

Intro to Video Editing I

Queens College Art Department | Fall 2019

Professor Sofia Paraskeva | sofia.paraskeva@qc.cuny.edu

Week 5: 10/05/2019

Syllabus Website: introvideo-f19.copperbluemediacom

Blog: ivefall2019.tumblr.com

ARTS 207 - 01

Saturday 1:00 pm - 4:50 pm

IB 212

The Shoot: Cinematography, Lighting and Sound

Three-Point Lighting

Three point lighting:

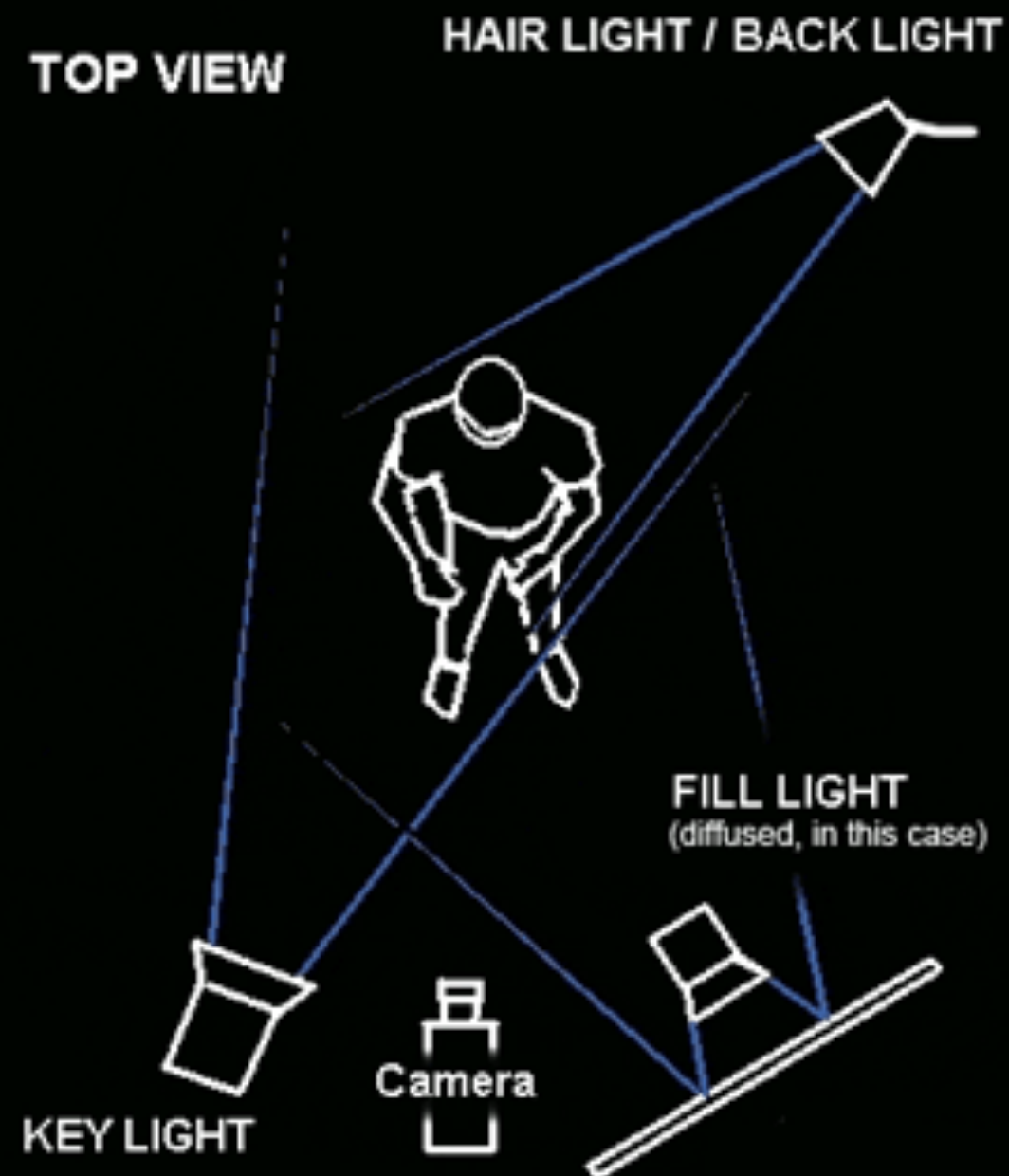
the standard lighting technique used in video with three lights, the key light, the fill light and the back light.

The goal of three-point lighting is to create the illusion of a three-dimensional subject in a two-dimensional screen with light and shadow.

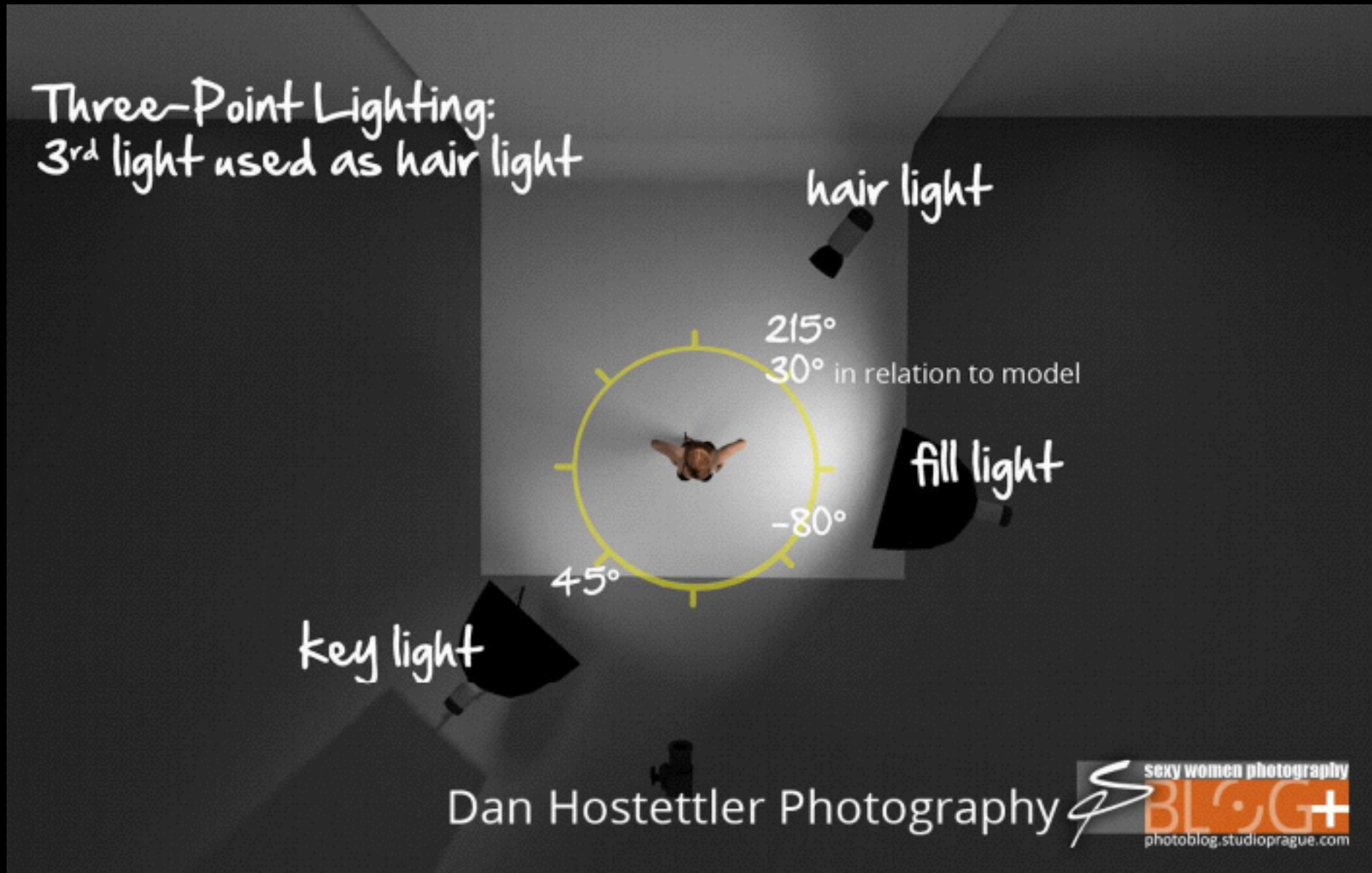
Three-Point-Lighting

- Key Light
the main light source used on your subject
- Fill Light
this is usually a diffused light with the purpose of filling in the shadows created by the key light, preventing them from getting too dark
- Back Light
this is used to separate the subject from the background

Three-Point-Lighting

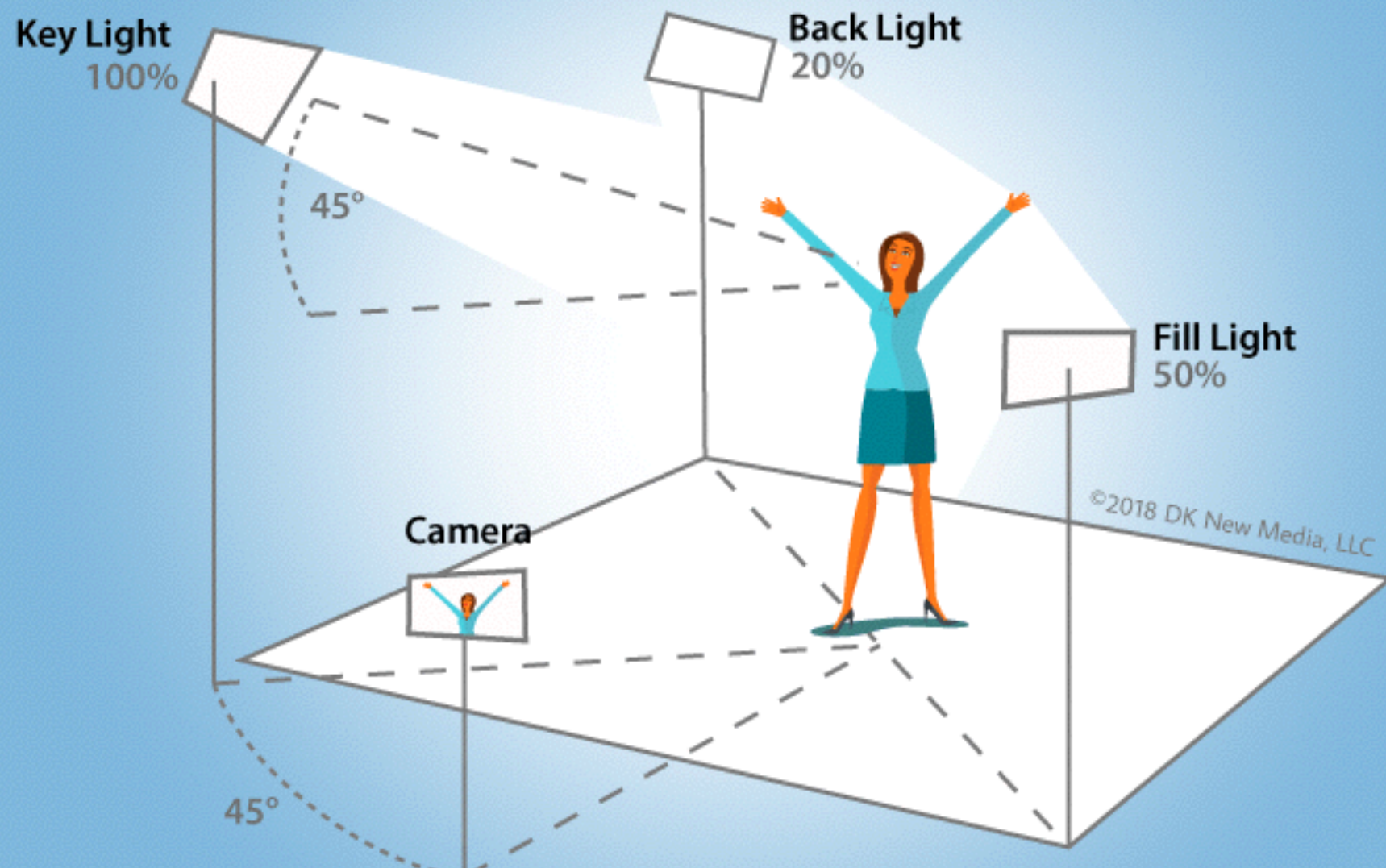


Three-Point-Lighting

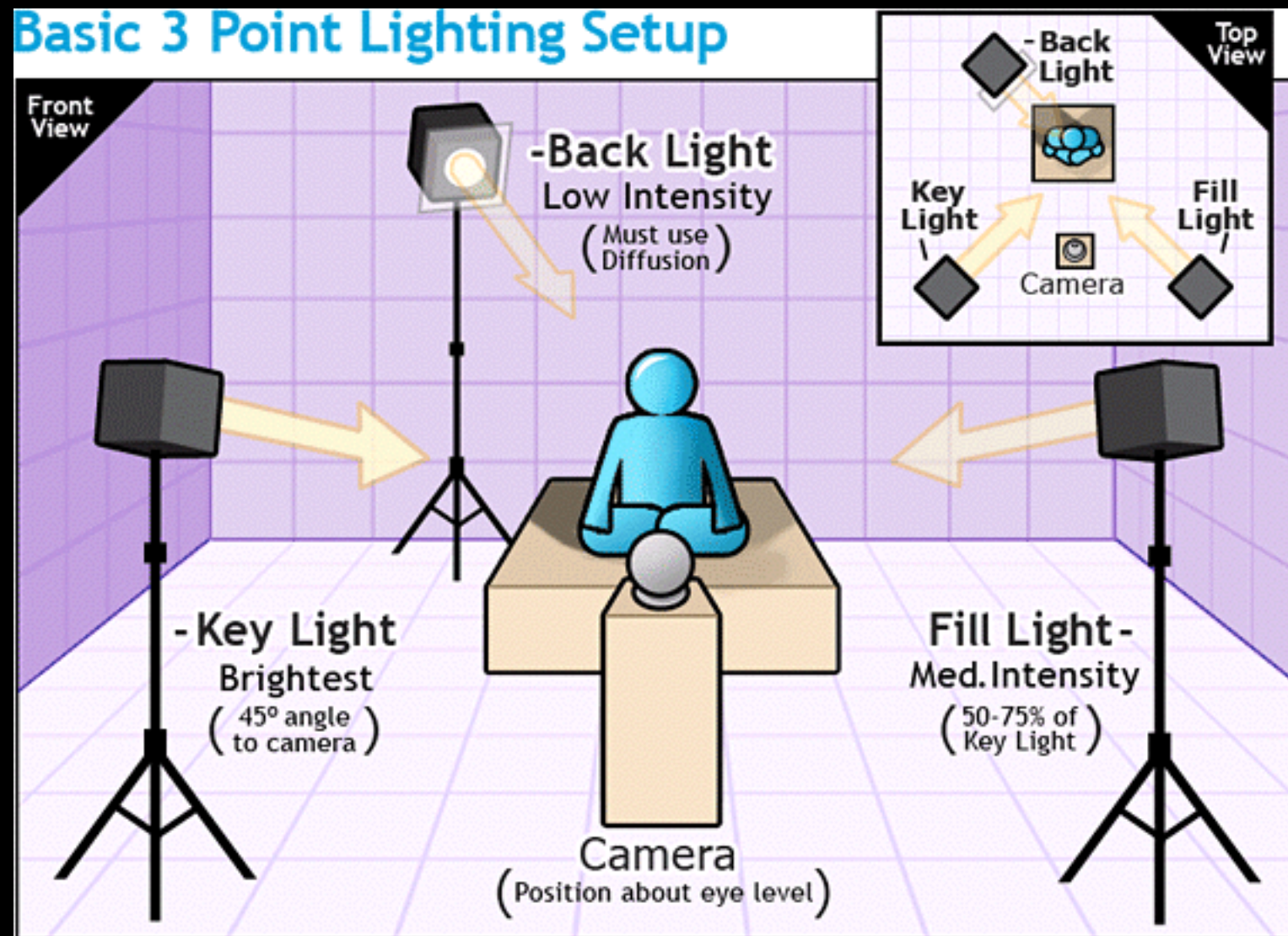


Three-Point-Lighting

THREE-POINT LIGHTING



Three-Point-Lighting



Three-Point-Lighting

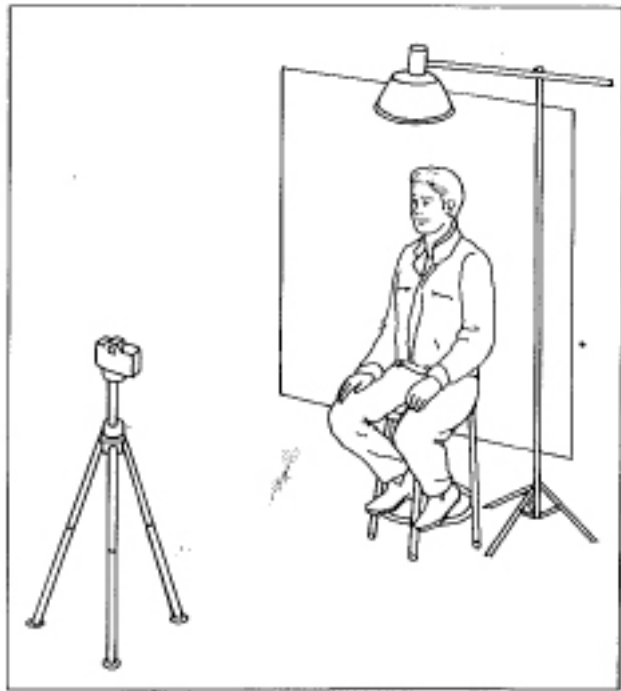


Key Light

Key Light
Backlight (Rim Light)

Key Light
Fill Light
Backlight (Rim Light)

Key Light | High Angle



Keylight at high elevation creates deep shadows in the eye sockets, usually an undesirable look.

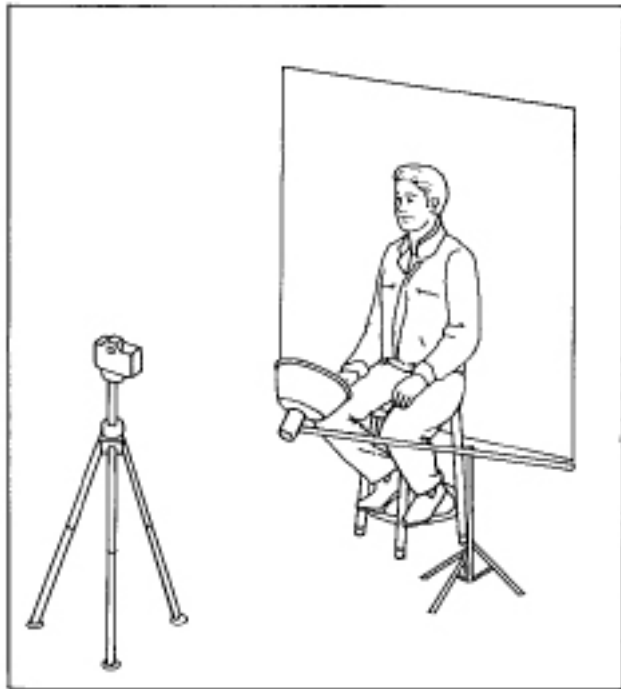
This technique can be useful to make the subject look sinister.

Key Light | Low Angle



Francis Ford Coppola , *Godfather III*, 1990

Key Light | Low Angle



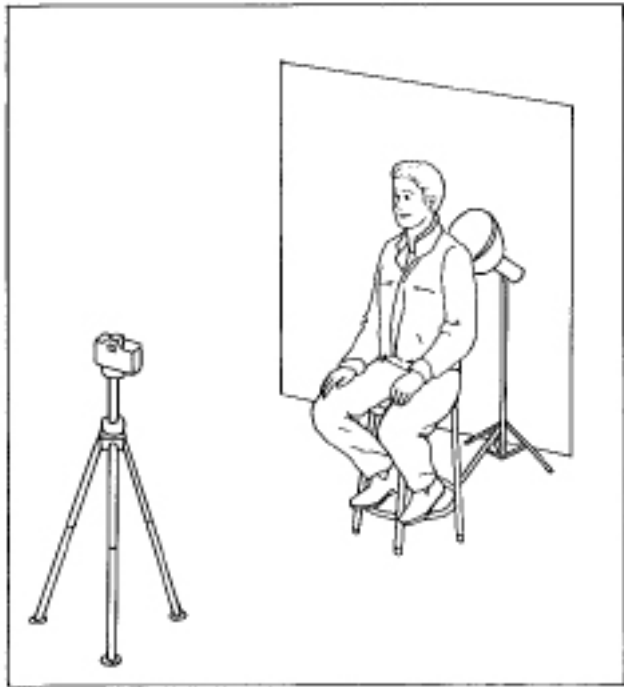
Keylight at **low angle** lights the chin and the underside of the nose. It casts shadows in the opposite direction we're accustomed to seeing them, creating an unsettling feeling. It can be suitable for ghost stories and is highly dramatic.

Key Light | High Angle



James Whales, *Frankenstein*, 1931

Key Light | Silhouette



Keylight for **silhouette** places the entire subject in shadow which is commonly called a silhouette. You can intentionally use this look to create a dramatic image, to keep the subject anonymous, to de-emphasize the subject or make it mysterious.

Fill Light

The purpose of the **fill light** is to fill in the shadows caused by the key light.

The fill light should not create a second shadow. A second shadow means the fill light is too powerful and needs to be reduced.

Reduce the fill light by:

- moving the light further from the subject
- put scrims or diffusion material over the light
- use neutral density gels to reduce light

Back Light

Back Light separates subject from the background



Image without
Back Light

Image with
Back Light

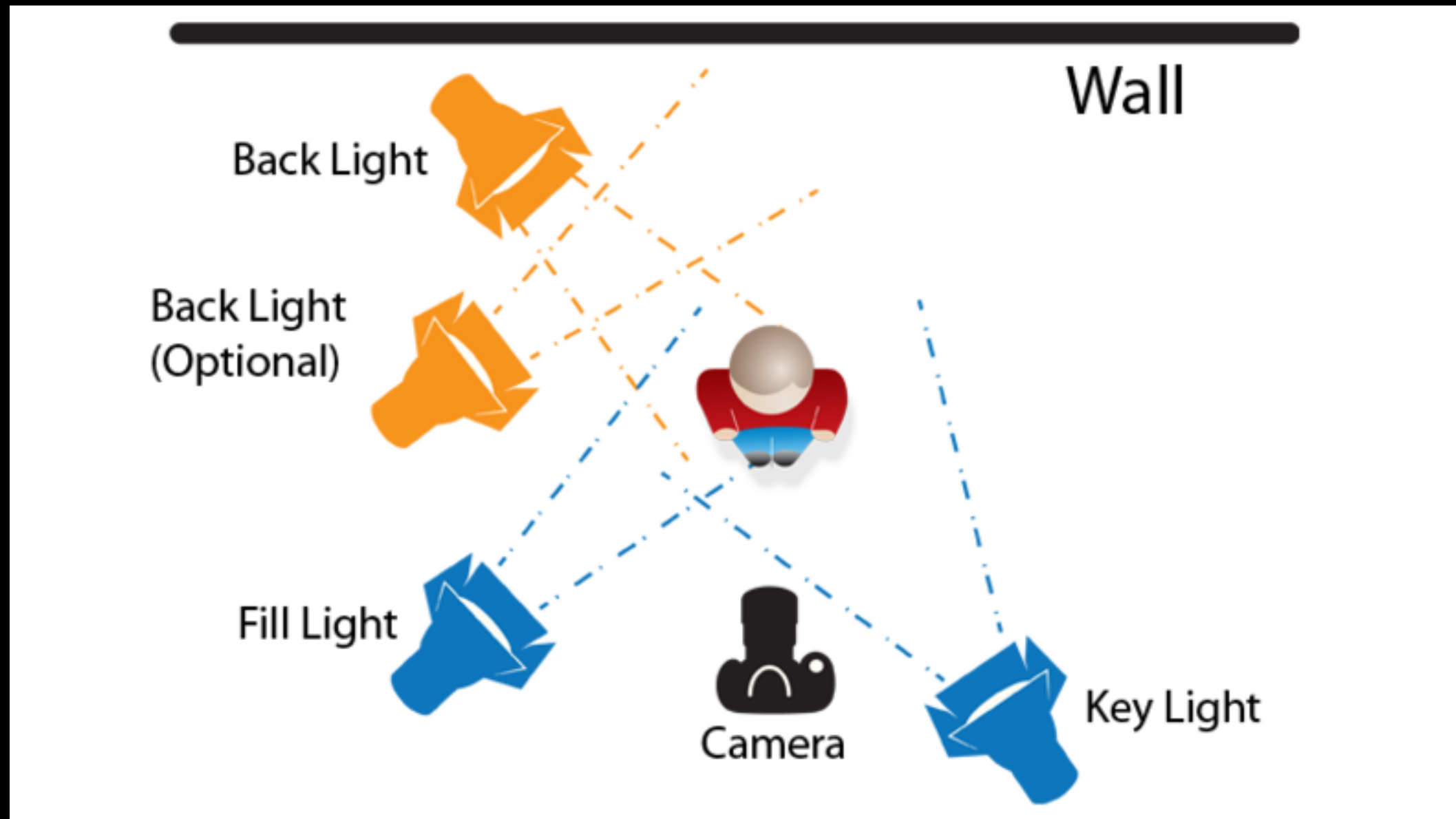
Back Light

Used in TV to create a glowing rim around the hair and shoulders of the subject.



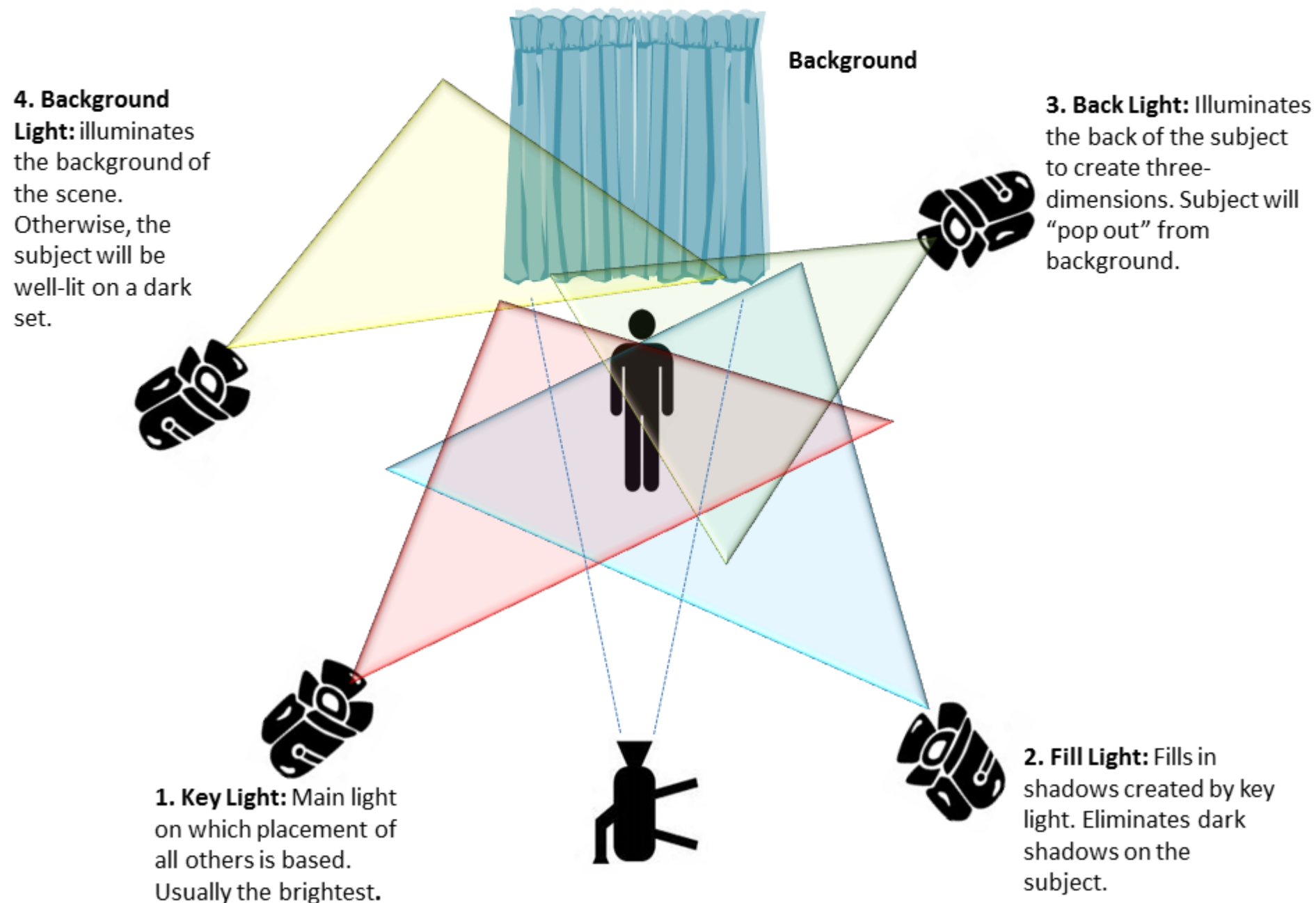
Four-Point-Lighting

Four-Point-Lighting is used to illuminate the background. It is typically used on green screen backgrounds.



Four-Point-Lighting

Basic 4-Point Lighting



Lights & Reflectors

Lights & Reflectors



Spot light used as Key light



Fill light

Lights & Reflectors



Reflector

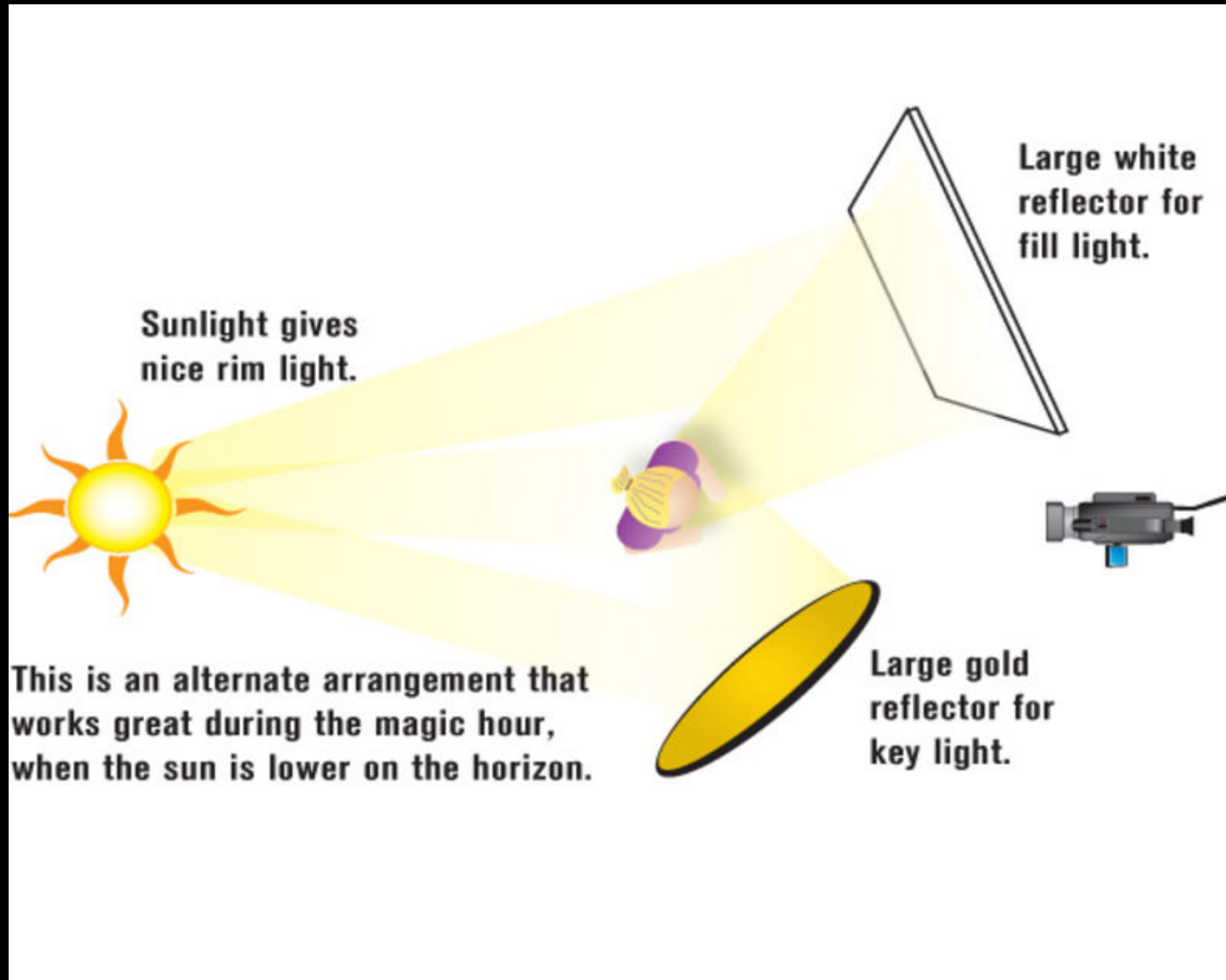


Umbrella used as reflector

Reflectors as Lights Outdoors



Reflectors as Lights Outdoors



B-roll

B-roll

B-roll is secondary shots used in addition to main action shots. B-roll shots are similar to cutaways in that they help break up the static interview shots, but B-roll plays a more major role in telling a visual documentary story. For example, a soldier could tell us what it's like to be in combat, but when we cut in a shot of explosions and a chaotic firefight, his story is elevated.

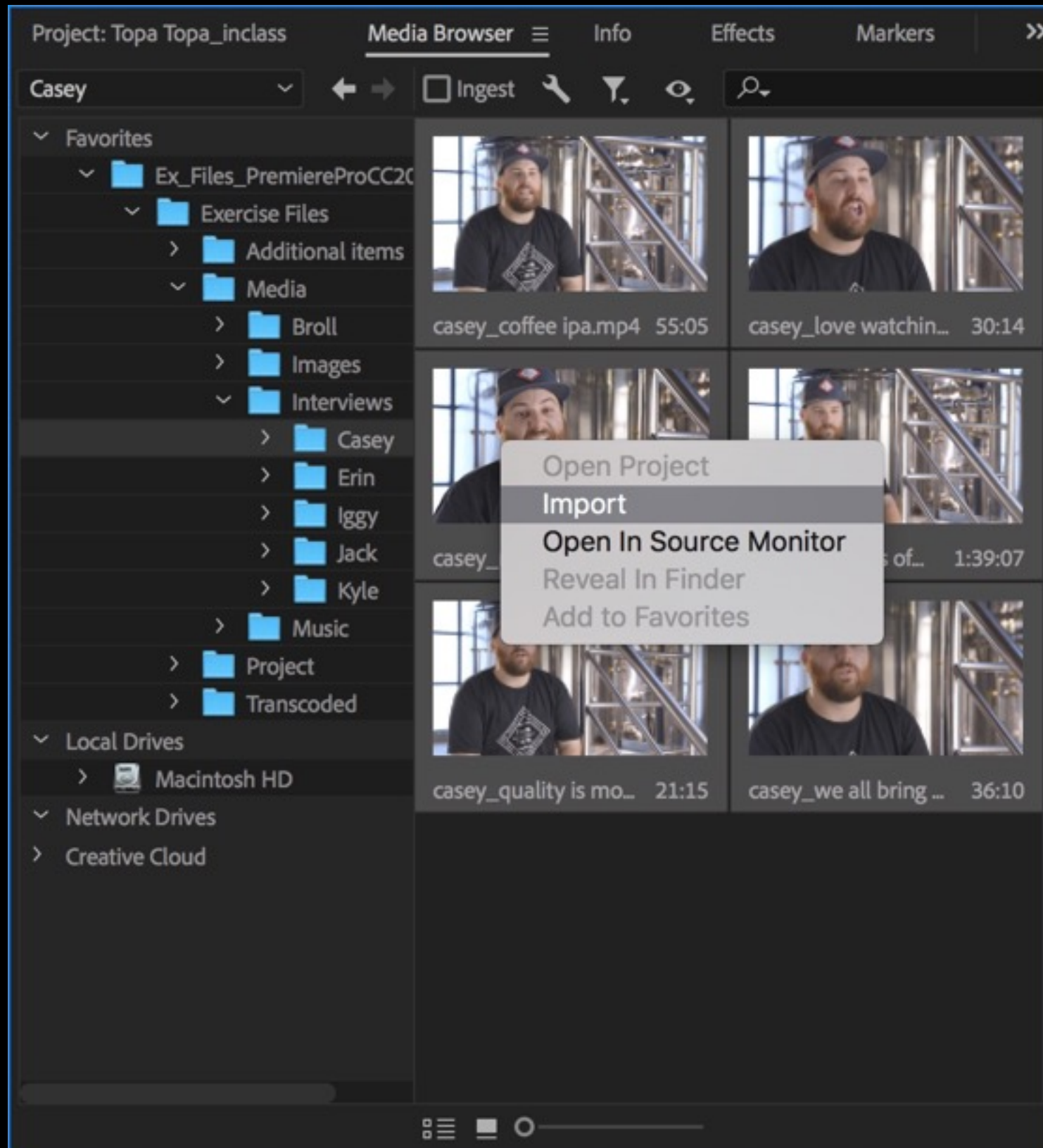
Editing in Premiere Pro

Importing Media

Before importing your media:

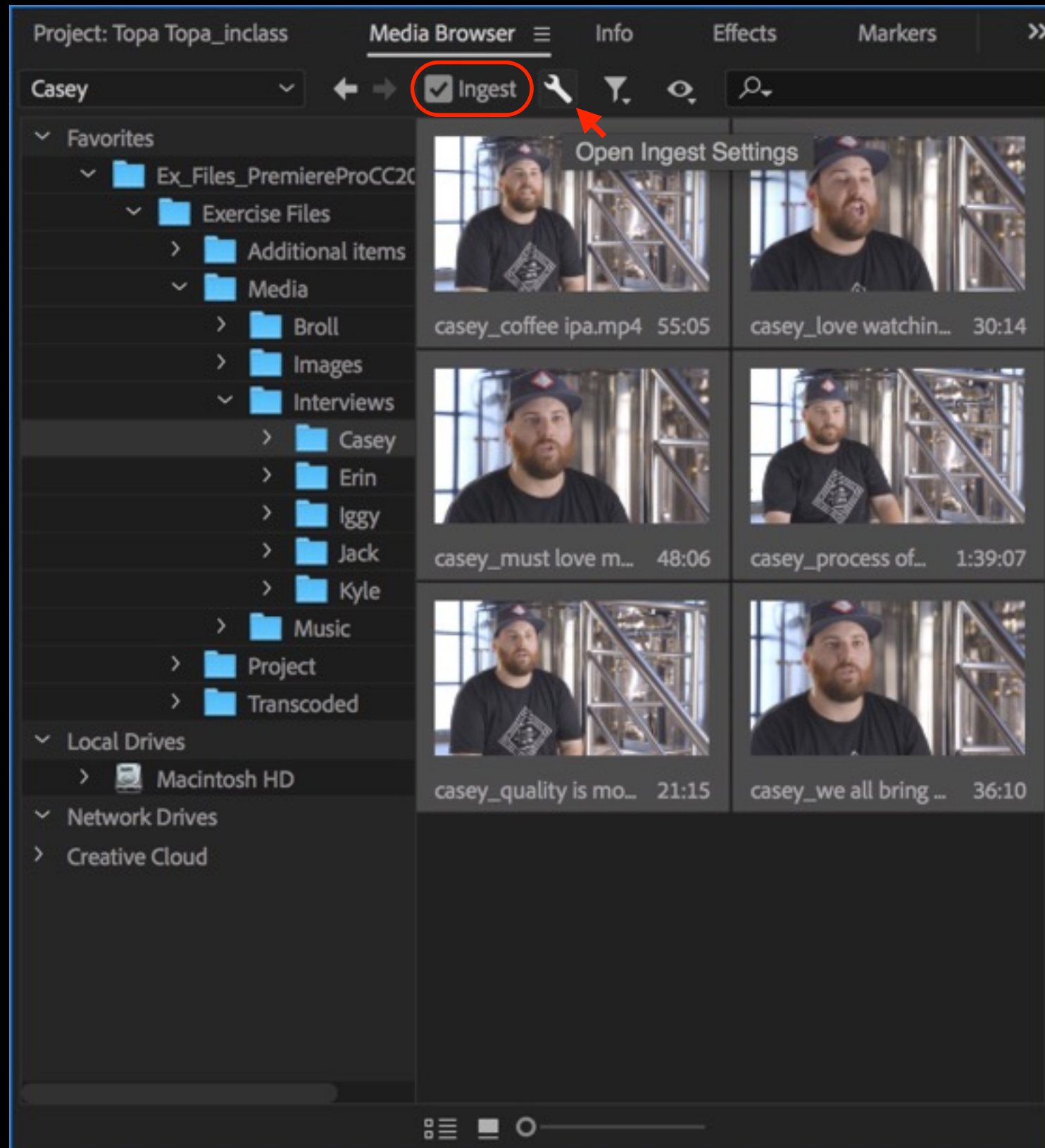
Copy your media files from your camera card to your external drive

Media Browser | Importing Media



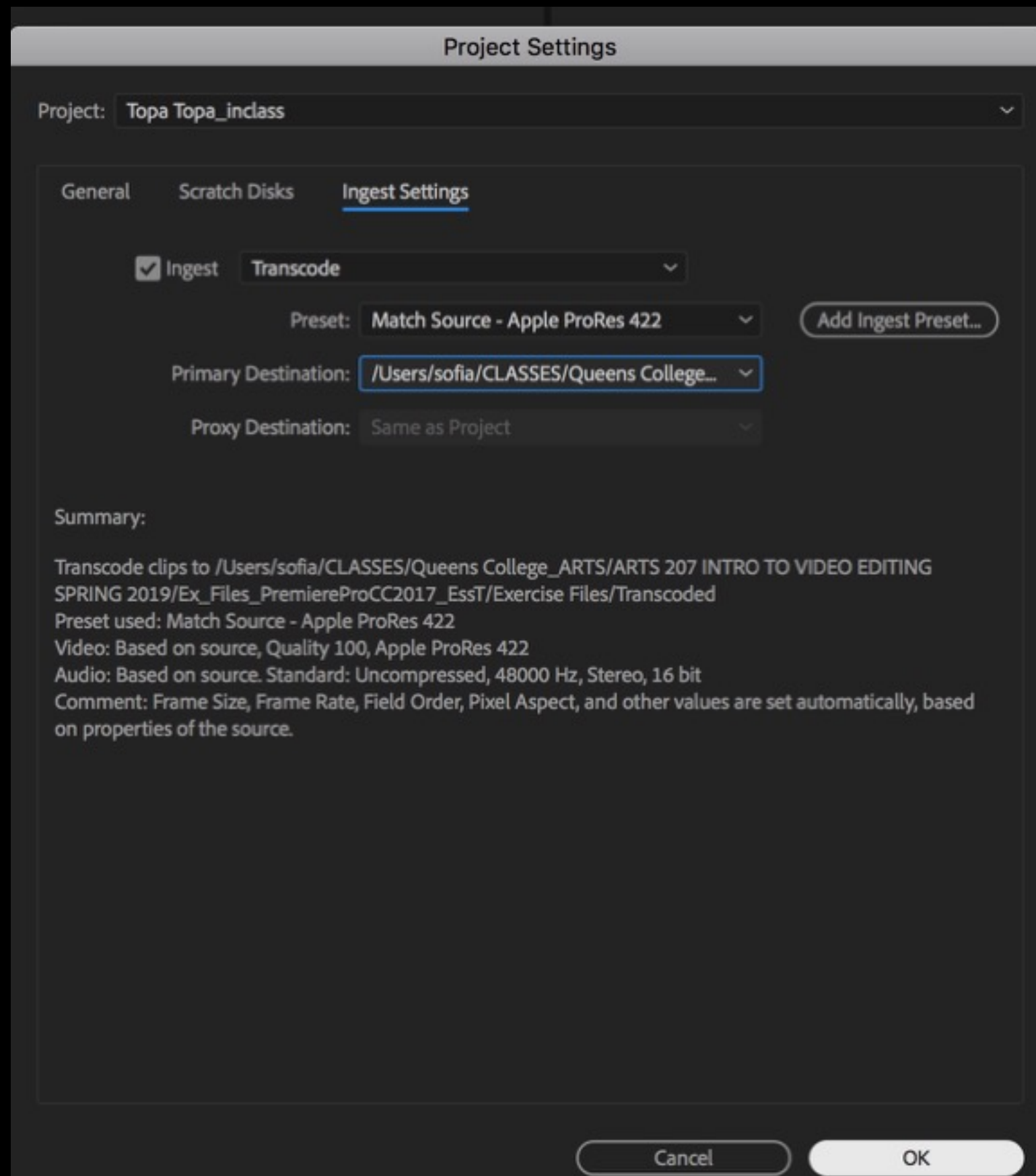
1. In the Media Browser navigate to the folder with your copied media files
2. Select clips or folders you want to import, right-click and select import from the pop-up window

Transcoding & Importing Media



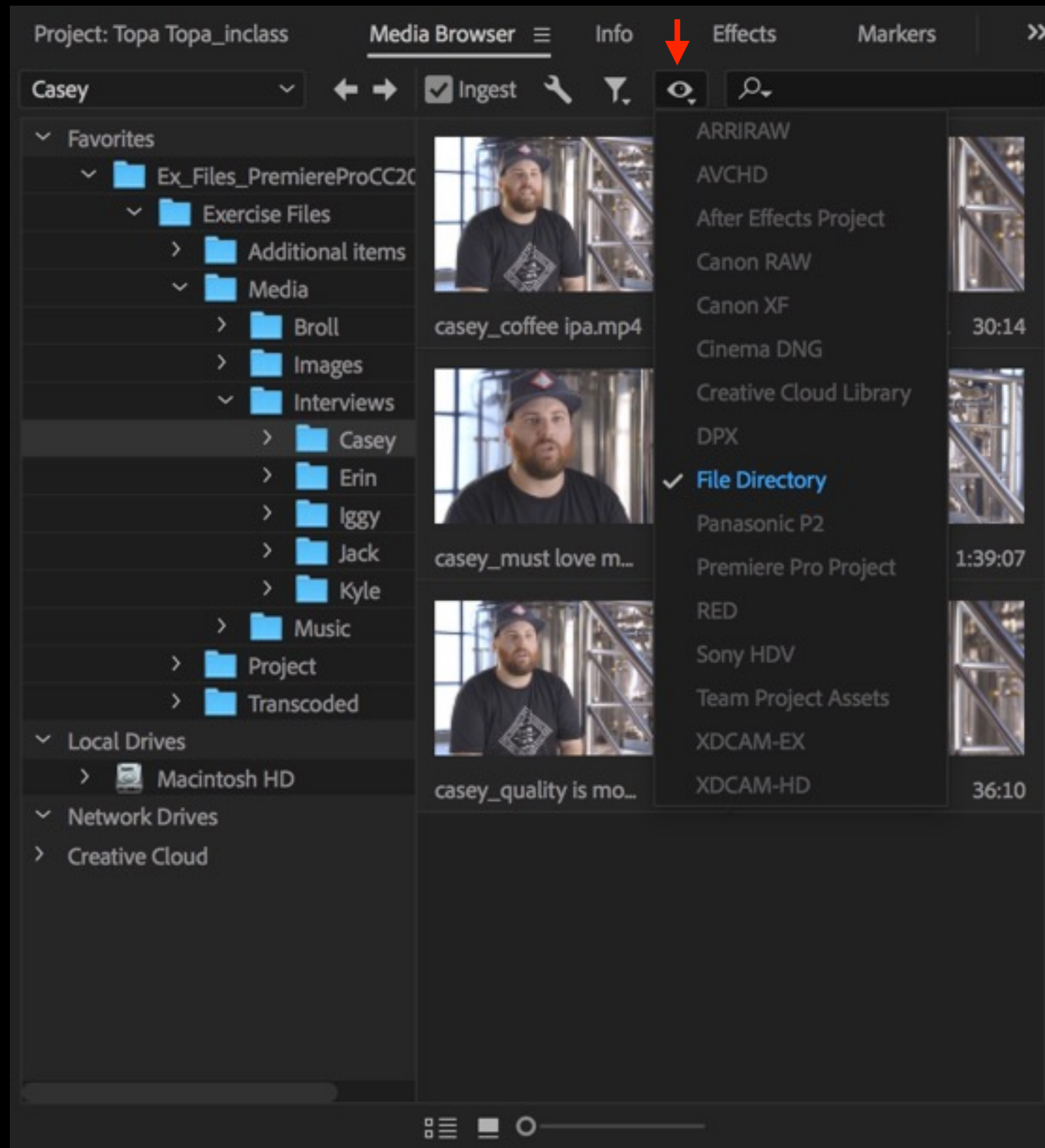
1. In the Media Browser check the Ingest button to transcode your files.
2. Click on Open Ingest Settings to set your transcoding settings.

Transcoding & Importing Media



1. Under *Ingest Settings* choose "Transcode" from the pull-down menu
2. Select the "Apple ProRes 422" *Preset* for compression
3. Under *Primary Destination* select "choose location..." from the pulldown menu. Navigate to your media files directory and create a new folder called "transcoded"

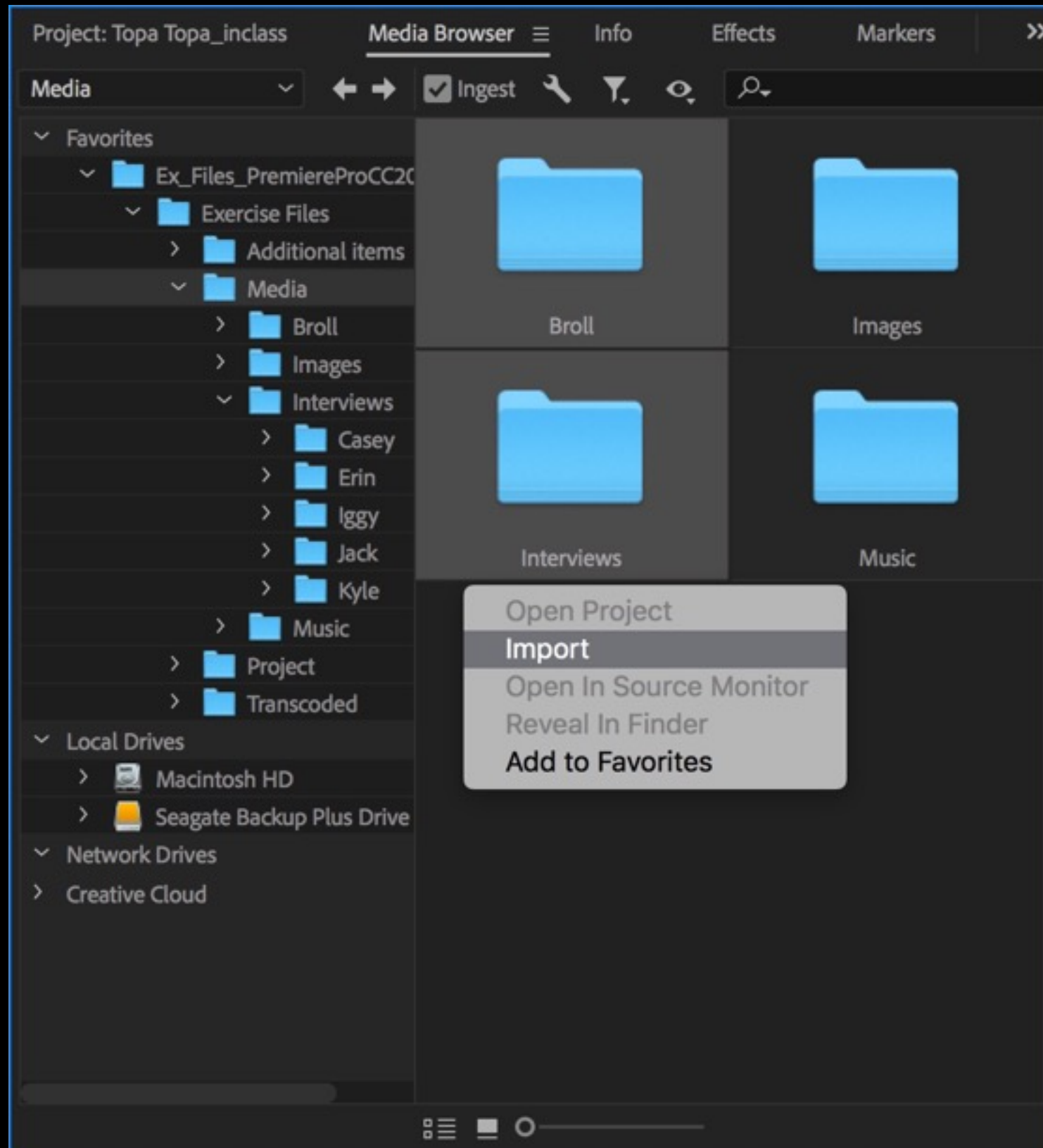
Transcoding & Importing Media



To check if your media files need transcoding:

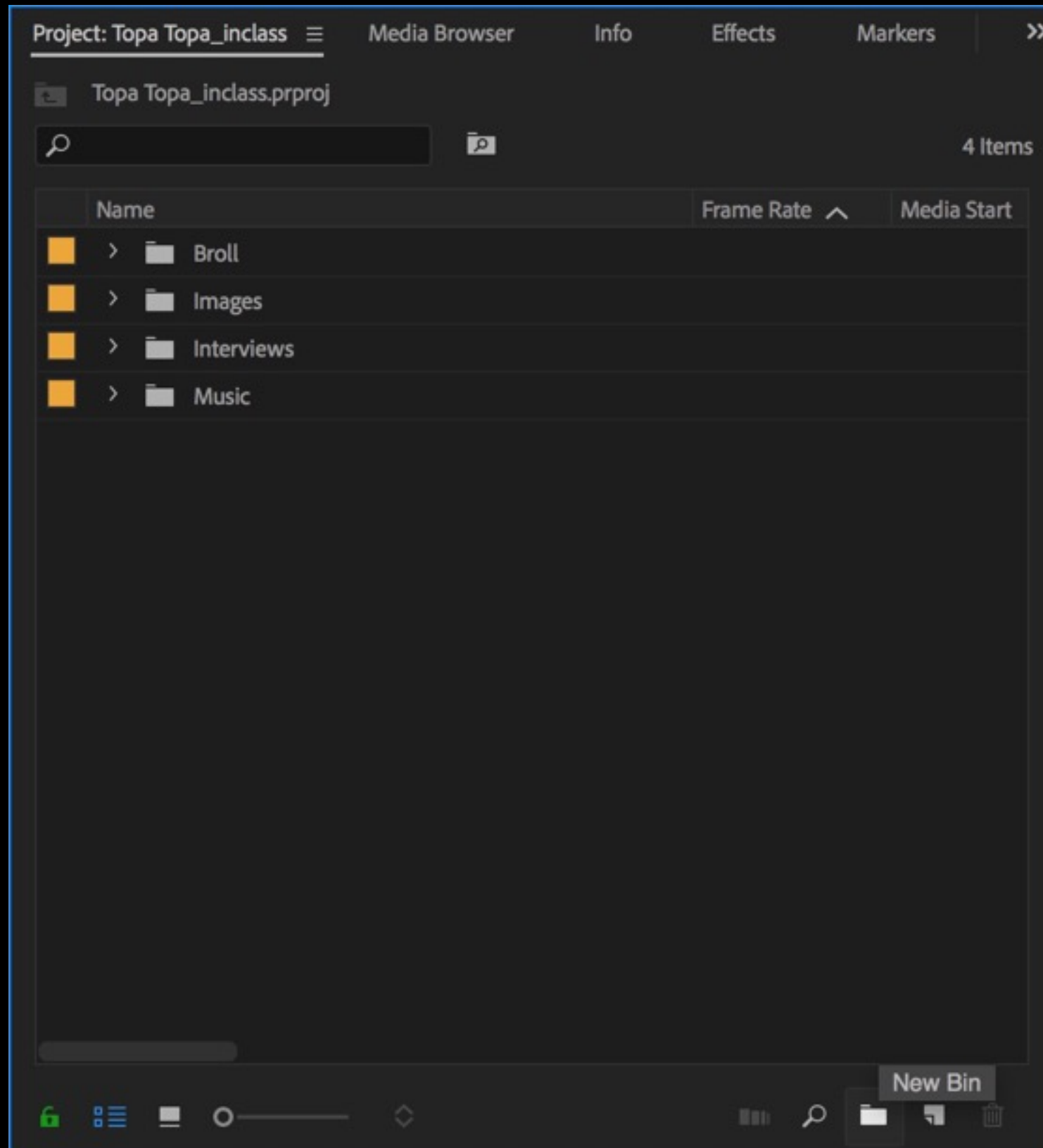
Click on *Directory Viewers* icon to see the video formats Premiere Pro can import without transcoding. If any of the formats is selected your media files do not need to be transcoded.

Transcoding & Importing Media



1. Select the media files for folders you want to transcode
2. Right-click and select import from the pop-up window

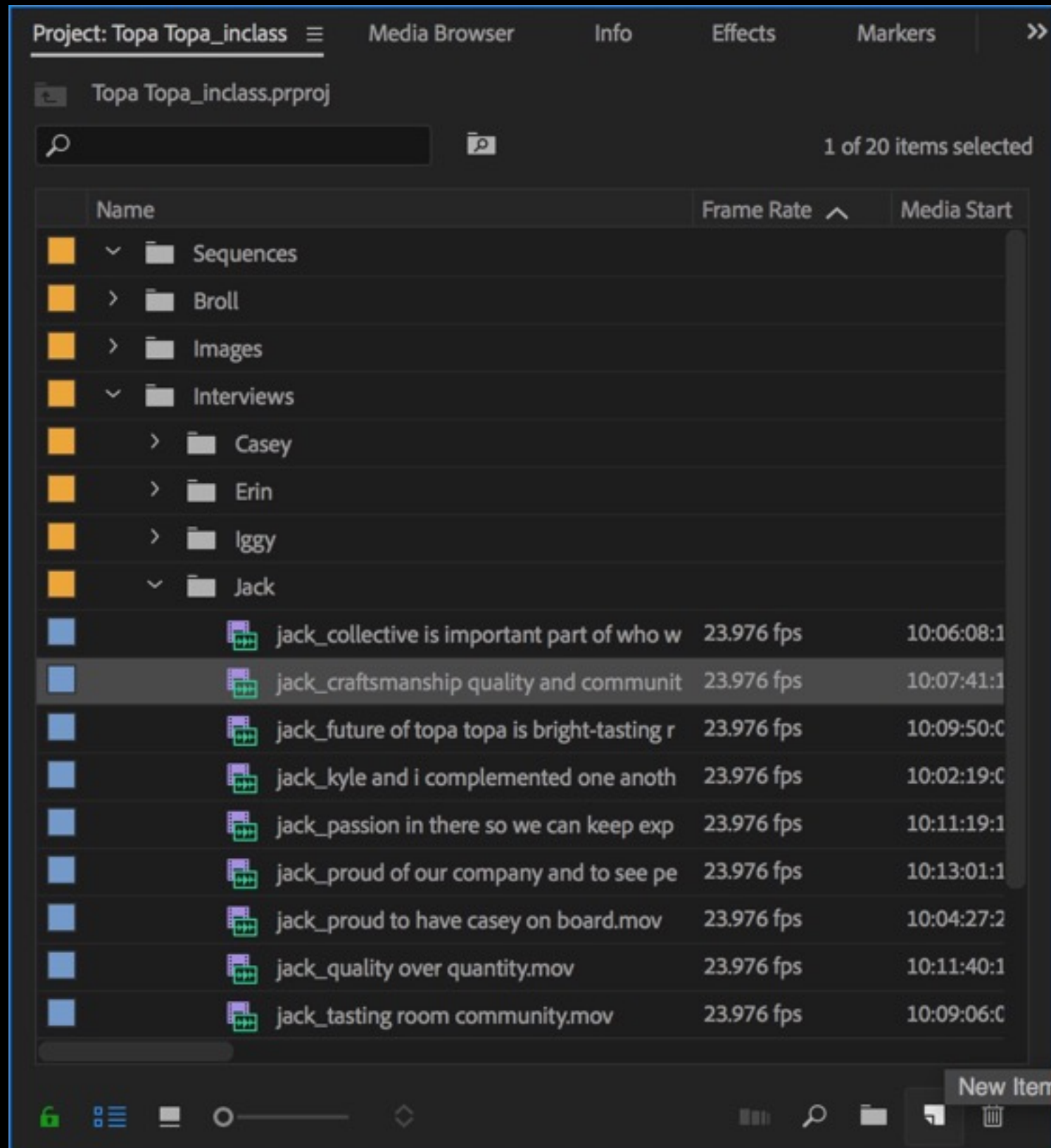
Project Window | Create New Bin



1. In the Project Window click on the New Bin button to create a new bin to place inside your sequences.
2. Once the new bin is created name it "Sequences".

You can rename a bin simply by clicking the return key.

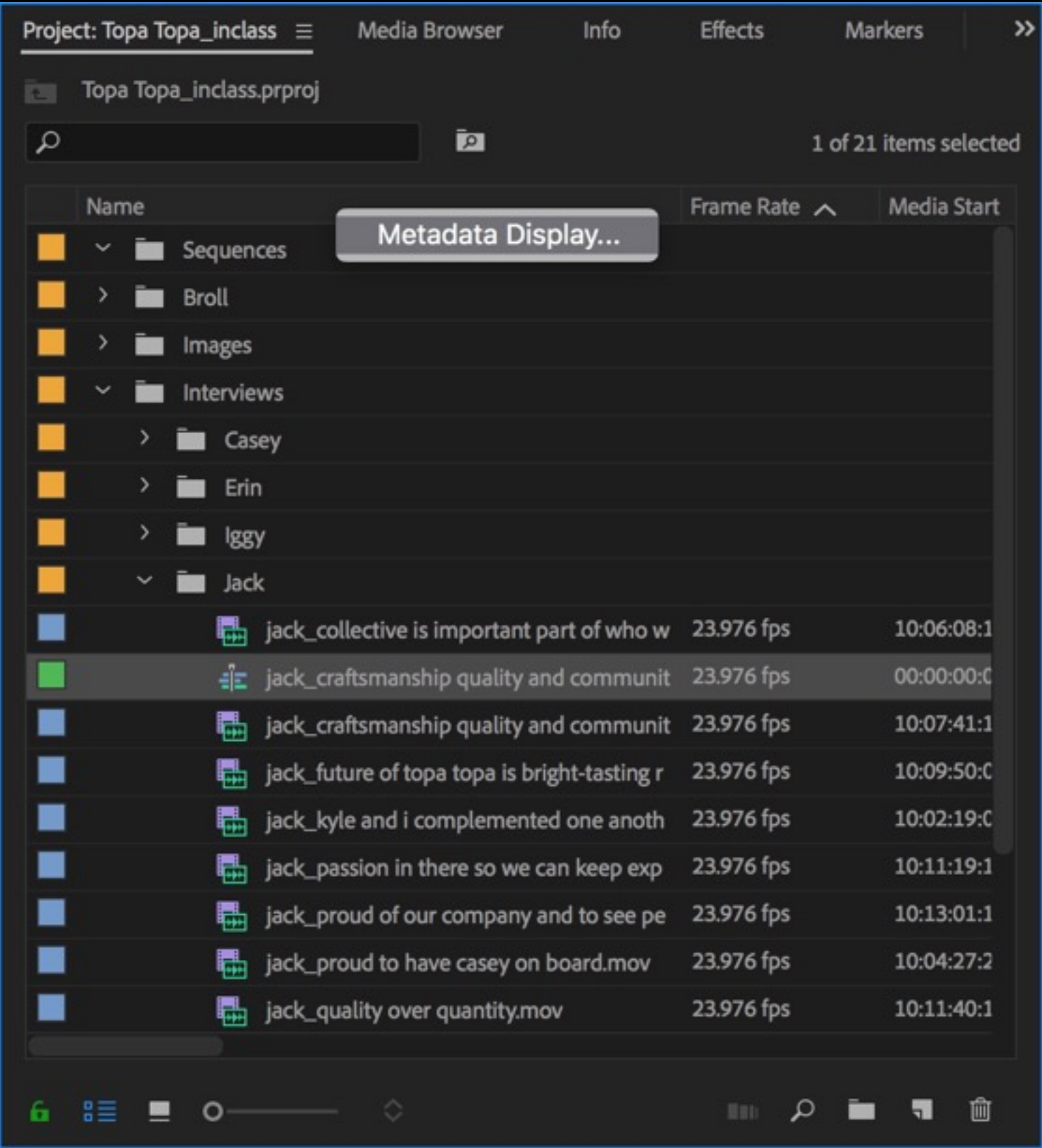
Project Window | Create New Sequence



1. Select a clip to place in a new sequence.
2. Drag the clip over the New Item button in the Project Window to create a new sequence with the same media settings as your clip.

A sequence is where you will edit all your clips

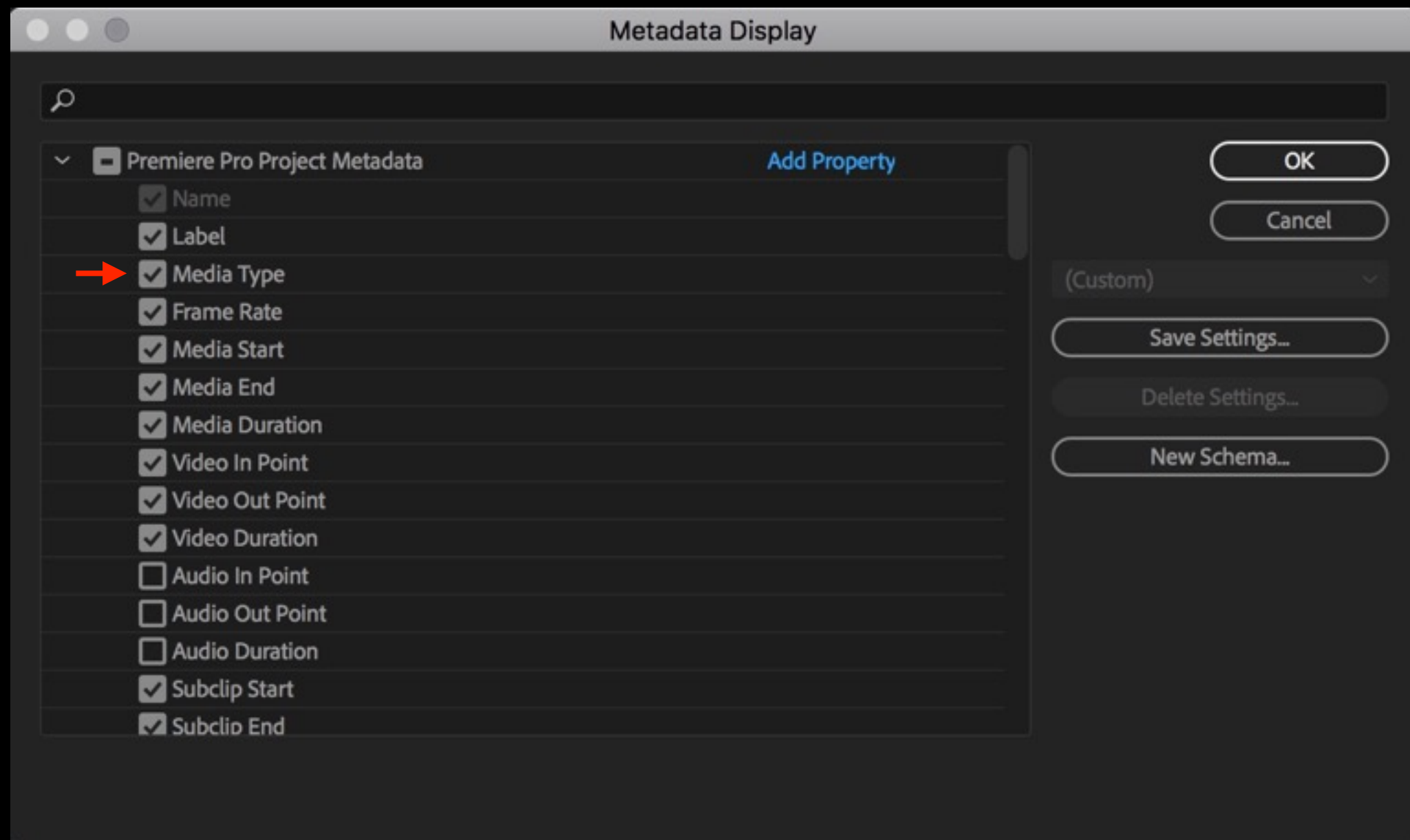
Project Window | Create New Sequence



To see the media type of each file in your Project Window:

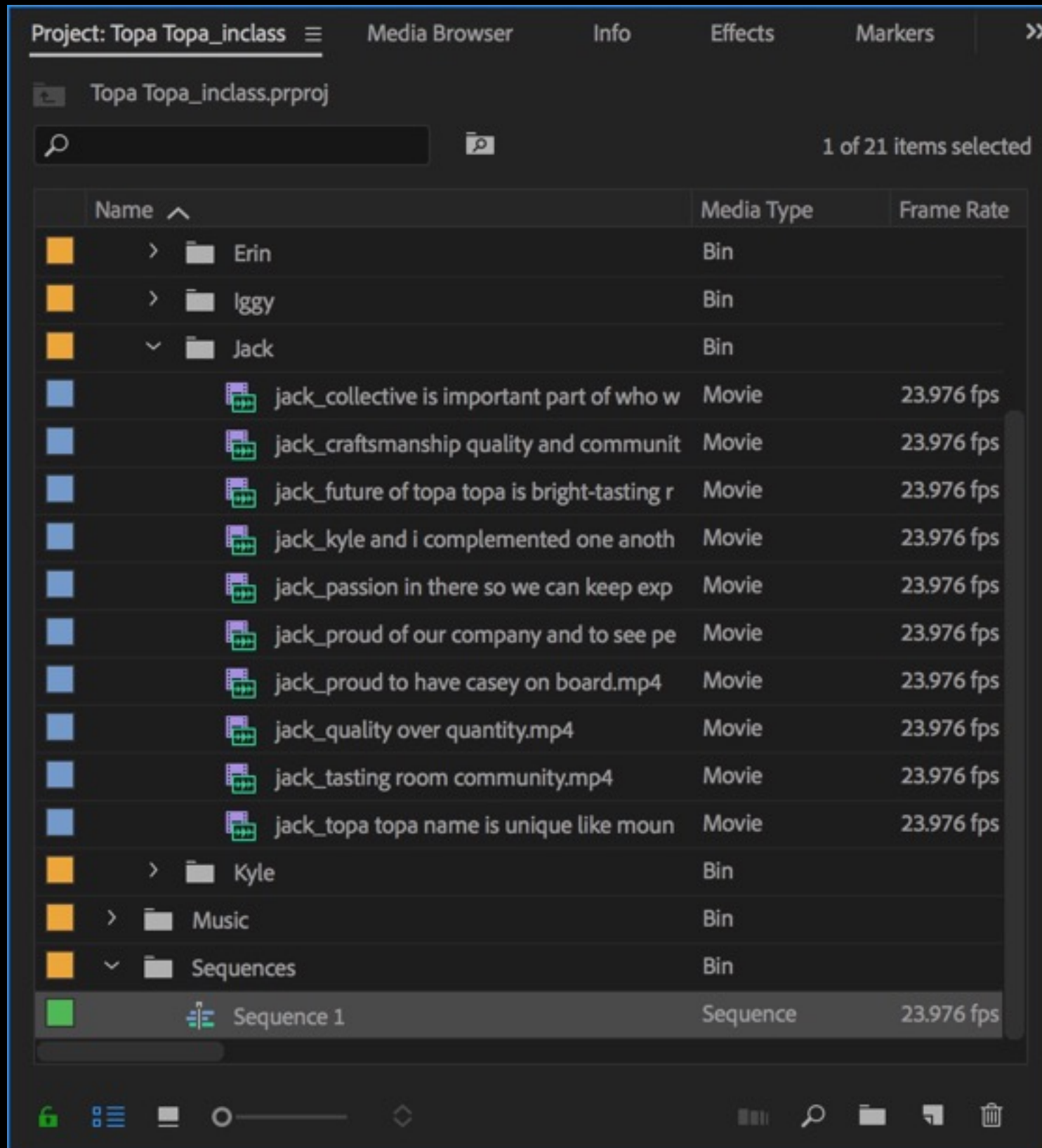
Right-click on the top bar next to *Name* in your Project Window to access "Metadata Display..."

Project Window | Project Metadata: Media Type



In the Metadata Display pop-up menu expand *Premiere Pro Project Metadata* and check "Media Type"

Project Window | Place the Sequence in the right bin

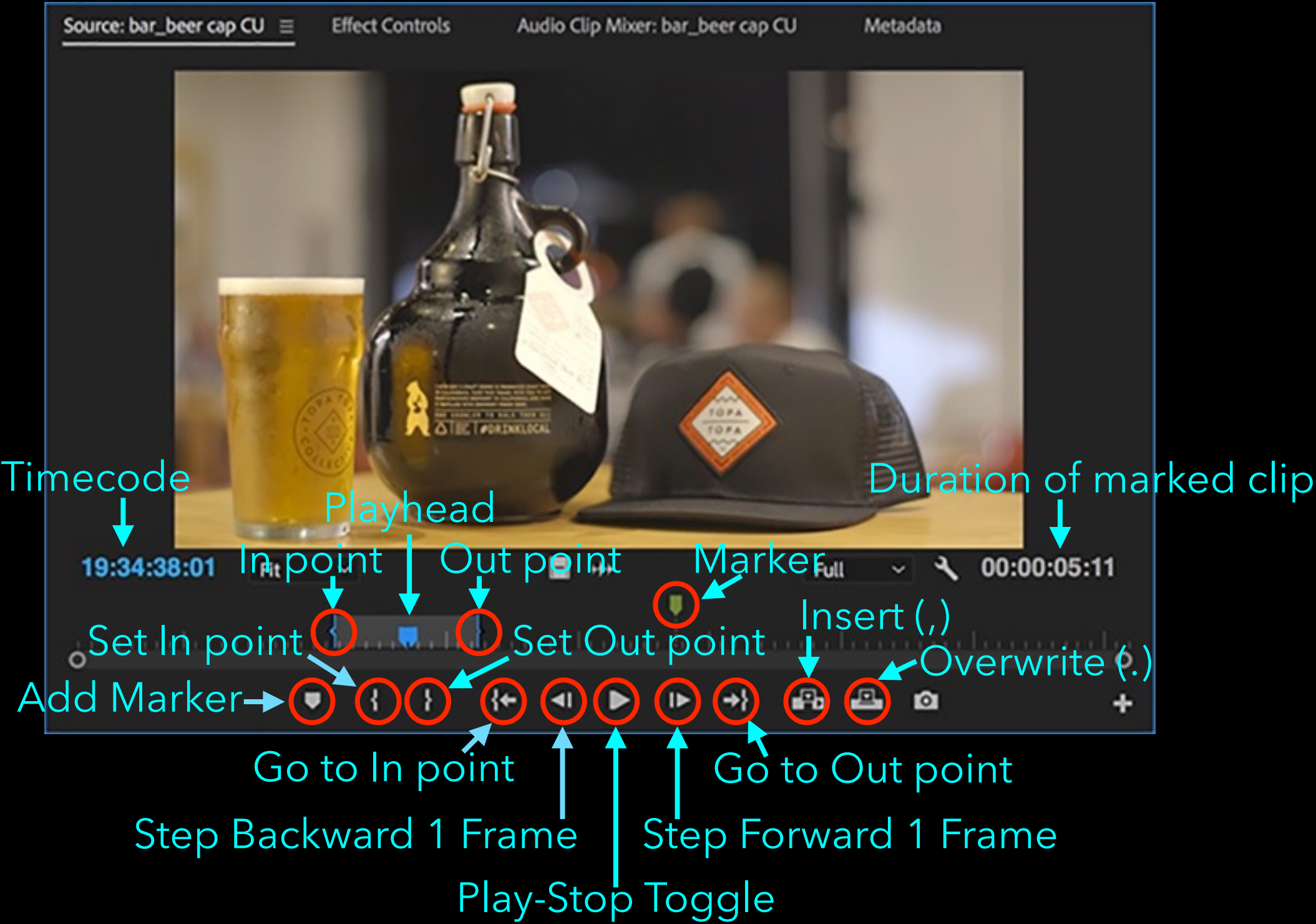


Drag the new sequence in the Sequences bin and rename it to "Sequence 1".

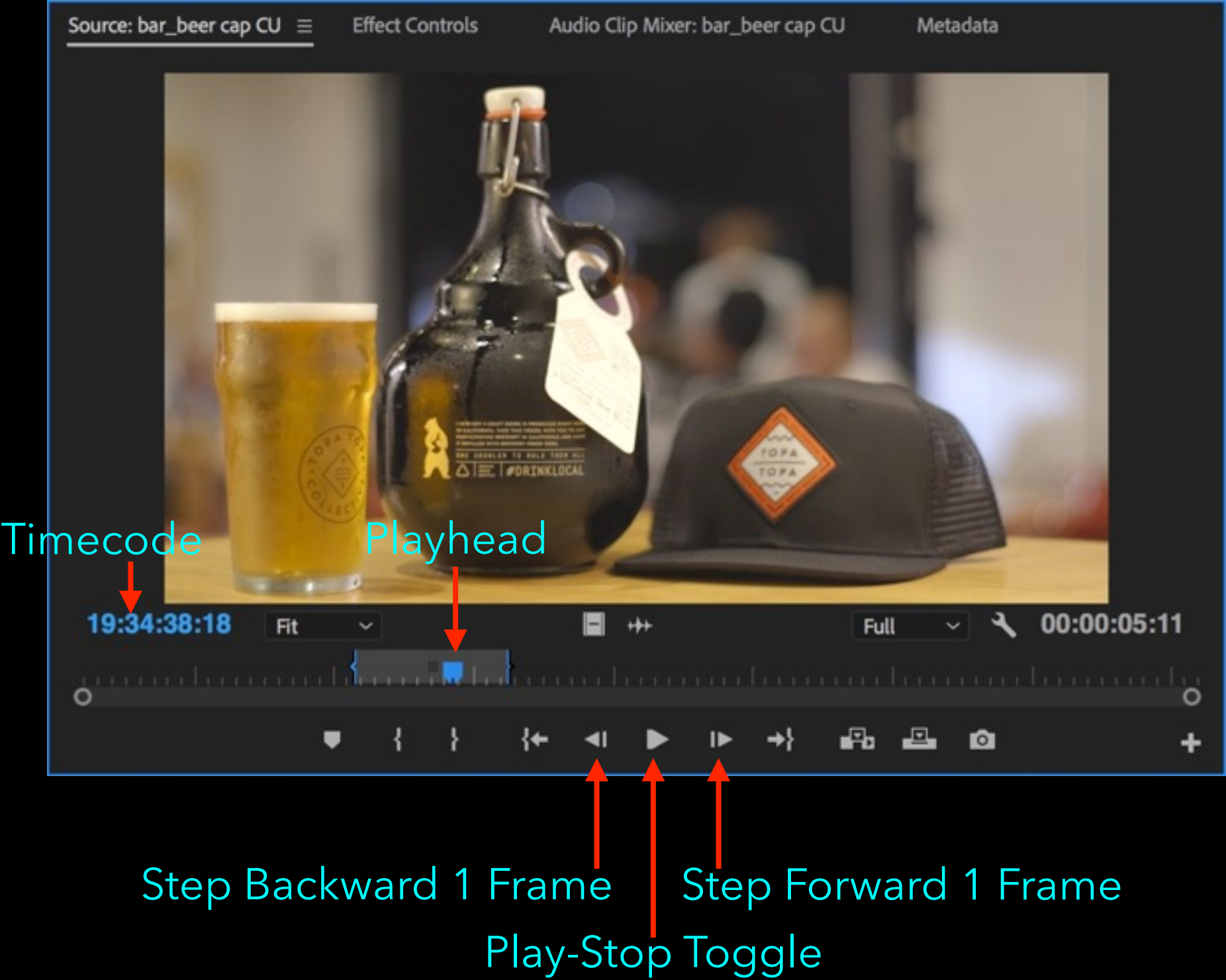
You can rename a sequence simply by clicking the return key.

Source monitor

Source monitor



Source monitor | Playback



Source monitor | Playback

SHORTCUTS

Space bar	Play-Stop Toggle
L	Play Forward
J	Play Backward
K	Stop
K+L	Play Forward in slow motion
K+J	Play Backward in slow motion
→ Arrow	Forward 1 Frame
← Arrow	Backward 1 Frame
Shift+ → Arrow	Forward 5 Frames
Shift+ ← Arrow	Backward 5 Frames

Marking Clips

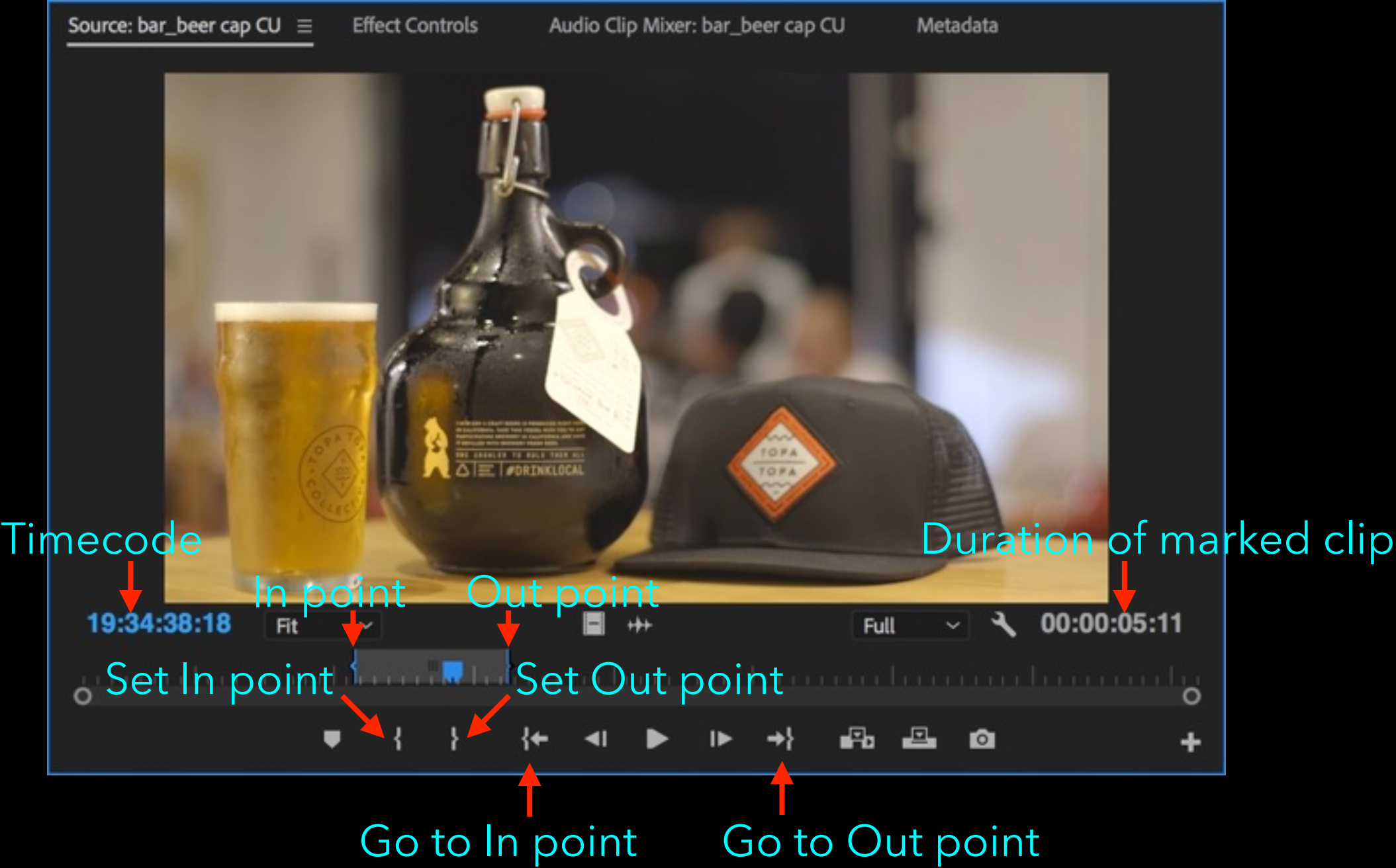
Source monitor | Marking Clips

You can drag the whole clip from the source window into the timeline to start editing or you can set In and Out points to drag only a portion of the clip in the timeline.

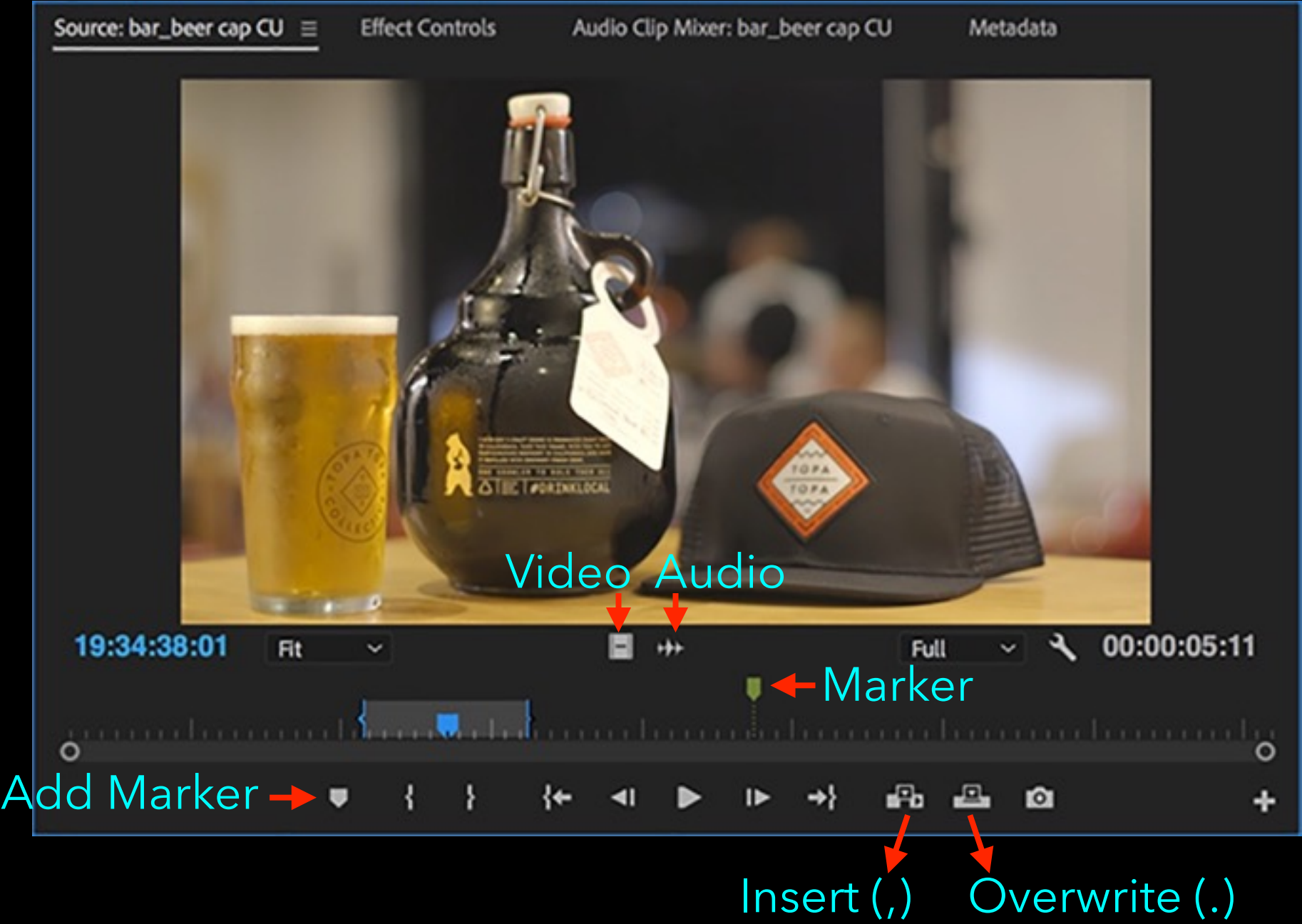
Marking a Clip:

To drag a portion of the clip into the timeline, first set a clip's **In** and **Out** points.

Source monitor | Marking Clips



Source Window



Source monitor | Marking Clips

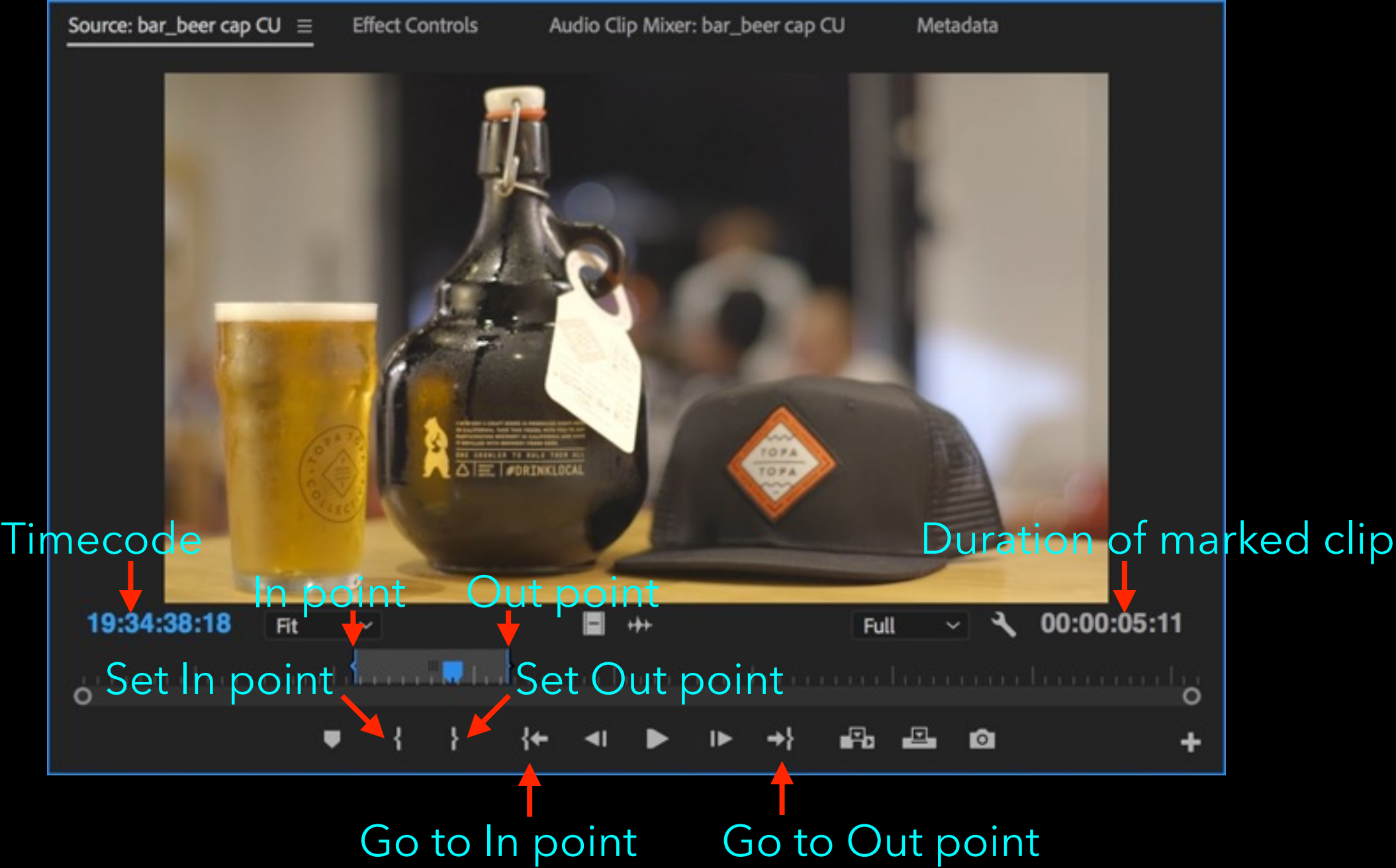
Setting a clip's In and Out points

You can drag the whole clip from the source window into the timeline to start editing or you can set In and Out points to drag only a portion of the clip in the timeline.

Marking a Clip:

To drag a portion of the clip into the timeline, first set a clip's **In** and **Out** points.

Source monitor | Marking Clips



Marking Clips

SHORTCUTS

Space bar	Play-Stop Toggle
I	Mark In
O	Mark Out
Shift+I	Go to Out
Shift+O	Go to In
Opt+K	Play In to Out
Ctrl+Space	Play from Playhead to Out Point
Opt+X	Clear In to Out
X	Mark Clip or Gap in Timeline
Cmd+U	Make Subclip (Ctl+U)

Source monitor | Add Markers



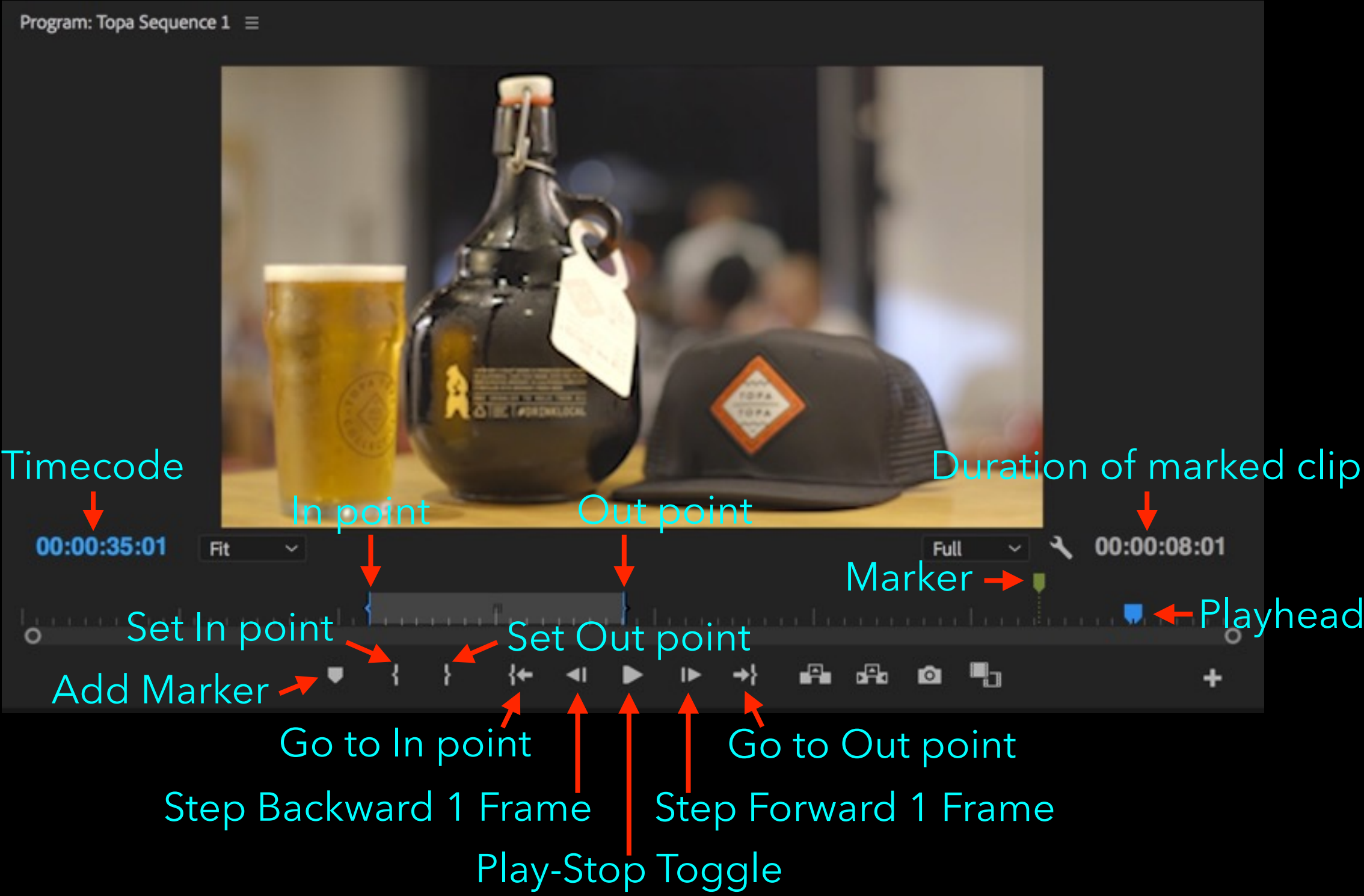
Source monitor | Add Markers

SHORTCUTS

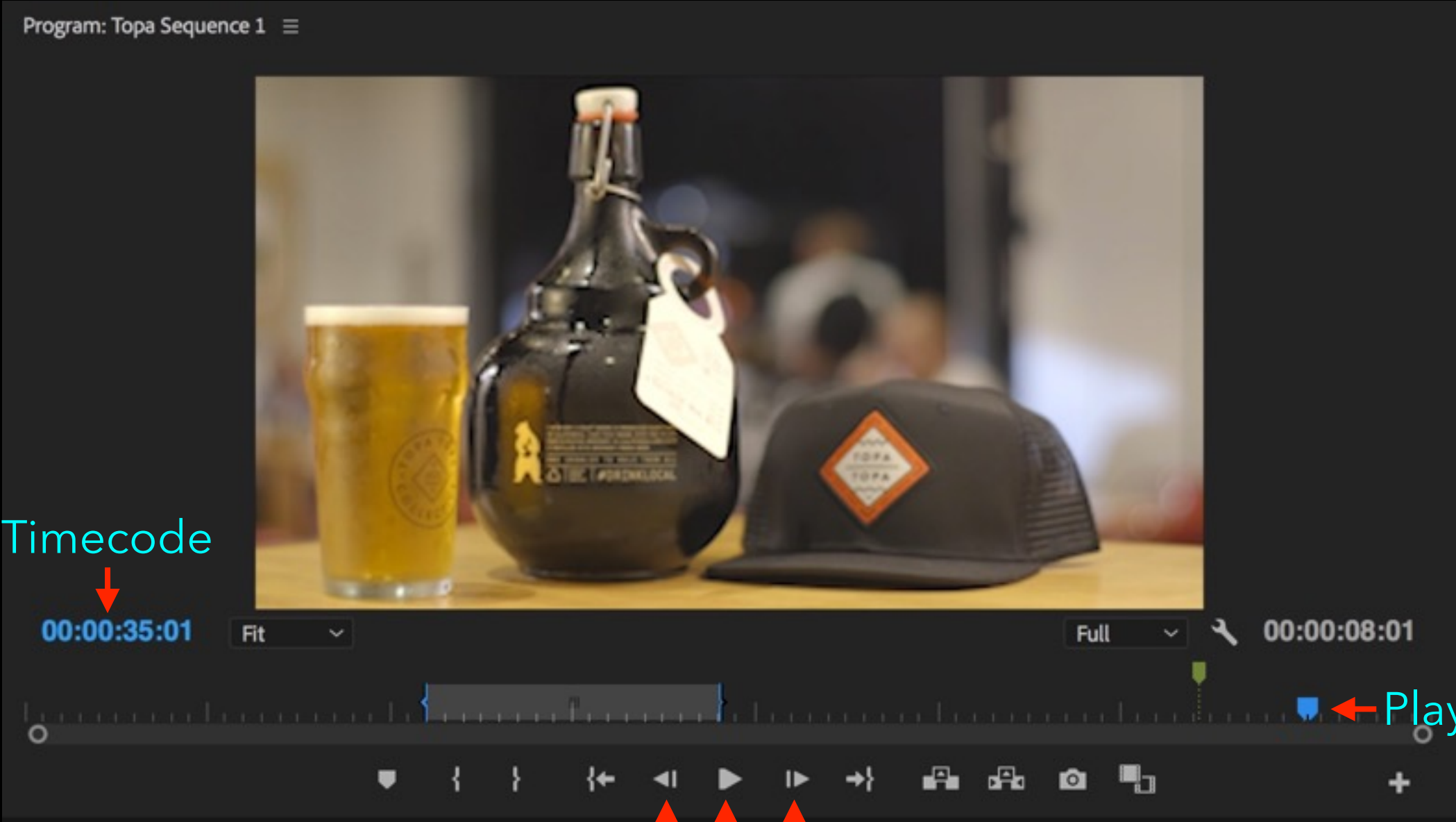
M	Add Marker in a Clip
Shift+M	Go to Next Marker
Shift+Cmd+M	Go to Previous Marker
Opt+M	Clear Selected Marker
Opt+Cmd+M	Clear All Selected Markers

Program Monitor

Program Window



Program Window



Timecode

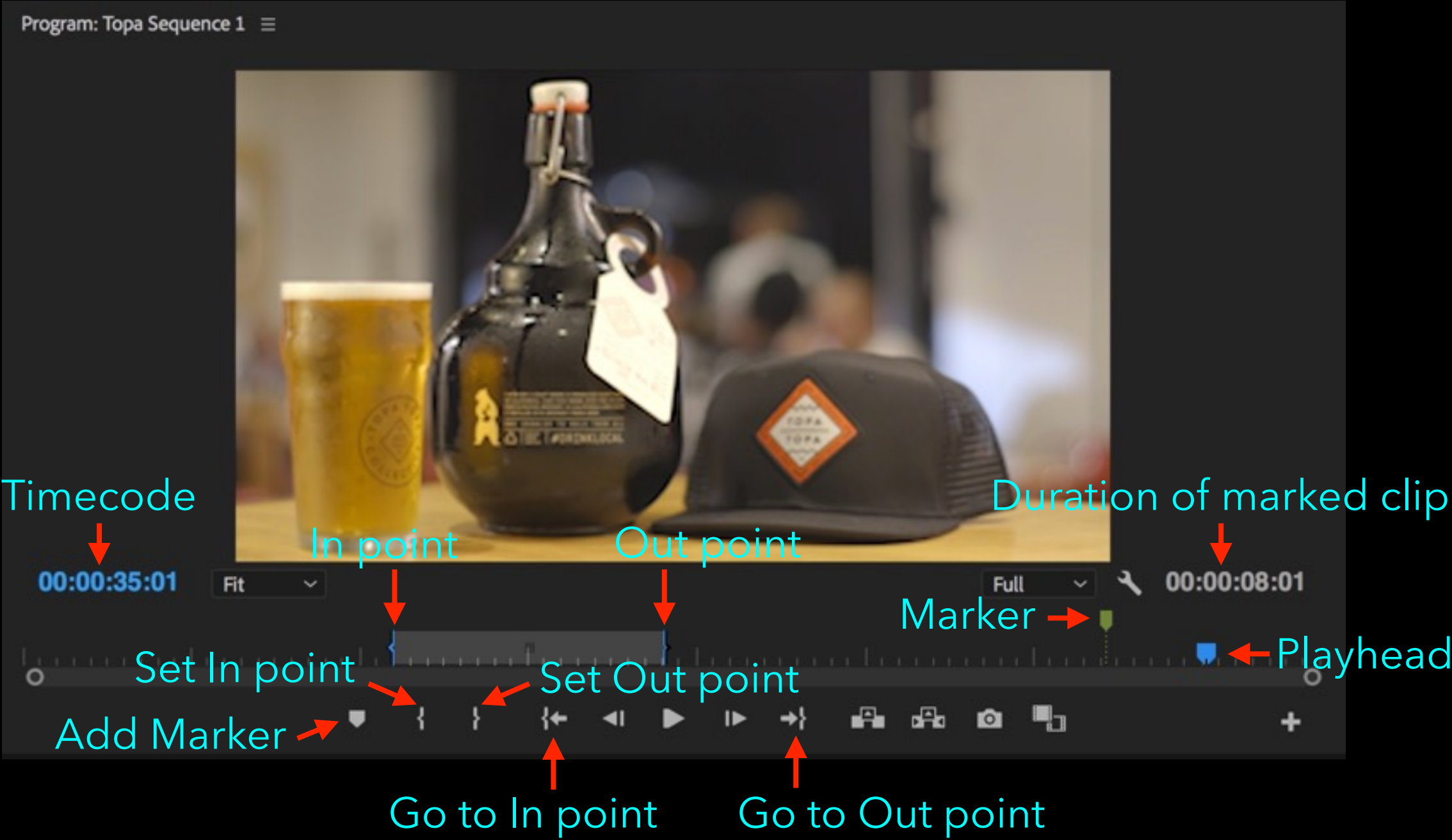
Playhead

Step Backward 1 Frame

Step Forward 1 Frame

Play-Stop Toggle

Program Window



Program Window



Timeline

Timeline and Program Window

The image displays two windows from a video editing application: the Program Window at the top and the Timeline Window at the bottom. Both windows show a video clip of a beer bottle, a glass of beer, and a baseball cap.

Program Window Annotations:

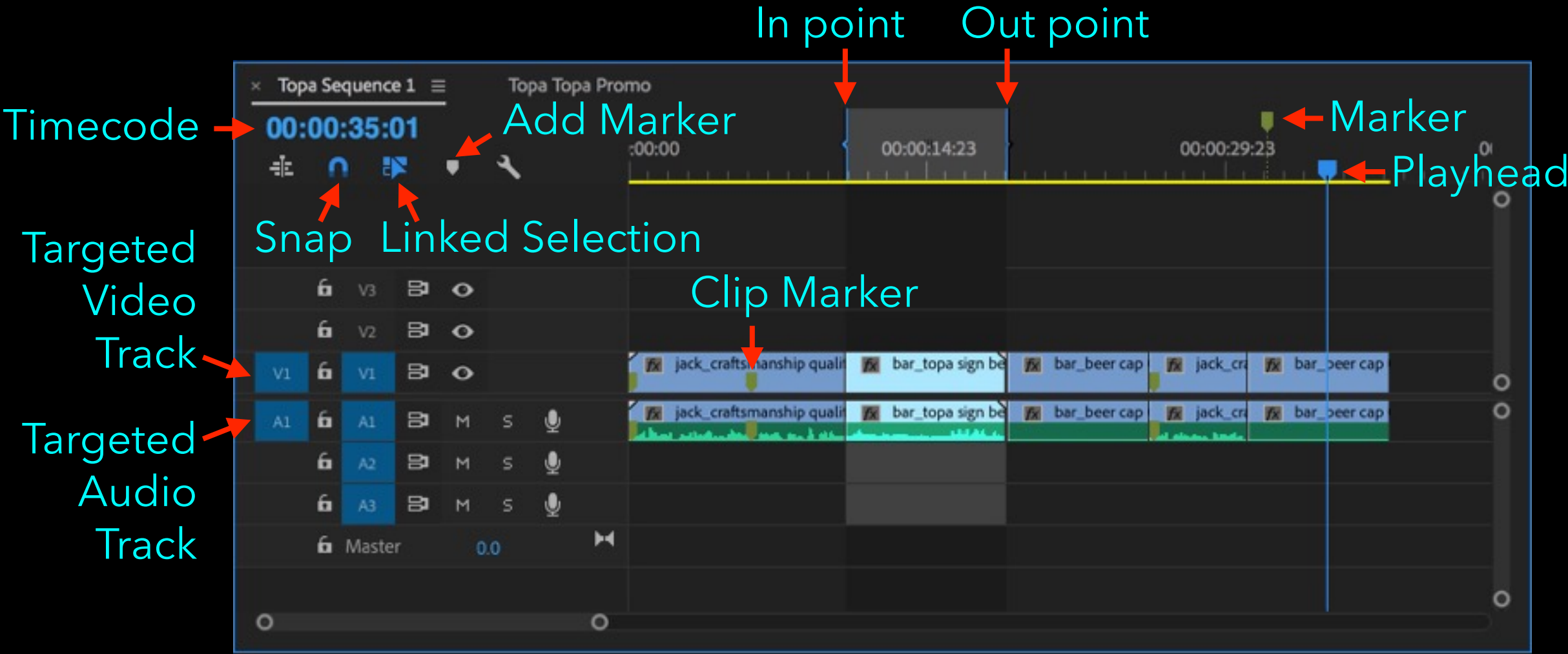
- Timecode** → 00:00:35:01 (points to the start of the clip)
- In point** → (points to the start of the clip)
- Out point** → (points to the end of the clip)
- Duration of marked clip** → 00:00:08:01 (points to the duration bar)
- Marker** → (points to a green vertical line)
- Playhead** → (points to the blue vertical line)

Timeline Window Annotations:

- Timecode** → 00:00:35:01 (points to the start of the clip)
- In point** → (points to the start of the clip)
- Out point** → (points to the end of the clip)
- Marker** → (points to a green vertical line)
- Playhead** → (points to the blue vertical line)

The Timeline Window also shows a multi-track interface with tracks for Video 1 (V1), Video 2 (V2), Video 3 (V3), Audio 1 (A1), Audio 2 (A2), Audio 3 (A3), and Master. The clips are labeled with names like 'jack_craftsmanship qualif', 'bar_topa sign be', and 'bar_beer cap'.

Timeline Window



Timeline and Program Monitor | Playback

SHORTCUTS

Space bar	Play-Stop Toggle
L	Play Forward
J	Play Backward
K	Stop
K+L	Play Forward in slow motion
K+J	Play Backward in slow motion
→ Arrow	Forward 1 Frame
← Arrow	Backward 1 Frame
Shift+ → Arrow	Forward 5 Frames
Shift+ ← Arrow	Backward 5 Frames
Opt+K	Play In to Out
Ctrl+Space	Play from Playhead to Out Point

Timeline

SHORTCUTS

= (+)

Zoom In

- (-)

Zoom Out

\

Zoom to Fit in timeline

Up Arrow

Go to Next Edit point

Down Arrow

Go to Previous Edit point

Shift+Drag Playhead

Snap Playhead to edit point

S

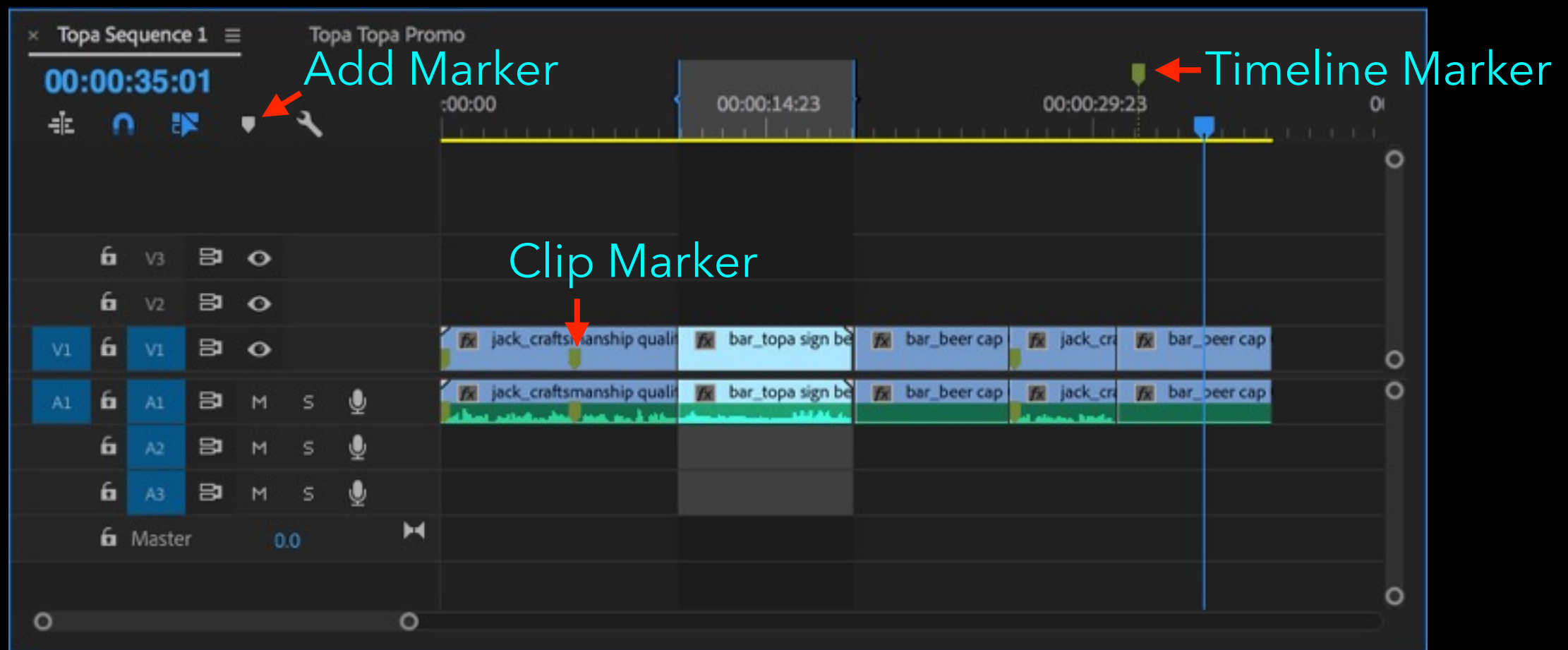
Snap

Cmd+L

Link/Unlink Video to Audio tracks

Timeline| Markers

When a clip is selected in the timeline, markers will be added on the clip. If no clip is selected markers will be added in the timeline.



Timeline | Add Markers

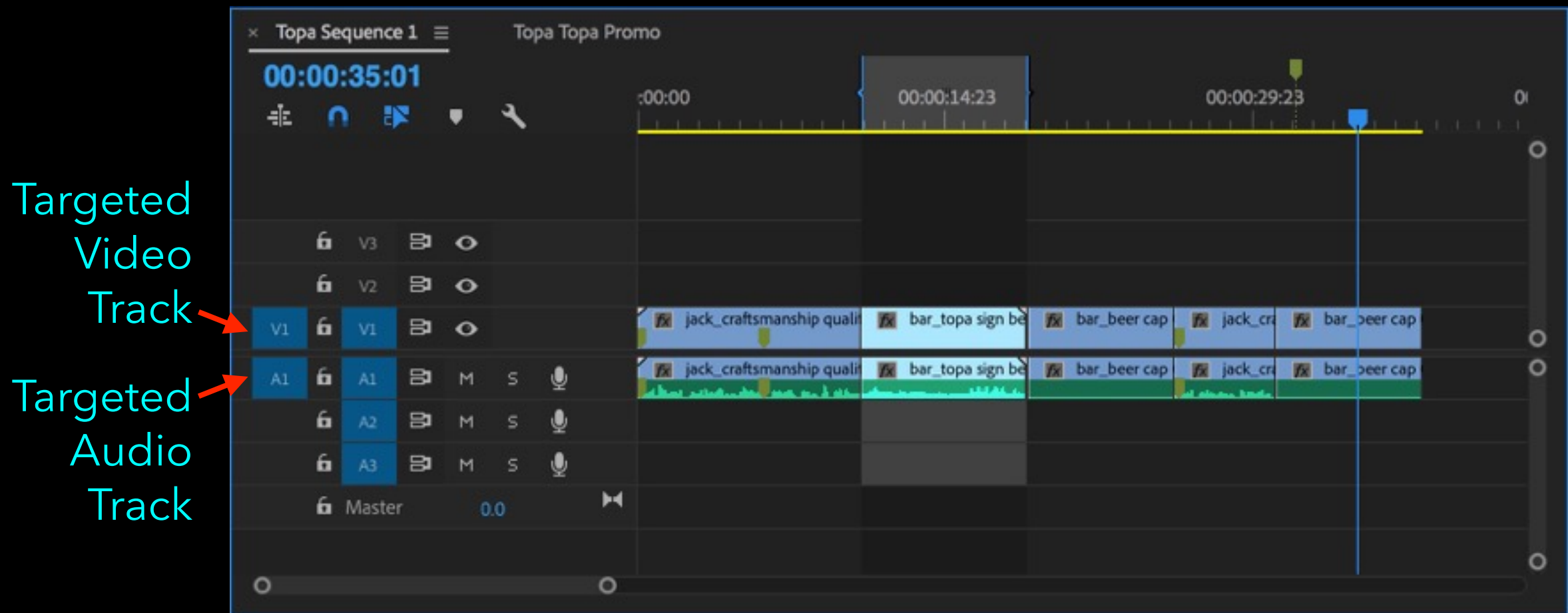
SHORTCUTS

M	Add Marker on a Clip or in the timeline
Shift+M	Go to Next Marker
Shift+Cmd+M	Go to Previous Marker
Opt+M	Clear Selected Marker
Opt+Cmd+M	Clear All Selected Markers

Timeline Window | Track Targeting

Before you start editing:

Choose the layers in the timeline you are inserting clips on. Assign Track Targeting for Video & Audio in the timeline for keyboard shortcut editing commands to work correctly. You can target the Video Track or the Audio Track only if you want video only or audio only in the timeline.



Editing in Premiere Pro

Tools Palette

SHORTCUTS



V

Selection Tool



A

Track Select Forward



Shift+A

Track Select Backward



B or  + Cmd

Ripple Edit Tool



N or  + Cmd

Rolling Edit Tool



R

Stretch Tool



C

Razor Tool



Y

Slip Tool



U

Slide Tool



P

Pen Tool



H

Hand Tool

Editing Techniques

Ripple & Roll

Lift Vs Extract

Insert Vs Overwrite

Slip & Slide

* Handles - Head and Tail frames

Trimming Clips

Adjusting a clip's In and Out points after it is already edited into a sequence

SHORTCUTS



V

Selection Tool



B

Ripple Edit Tool



N

Rolling Edit Tool



Y

Slip Tool



U

Slide Tool

Trimming Clips

<https://helpx.adobe.com/premiere-pro/using/trimming-clips1.html>

Lift vs Extract

Program Window & Timeline | Lift Vs Extract

The image shows a video editing software interface with two main windows: the Program Window and the Timeline.

Program Window:

- Timecode:** 00:00:35:01 (indicated by a red arrow).
- Duration of marked clip:** 00:00:08:01 (indicated by a red arrow).
- Lift (;):** A button on the timeline (indicated by a red arrow).
- Extract ('):** A button on the timeline (indicated by a red arrow).

Timeline:

- In point:** 00:00:14:23 (indicated by a red arrow).
- Out point:** 00:00:29:23 (indicated by a red arrow).
- Playhead:** A vertical line indicating the current position in the timeline (indicated by a red arrow).

The Timeline also shows a list of tracks on the left, including V1, A1, A2, A3, and Master, with various icons for locking, solo, and mute.

Lift Vs Extract

Lift: Remove clip from timeline and leave gap

Extract: Remove clip from timeline and close gap - **Ripple Delete**

SHORTCUTS



; (semicolon)

Lift



' (apostrophe)

Extract

Lift Vs Extract

Lift: (; semicolon)

- Mark clip in timeline (X) and Lift (; semicolon)
- Mark or Select clip in timeline and Delete

SHORTCUTS



; (semicolon) Lift



' (apostrophe) Extract

Lift Vs Extract

Extract: (' apostrophe)

- Mark clip or gap in timeline (X) and Extract (' apostrophe)
- Select clip or gap in timeline, right click and select Ripple Delete from menu
- Select gap in timeline and delete (Premiere Pro CC 2018)
- Select clip in timeline and press Opt + Delete key

SHORTCUTS



; (semicolon) Lift



' (apostrophe) Extract

Ripple & Roll

Ripple & Roll

Ripple Edit Tool: Trims clip and deletes gap without trimming adjacent clips

Roll Edit Tool: Trims clip and affects Out point of previous or In point of next clip

SHORTCUTS

 B or  + Cmd

 N or  + Cmd

Editing with the Ripple and Rolling edit tools

<https://helpx.adobe.com/premiere-pro/atv/cs6-tutorials/editing-with-the-ripple-and-rolling-edit-tools.html>

Insert Vs Overwrite

Source Window | Insert Vs Overwrite



Insert (,)

Overwrite (.)

Source Window | Insert Vs Overwrite

Before you Insert or Overwrite in the Timeline:

Place the Playhead in the timeline at the location you desire to insert or overwrite an edit.

You can select to insert or overwrite Video only or Audio only in the timeline

Insert Vs Overwrite

Insert Edit: Inserts a clip in the timeline in between other clips, expanding the duration of the sequence

Overwrite Edit: Replaces clips in the timeline and keeps duration of sequence the same

SHORTCUTS



, (comma) **Insert**



. (period) **Overwrite**

Insert

Insert: (, comma)

- Mark In and/or Out points in timeline (I, O, X) and Insert (, comma)
- Drag or Shift+Drag Playhead to Snap in timeline and Insert (, comma)
- Cmd+Drag clip from Source window to insert in timeline

SHORTCUTS



, (comma) **Insert**



. (period) **Overwrite**

Overwrite

Overwrite: (. period)

- Mark In and/or Out points in timeline (I, O, X) and Overwrite (. period)
- Drag or Shift+Drag Playhead to Snap in timeline and Overwrite (. period)
- Ctl+Drag clip from Source window to overwrite in timeline

SHORTCUTS



, (comma) **Insert**



. (period) **Overwrite**

Insert Vs Overwrite | Steps

Steps to perform an Insert (,) or an Overwrite (.) Edit:

1. In the Timeline place the Playhead at desired location:
 - Drag or Shift+Drag Playhead to Snap in timeline OR
 - Use the left arrow or right arrow to go to the desired edit OR
 - Mark an in point (I) and/or Out point (O) in the timeline
2. Mark a clip (I, O) in the Source Window
3. Insert (, comma) or Overwrite (. period)

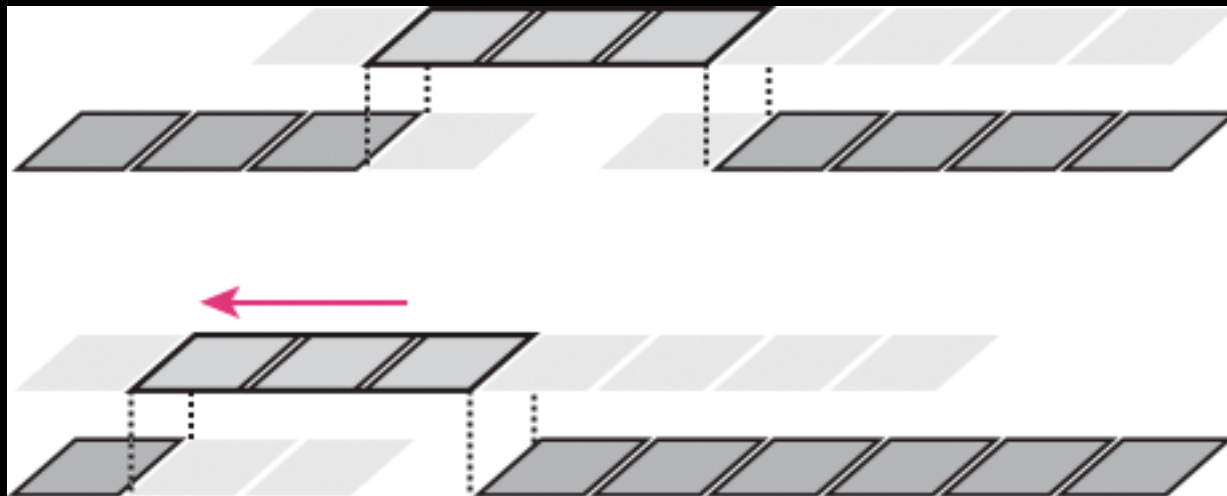
Slip & Slide

Slip & Slide

Slip and Slide tools affect two edits at the same time

Slip Tool:

A slip edit shifts a clip's In and Out points forward or backward by the same number of frames, without changing its duration or affecting adjacent clips.



SHORTCUTS



Y

Slip Tool



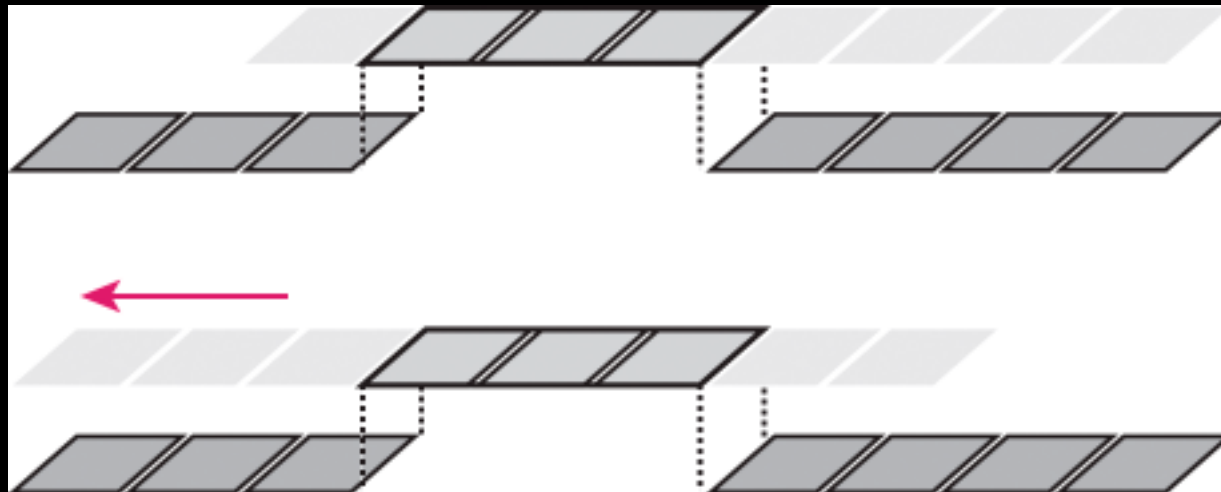
U

Slide Tool

Slip & Slide

Slide Tool:

Trims clip and shifts the Out point of the previous clip and the In point of the next clip by the number of frames you slide the clip forward or backward, without changing the duration of the clip.



SHORTCUTS



Y

Slip Tool



U

Slide Tool

Additional Resources

The Razor & Rate Stretch Tools

https://library.creativecow.net/articles/devis_andrew/Learning-the-tools-3/video-tutorial

Change duration and speed of clips

<https://helpx.adobe.com/premiere-pro/using/duration-speed.html>

Add Clips to Sequences

<https://helpx.adobe.com/premiere-pro/using/adding-clips-sequences.html>