#### **Basic Movie Editing**

Marc Krier

Photo-Club EPO, The Hague

#### Overview (1)

- 1. Why editing?
- 2.Set up your system
- 3. Capture your footage
- 4. Edit your video
- 5.Add transitions and titles

#### Overview (2)

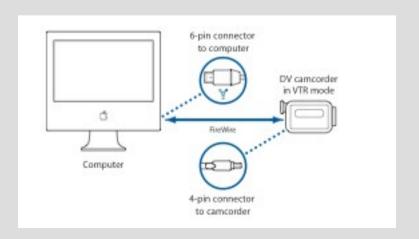
- 6.Edit the sound
- 7. Review it all
- 8. Output to tape, dvd, internet and more
- 9. Archive your project
- 10.Demonstrations on Windows and MacOs

# 1. Why editing?

- Weed out unwanted footage
- Create the flow of your story, by
  - selecting the best shots,
  - re-arranging scenes,
  - adding transitions,
  - add titles, sound-effects and music
- Polish the presentation, make the movie interesting to watch
- Distribute your video to a larger audience by DVD, Web, iPod,etc.

### 2. Set-up your system (1)

- Check hardware and software match:
  - Camcorder: Tape or Direct Access Storage
  - Computer: PC or Mac
  - Operating System: Windows, Linux, MacOs
  - Editing software: Consumer or Professional
  - Interfaces depending on above



### 2. Set-up your system (2)

#### Camcorder and video storage

- Analog tape: VHS, S-VHS and Hi-8 are obsolete by now. Interface via dedicated card or device
- Digital tape (mini-DV) with Standard Definition (SD) or High Definition (HDV). Interface via Firewire (= Sony i-Link or IEEE1394).
- Solid State card, Hard Disk, 8cm-DVD: Interface is mostly USB v.2+

### 2. Set up your system (3)

- The set-up is crucial for the ability to capture, render and output your video smoothly.
- Spending some time on this part will pay back later!

Pre-2000



Post-2000



### 3. Capture your footage (1)

- Tape means sequentially playing the tape at normal speed to capture the footage.
- With direct access (SD card, Hard disk,...) you can select files to be "copied" at high speed.
- Both storage media have their pro's and cons (part of a separate talk).





# 3. Capture your footage (2)

#### Depending on your camcorder:

- 1. For camera's with mini-DV tape:
  - Consumer software will use start-stop on camera to generate clips per scene (or put markers per scene).
  - Pro software also use batch definition, providing scene selection up-front on camera.
  - For larger projects scene naming and "bins" for organising clips per event are handy.
  - The video data will either be stored in native format or be transcoded on the fly for more accurate editing.

# 3. Capture your footage (3)

- 2. For cameras with direct access storage:
  - Original clips are stored as files.
  - The files are "simply" copied via USB to your computer. This is called "ingesting" (instead of capturing).
  - However the format must be compatible with the editing software.
  - For High Definition (HD), the format is called AVCHD, existing in several variations and qualities.
  - You need to check compatibility before buying camera and software.

#### 4. Edit your video (1)



### 4. Edit your video (2)

- Get familiar with the interface of your software.
- Make up your mind on the general order of the clips for your video.
- Two options:
  - Drag clips to timeline and edit later
  - First edit clips roughly and then insert in timeline
- On the timeline, you can use the usual selection functions and cut, copy and paste, just as you would in a text document.

### 4. Edit your video (3)

- Begin by eliminating all blurred and unstable shots
- If an unstable shot is otherwise static, you can make a "freeze frame", a picture of a frame, which will be a clip of any length you like.
- For the same purpose you may import photo's...
- You can remove unwanted images in the middle of a clip by splitting it and cropping one of the new sub-clips and add a transition in between.

### 4. Edit your video (4)

- General timing: shorten your clips as much as possible, but regularly leave some time of rest.
- Use changes in speed (faster, slower, reverse) with moderation.
- Brighten-up low contrast images (eg shot with tele-lens or during a dull day).
- Test the timing with a relative or friend

#### 5. Add transitions and titles

- Transitions are useful for separating "chapters" or for a smooth flow of the video.
- Be cautious with "cheap" effects.
- Titles are necessary for recalling the theme of the video, for giving credits (at the end), and for explaining (in the form of subtitles).
- Set size and font, and choose your background still picture or movie clip.
- Mixed sizes and fonts in one title are not always possible inside consumer products!

#### 6. Edit the sound

- A good soundtrack is a step towards a good movie.
- You may wish to cancel your captured sound alltogether and replace it by music and voice.
- Or keep the good sound and fade out the rest (wind noise, spoken word off-scene,...).
- Overlay music and/or commentary and mix the sound.
- Avoid music too well known to the ear of the viewer.
- For publishing you should have authorisation or copyright!

#### 7. Review your work

#### The most efficient way to proceed:

- Edit images and review
- Add transitions and titles
- Review thoroughly. Can the message still be more focussed and compacted?
- Edit the sound and add voiceover, effects and music.
- Review again with the help of another person
- Produce a first proof on DVD or tape which can be played on TV.

#### 8. Output to DVD, tape, etc

- Two main categories of output
- 1. "Print-to-Video" means transferring your movie back to tape. The camera must be able to record from Firewire.
- 2. "Export" means producing a movie in one of several formats supported by the editing software. Examples are .mov, .avi. .mp2, h.264,...
- In Standard Definition (720x576 pixels) the operation will be about real time.
- In High Definition (1280x720, 1920x1080) the operation will take much longer, depending on the power of your computer, the editing format, and the output format.
- For DVD, you might want to think about a theme for and the structure of the menu, as well as a background music.

#### 9. Archive your production

- First of all archive your project file, containing all your editing steps, transitions, effects, titles, etc.
- Archive as well all assets, like photo's, music, etc.
- Archive your finished movie in the best possible quality on tape or hard-disks (Note: an hour of video in Apple's editing format needs 40 GB of disk space)
- About archiving and back-up: preference goes to redundant harddisks, tape, CD-R, DVD+R in the order of most secure to less secure.
- Distributing your movie to relatives and friends on physical media or via the internet is a good additional measure.
- A good site for "videographers" with a little ambition is

www.vimeo.com

#### 10. Credits

Credits are given to the following sources:

- 1. http://www.izzyvideo.com
- http://www.mediacollege.com/video/

Many thanks for your attention

- www.jamendo.com
- creative commons copyright