Session 1. Video editing I

20 September 2016

CityU
香港城市大學
City University of Hong Kong

Keep editing in mind

- Leave extra footage at each side of your shot (**head** and **tail**) to provide flexibility when editing.

- Always add a few (just a few) more shots than you plan to use – **B-roll/cutaways/coverage.**

- If possible, shoot the same shot.

- Start with a EWS to record the surroundings.

- Record **location audio** or **room tone** for 60''.

Shooting order vs. running order

- While we are shooting (production stage), we hardly ever follow the order of a storyboard.
  - You should group your shots by location/time of the day/main character.

- The **shooting order** should be convenient and does not need to match the **running order**—the order in which shots will be finally arranged.

Shooting order vs. running order

Scene #	Shot #	Shot Type	Location	Description	Duration
1	1	CA	Elevator	Old elevator door moving for transition	
	2	MS Pan	Elevator	Group of performers inside elevator	
	3	MLS	Elevator	Performers leave the elevator	
	4	MS	Rehearsal room	Performers enter a room	
	5	MS	Rehearsal room	A performer pics a dragon head from the ceiling	
	6	PR	Rehearsal room	Side angle of the performer picking the dragon head	
	7	MS	Street	Performers getting inside the dragon	
2	8	CU	Mountain	City explorers walking at night time	1
	9	WS	Mountain	City explorers passing by the HK skyline	
	10	CU	Mountain	City explorer turns on a headlight	
3	11	WS	Street	Rehearsing the beat of the drums of a performer - camera moves in	
	12	MS	Street	Pan up of the performer playing the drumps	
	13	FS	Street	Dragon jumping on the street practice - slow motion	
	14	MS	Street	Trainer looking at the practice of dragon performers	
	15	ECU	Street	Hand gripping onto a bar	
4	16	ECU	Mountain	Foot climbing a fence	1
	17	MS	Mountain	City explorers climbing a wall	
5	18	WS	Indoor Training Area	Dragon jumping from one pole to another	
	19	WS	Indoor Training Area	Dragon performers jumping from pole to another from below	
	20	ECU	Indoor Training Area	Feet of dragon performers landing on a platform	
6	21	WS	Park	Outdoor park and children playing	2
	22	MLS	Park	Children hiding from the adults in the park	
	23	MLS	Park	Adults hiding from children in the park	
	24	MS	Park	Child goes into the middle of bushes - from behind	
7	25	CU	Abandoned house	Red light from city explorers inside a building	1
	26	FS	Abandoned house	Downward pan inside an abandoned house	
	27	FS	Abandoned house	Explorers looking at the walls of an abandoned house	
	28	FS	Abandoned house	Explorers outside of the abandoned building	
6	29	MLS	Park	Parents hiding from children in the park	
8	30	MCU	Abandoned house	City explorer looks up under red light	

Video shooting process

1. Start with the storyboard and the shot list.

2. Double check **continuity** in each shot.

3. Ask for silence. Start recording (Action!). Do not talk while recording. Stop recording (Cut!).

4. For longer productions consider using a clapboard or slate (there are Apps for this - DigiSlate)

5. Check the recording. If it is good, move to the next shot. If it is not, reshoot.

6. Do not leave things for postproduction.

Continuity

- We secure continuity by making sure than, when editing two shots, the audience will not perceive that they were shot at different times.
  - The angle of different shots should match.
  - The direction of the action is always the same.
  - Props, lighting or clothes need to match.

- When continuity is not respected, continuity errors like "jump cuts" appear.
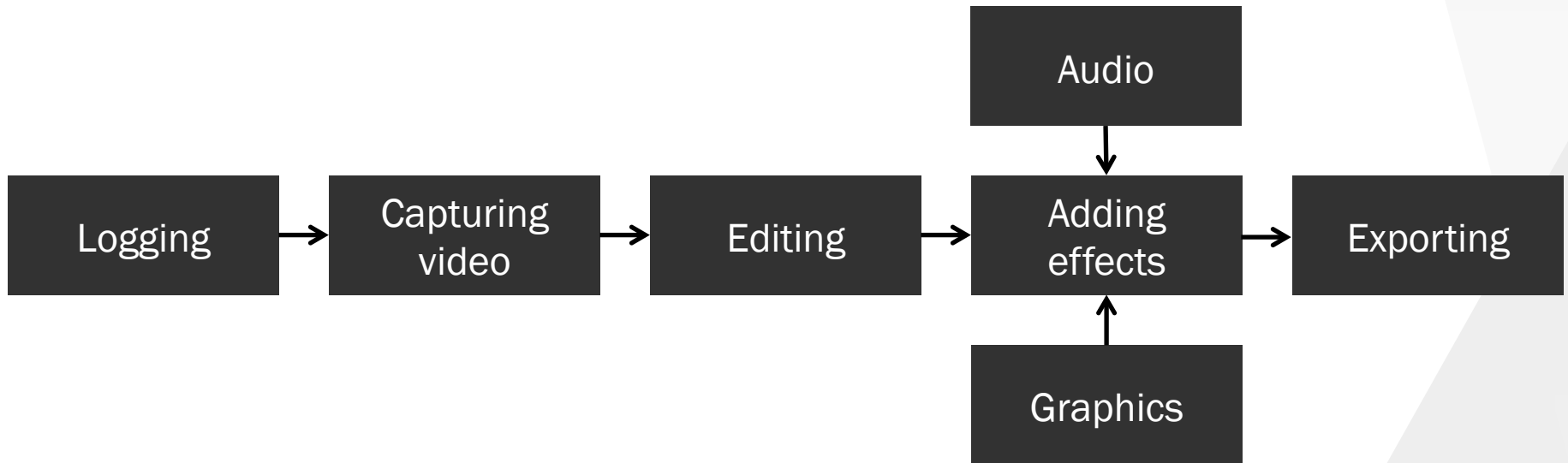
Video Editing

- "Editing is the process in which the material that has been shot is blended together to tell an effective and engaging story"

  (Owens & Millerson, 2012, p. 345)

- When we edit a video:
  - We select the footage (clips, shots, assets);
  - We arrange the footage;
  - We choose the order;
  - We choose the length;
  - We decide how to join the footage together;
  - We add any audio or video effects.

Postproduction workflow

Logging → Capturing video → Editing → Adding effects → Exporting

Audio → Adding effects

Graphics → Adding effects

CAMERA LOG SHEET   PRODUCTION: _____   LOGGED BY: _____ PAGE: __

Scene & Shot #	Time code IN	Time code OUT	Shot size	Shot description	Comments	USE

A good log sheet includes time codes, scene number, shot number and notes (quality of the shot, type of shot…)

Editing software

- **Free software:**
  - iMovie (Mac)
  - Moviemaker (Windows)
  - OpenShot (All platforms)
- **Professional software:**
  - Final Cut Pro (Mac)
  - Avid Media Composer (Mac and Windows)
  - Adobe Premiere (Mac and Windows)

Adobe Premiere

1. Get familiar with the environment
2. Learn how to import media
3. Learn how to edit by cut
4. Import and edit files from Adobe Photoshop
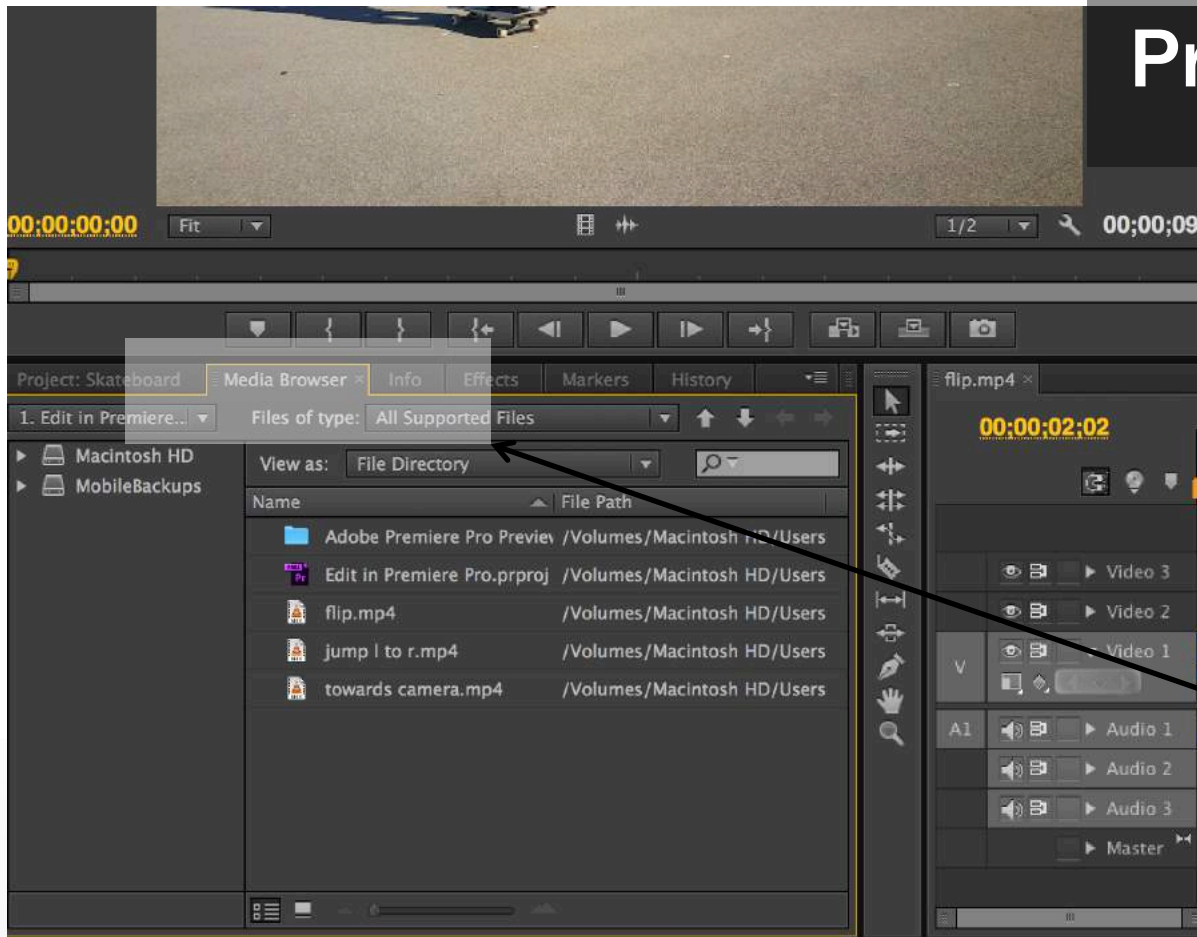5. Basic colour adjustments
6. Export the video

Adobe Premiere - Environment

Source Panel

Program Panel

Project Panel

Timeline

Practice #1– Get ready

1. Launch Adobe Premiere.

2. Set D: as your working directory.

3. Create a New Project.
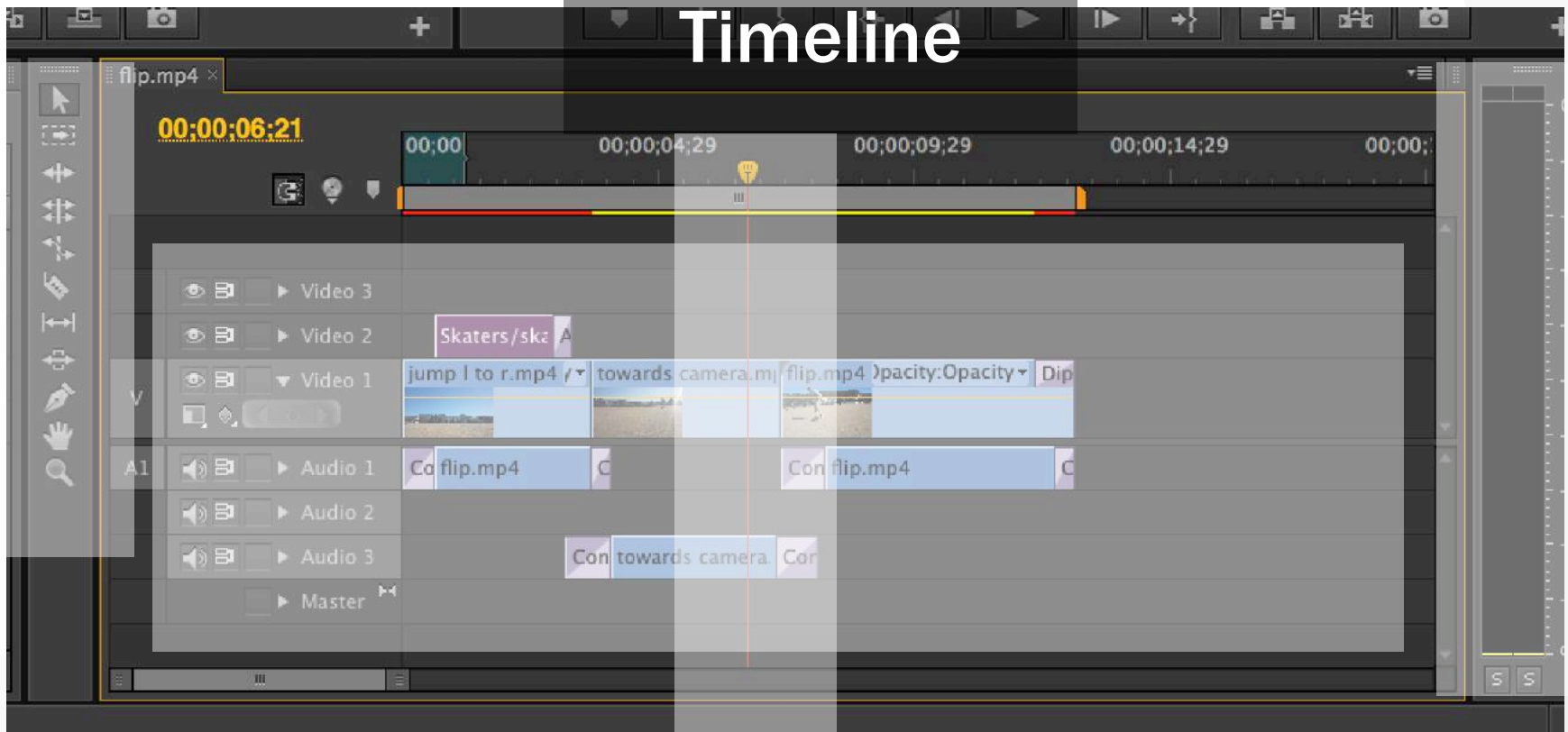
4. Skip "Create a New Sequence"

Adobe Premiere – Import media

Project Panel

Media Browser

Practice #2– Get your footage

1. Follow this URL: https://goo.gl/1luzXR

2. Download the footage to your D: drive.

3. Import the three clips to your Adobe Premiere project.

Adobe Premiere – Editing

Timeline

Editing basics

1. Select the shots.
2. Determine the **order and duration.**
3. Decide the **edit point.**
4. Decide the type of **transition** between shots.
5. Create smooth, seamless video and audio **continuity.**
6. Adjust the footage (colour, sound...).
7. Render the video edit and **export** it.

The "nine editing rules"

1. Avoid cutting between shots of very different sizes.

2. Do not cut between very similar shots.

3. Do not cut between two shots of same size of the same subject.

4. If two subjects are following one another, have them go the same direction.

5. If an object leaves the screen frame right, it must enter frame left.
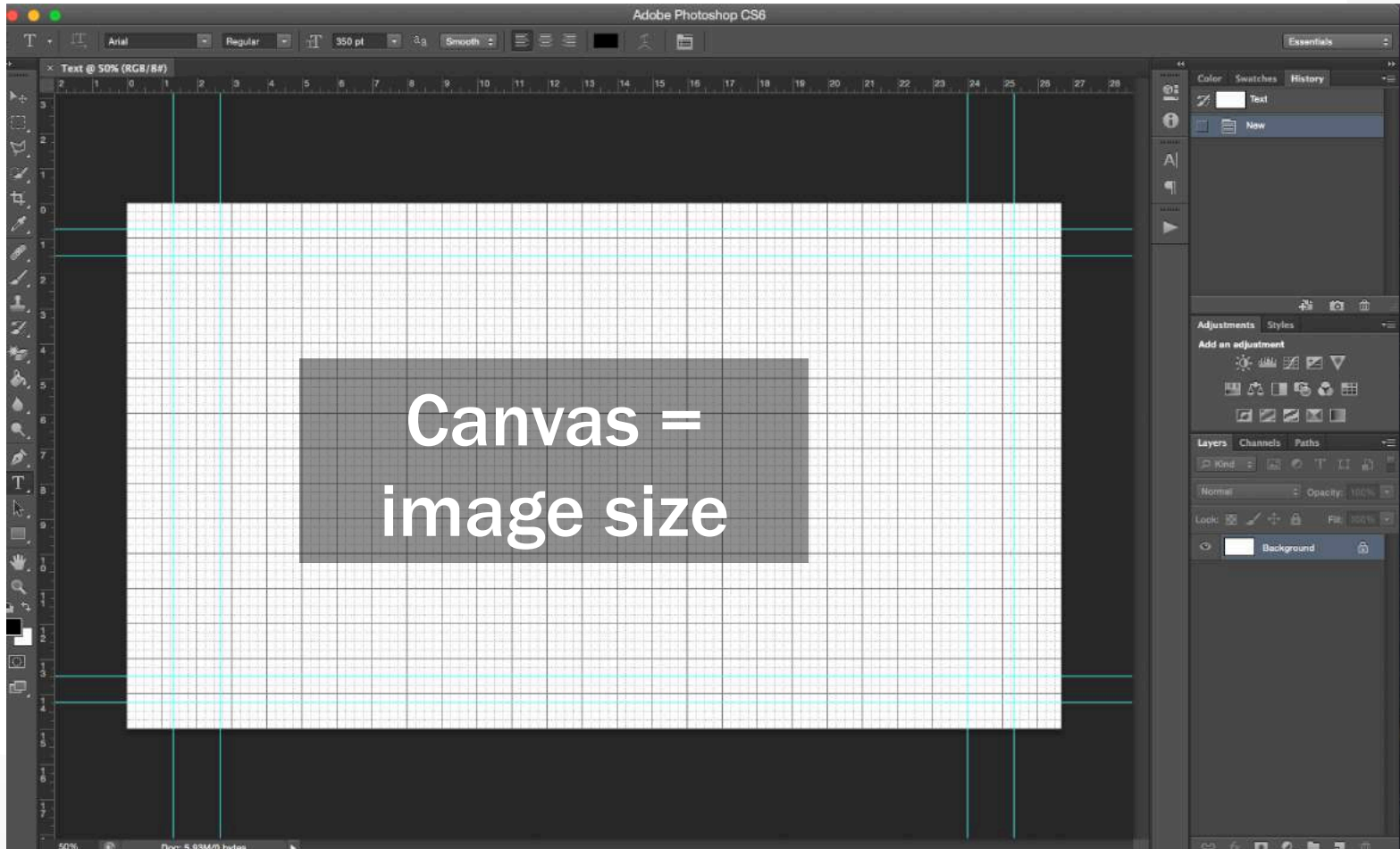
The "nine editing rules"

6. Avoid cutting between static shots and moving images.

7. Avoid cutting between a shot in which an object is moving to one in which it is not.

8. Use cutaway shots to break the continuity of an action (if you must do so).

9. Avoid cutting between shots that make people jump from one side to the other.

(Owens & Millerson, 2012, p. 362)

Practice #3– Edit

1. Edit by cut the three clips you imported to Adobe Premiere into a sequence.

Adobe Premiere & Photoshop
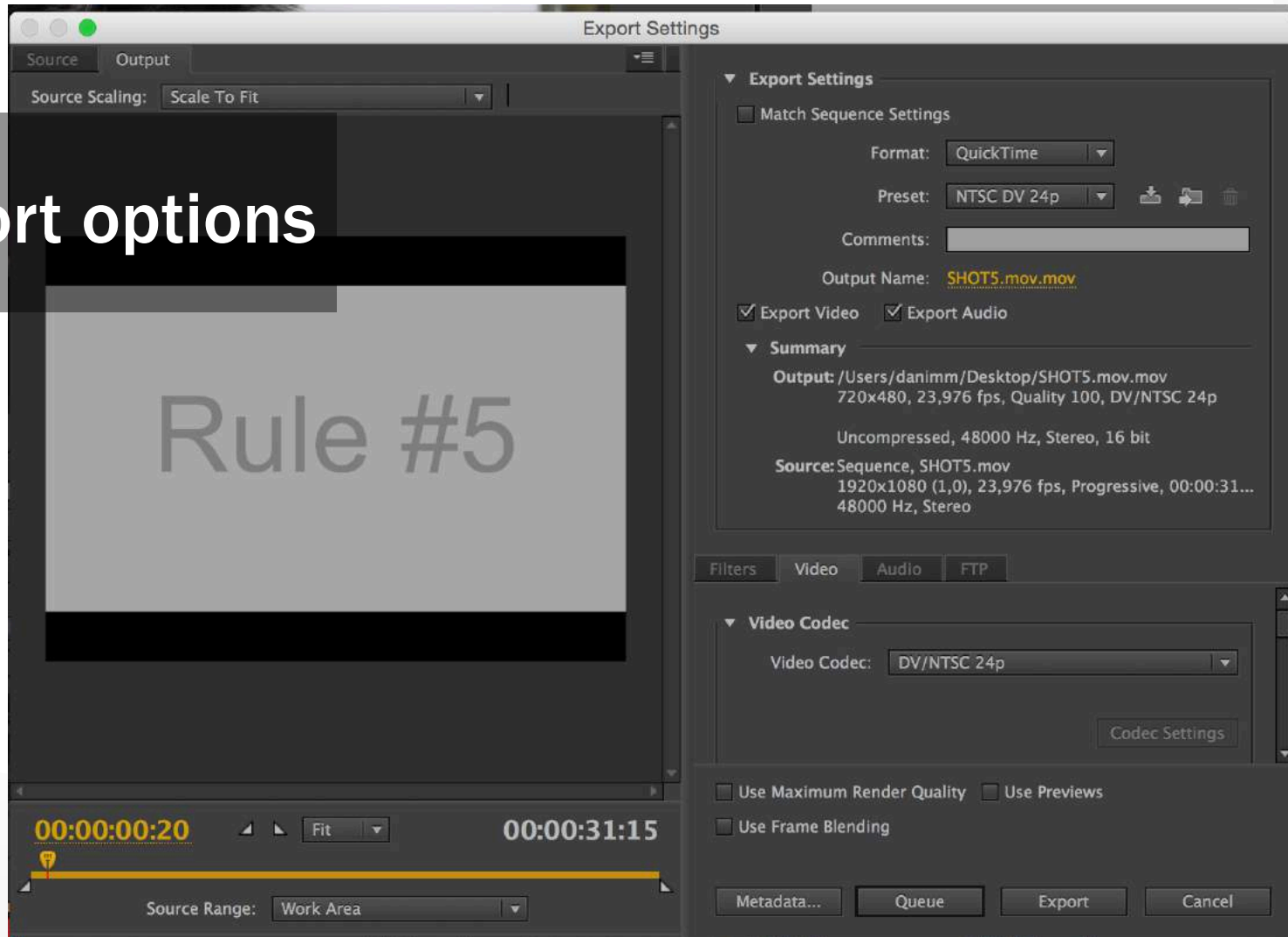

Canvas =
image size

Practice #4 – Give it a title

1. Launch Adobe Photoshop.

2. Create a New Project (Film&Video – HDTV1080p).

3. Design a title for your sequence.

4. Import it to your Adobe Premiere project.

5. Place it on your timeline.

Adobe Premiere – Export videos

Export options

Practice #5 – Export it!

1. Export the video as an .mp4 file and upload it to your Gapps Drive.

2. Share the file. Sharing settings should be "Anybody with the link"

3. Follow this link (goo.gl/yhi5Ud) and paste the URL next to your student ID number.

Session 2. In-class exercise

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Assignment - "How to use ... "

- Use the footage you shot last week to edit your video.

  - If you need more footage, you can go and shoot it now, but do not spend more than 5-10 minutes shooting extra footage.

- Export the video to H264 format, Full HD and upload it to Gapps Drive.

- Share the file and post the link on Canvas **before the end of the class**.

Next week

- The final edit of "24 hours in the life of…" is due on Tuesday, September 27 at 12pm (that's noon – 中午). **No more exceptions.**
  - Video should be around 60 seconds.
  - Edit by cut.
  - It should fade in from black, start with the title.

- Next week we will meet in classroom M5050 for the first half of the class, and we will go to the editing room for the second half.