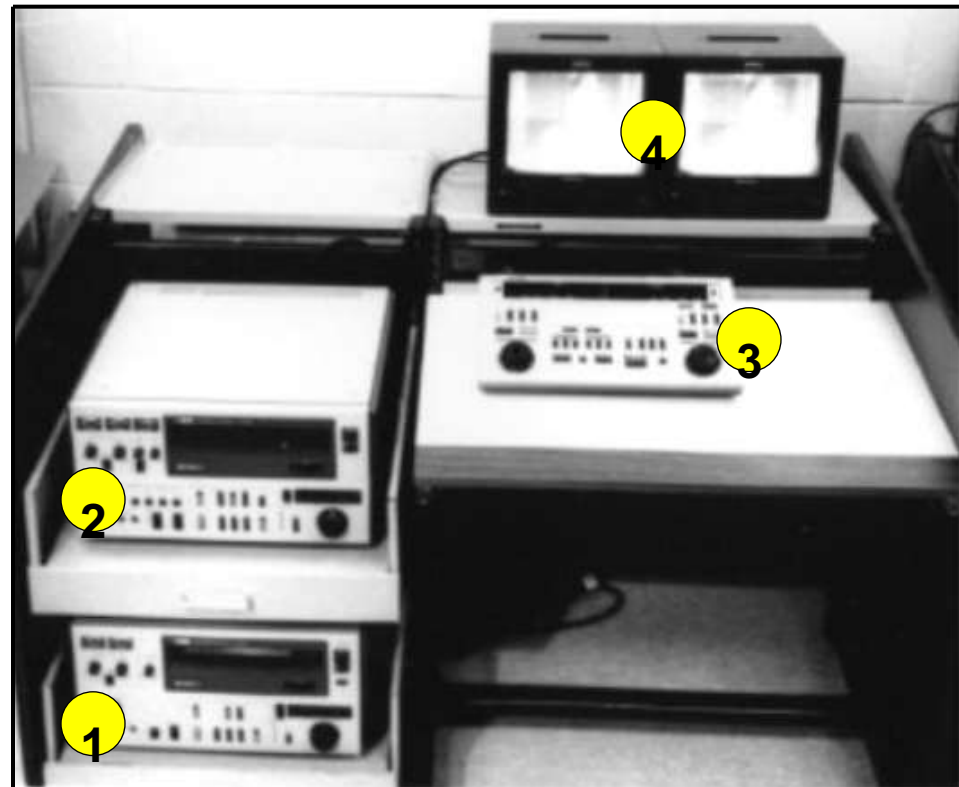**(EG: woman loading hitch)**

Pace

Rhythm

Contrast
Drive
humor

Cutting to music

Linear Editing – "in a straight line."

1 "Play" VCR, for source videotape.

2 "Record" VCR. Selected scenes are copied onto videotape using this VCR.

3 Editing control unit. A computer that controls both VCRs, setting "start" and "stop" points.

4 Monitors for VCRs.
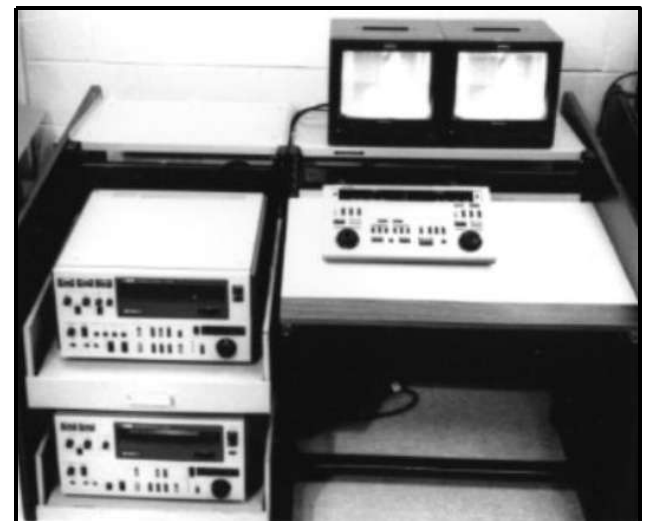
Linear editing system (1987)

Linear Editing – "in a straight line."

Each element has to be edited in the order that it appears on the finished videotape.

Each segment is electronically linked to the segment before it, and the segment that follows it.

The editor could not add a segment "in the middle" of a project.

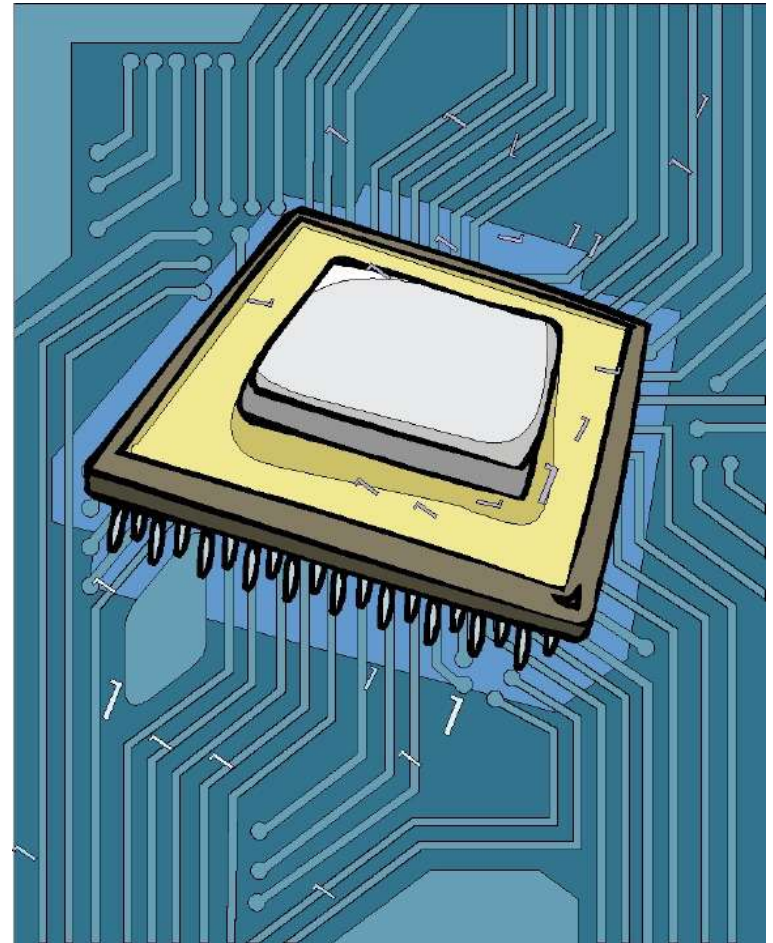# Nonlinear Editing – "_not_ in a straight line."

The editor has the ability to edit various segments at various times – adding each segment in the place that he chooses.
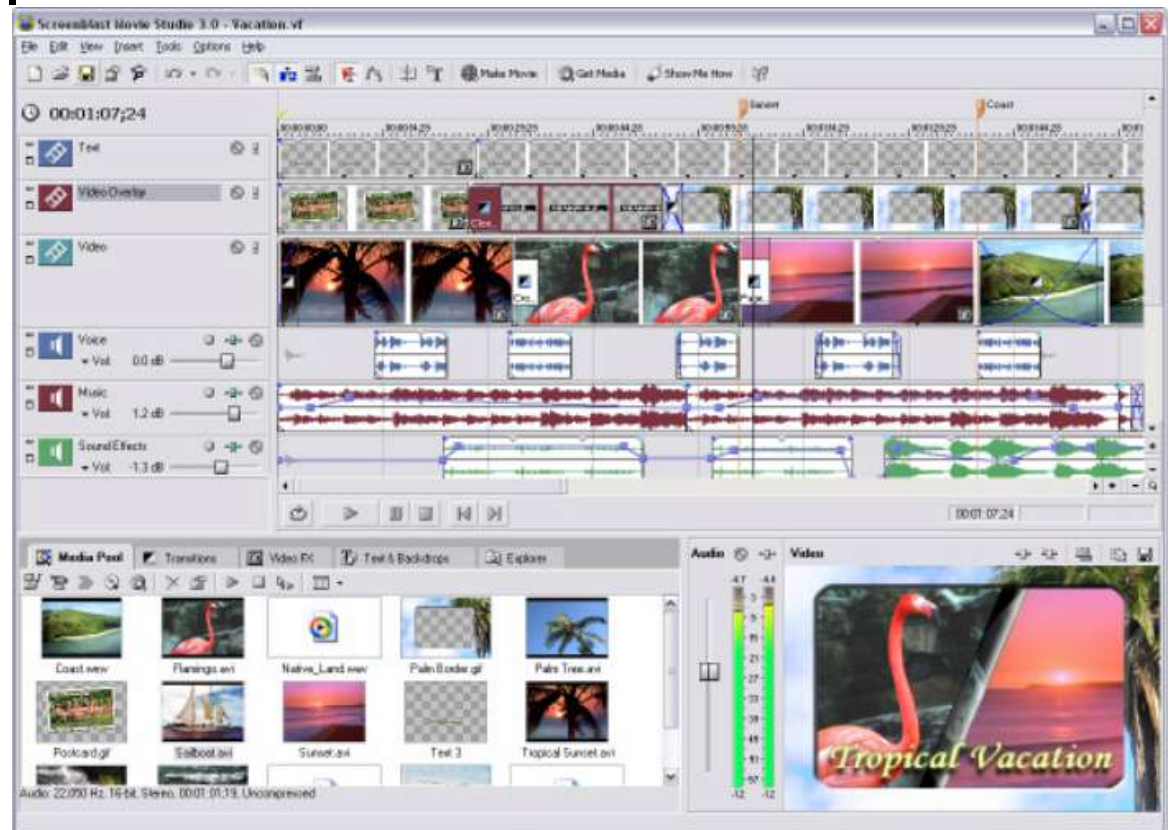
Nonlinear Editing

Computer-based

All visual images and sounds are converted into computer files for use by the nonlinear editing software.

The 4-Step Nonlinear Editing Process

Importing audio and video elements into a computer and saving them in a digital format.

Arranging, deleting, and trimming audio and video elements.
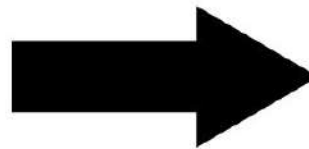
Adding transitions, graphics, and sound.

Recording the finished program onto videotape or DVD, or saving in a digital format.

Step three: Add transitions, effects, graphics, and sound.

Transitions

Cut – one video shot appears immediately after the previous shot, with no apparent transition.

Step three: Add transitions, effects, graphics, and sound.

Transitions

Dissolve – the first video shot is gradually replaced with the second video shot, with no line of transition.

Step three: Add transitions, effects, graphics, and sound.

Transitions

Wipe – the second shot gradually replaces the first shot with a definite line of transition.

Step three: Add transitions, effects, graphics, and sound.

Effects change the appearance of your video segments. Popular effects include slow-motion, fast-motion, color correction and chroma key.

Step three: Add transitions, effects, graphics, and sound.

Graphics - words on the screen.

Use high-contrast colors, borders, and shadows.

no border, no shadow

with border and shadow

Step three: Add transitions, effects, graphics, and sound.

Rendering – the process by which the nonlinear editing system creates each transition, effect, or graphic.

Rendering speed is a function of processor speed, amount of RAM, and size/speed of hard drive.

Step three: Add transitions, effects, graphics, and sound.

Sound can be imported in a variety of ways, including:

- Sound from the camera

- Sound from a computer file

- Installed CD player (part of the nonlinear computer)

- Attached audio sources (CD player, MP3 player, audio mixer, etc.)

- Microphone jack

Step three: Add transitions, effects, graphics, and sound.

Sound – most nonlinear editing systems allow for the adjustment of sound in the editing process.

Step four: Record the finished program.

Recording onto DVD

Many nonlinear editing systems (both stand-alone and software-based) are equipped with DVD recorders ("burners".)

Stand-alone DVD recorders are also available.

Step four: Record the finished program.

Exporting as a computer file

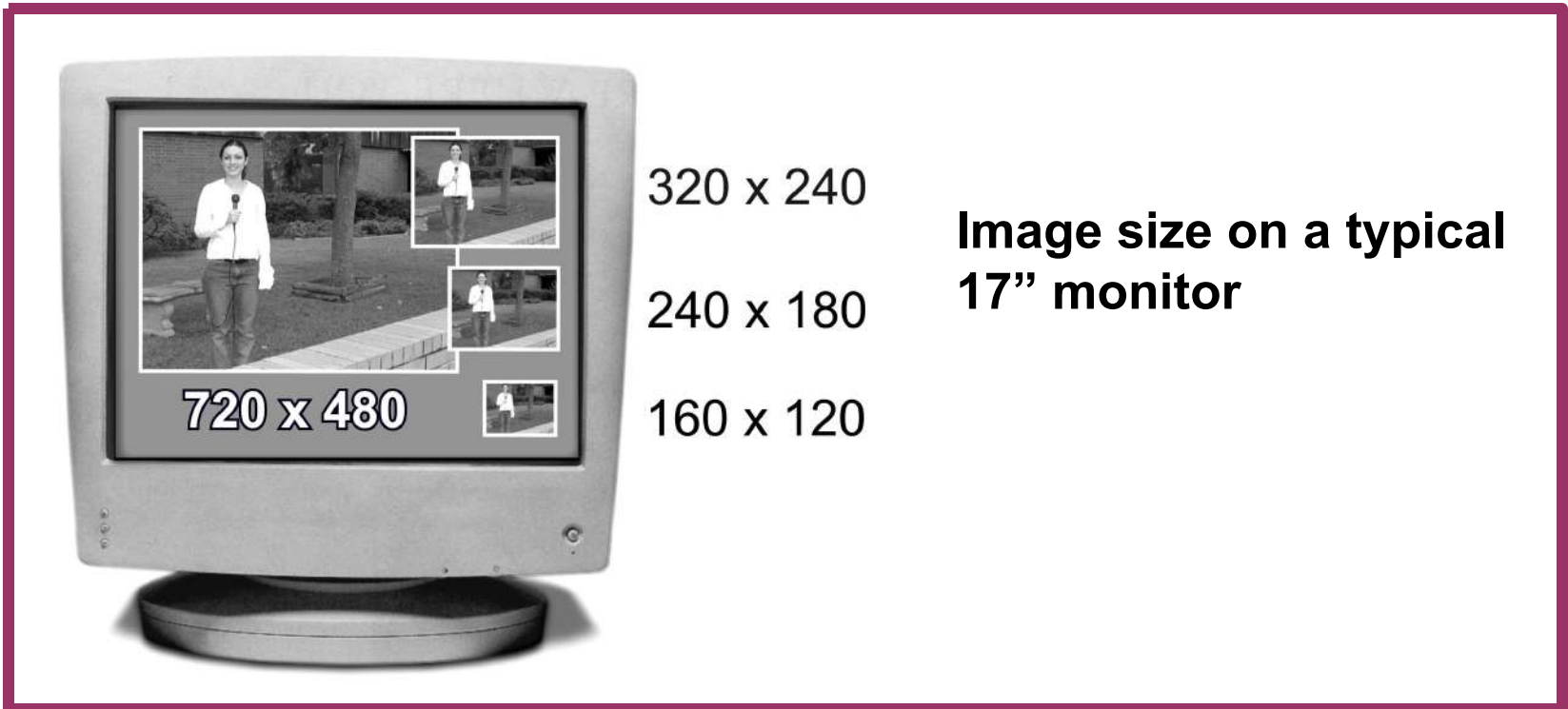Play on a computer, e-mail to friends and family, and upload to your web-site.

Popular formats include QuickTime (*.mov), RealMedia (*.rm), and Windows Media Video (*.mov.)

Step four: Record the finished program.

Issues impacting computer file size

Image size – how large will the file be on the screen ?

Frame rate – 30 frames per second is "TV" standard.

320 x 240

240 x 180

160 x 120

720 x 480

Image size on a typical 17" monitor

Step four: Record the finished program.

Portable memory storage devices can be used to save and store video files.

- USB pen drive

- External hard drive

Shooting Tips for Editing

Shoot various angles of the same action.

Planning is important. Use your storyboards during the shooting sessions to make sure you get all of your shots.

Shooting Tips for Nonlinear Editing

Be aware of continuity
Make sure clothing,
props, and body position
are consistent throughout
the program.

Plan to show detail.

Shooting Tips for Nonlinear Editing

Shoot the creative shot. If it doesn't work, then don't include it in the finished program.

Roll plenty of videotape.

That's why I have you shoot extra!!!