

Intro to Video Editing I

Queens College Art Department | Fall 2019

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Week 6: 10/12/2019

Syllabus Website: introvideo-f19.copperbluemediacom

Blog: ivefall2019.tumblr.com

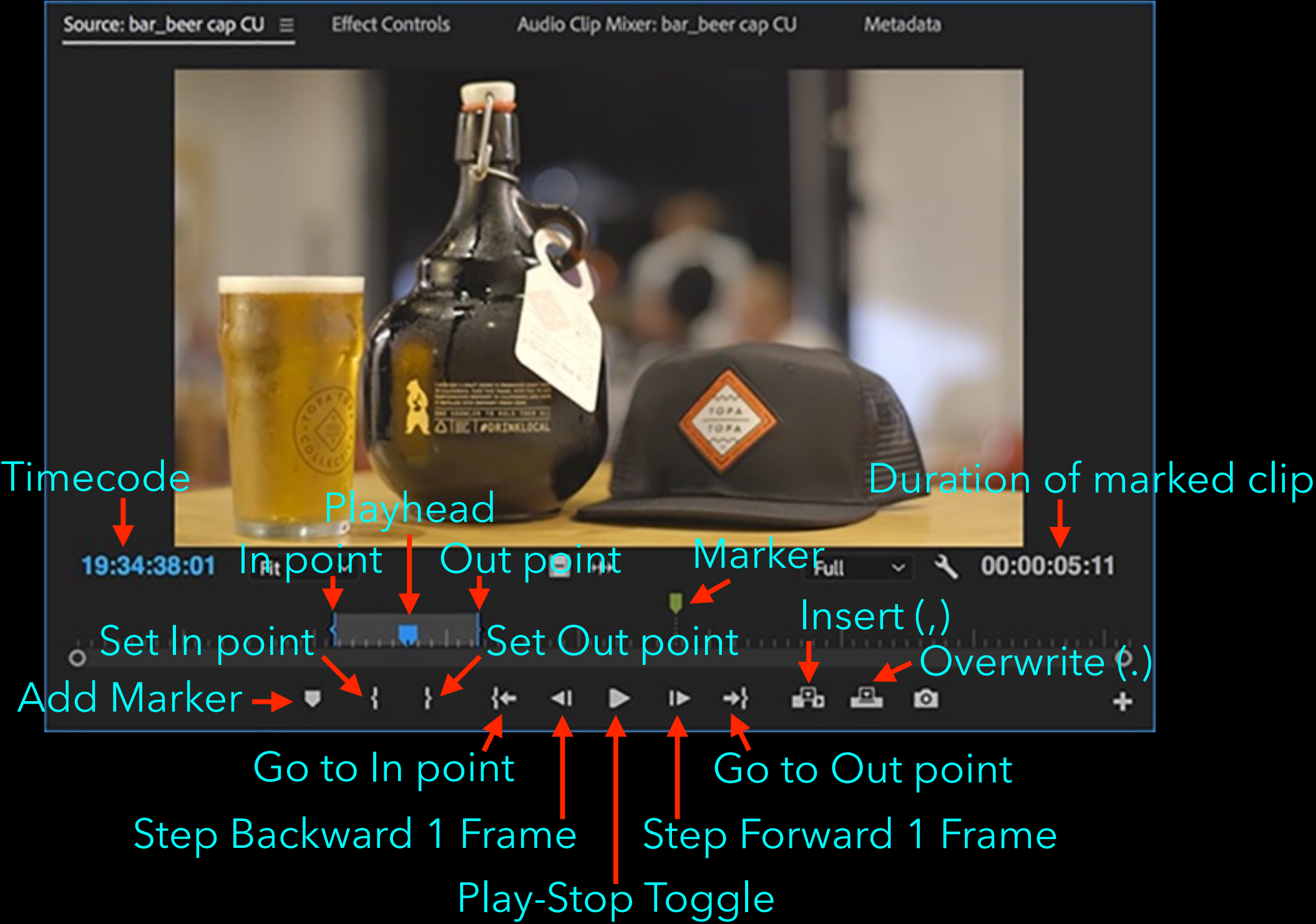
ARTS 207 - 01

Saturday 1:00 pm - 4:50 pm

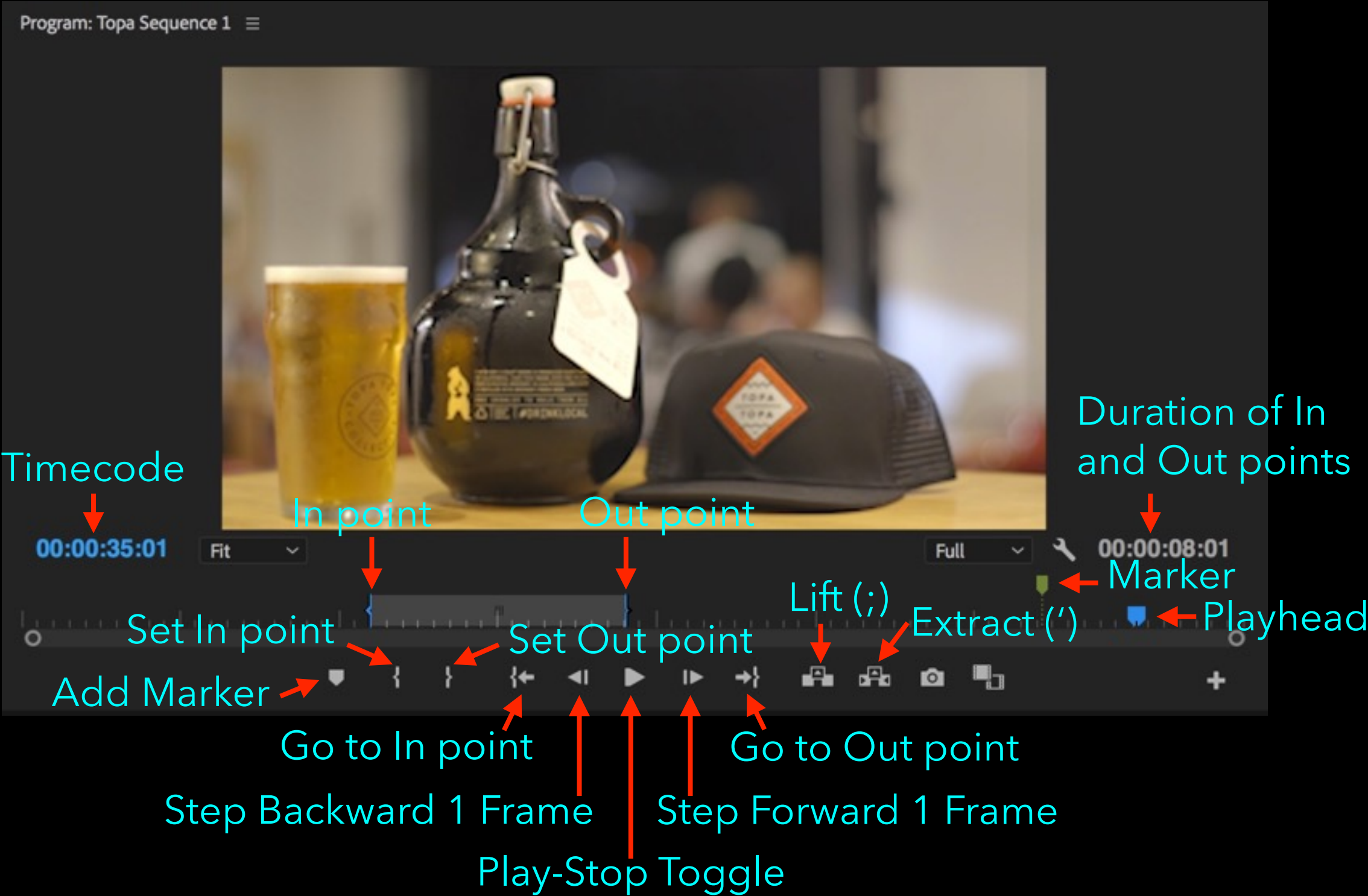
IB 212

Editing in Premiere Pro

Source Window



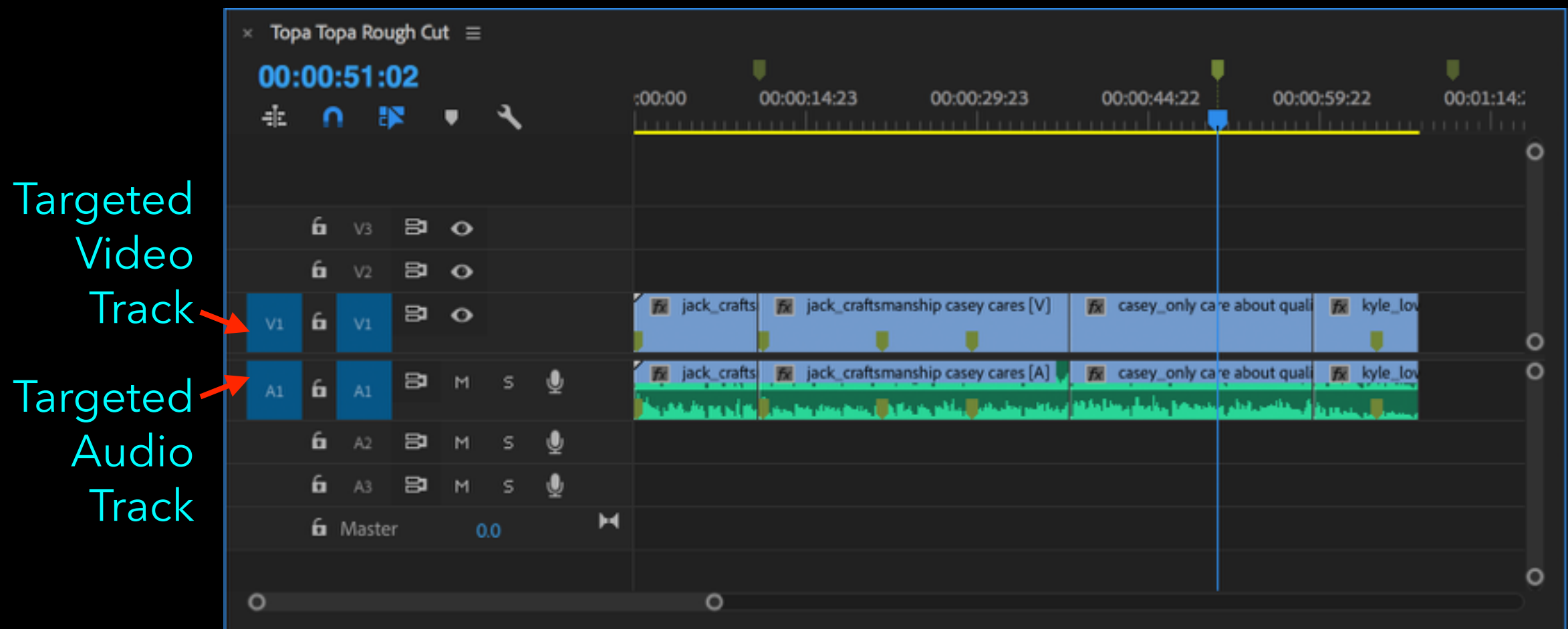
Program Window



Timeline Window | Track Targeting

Before you start editing:

Choose the layers in the timeline you are editing 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.



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

In and Out points

In and Out points define a specific portion of a clip in the source window or a sequence in the timeline.

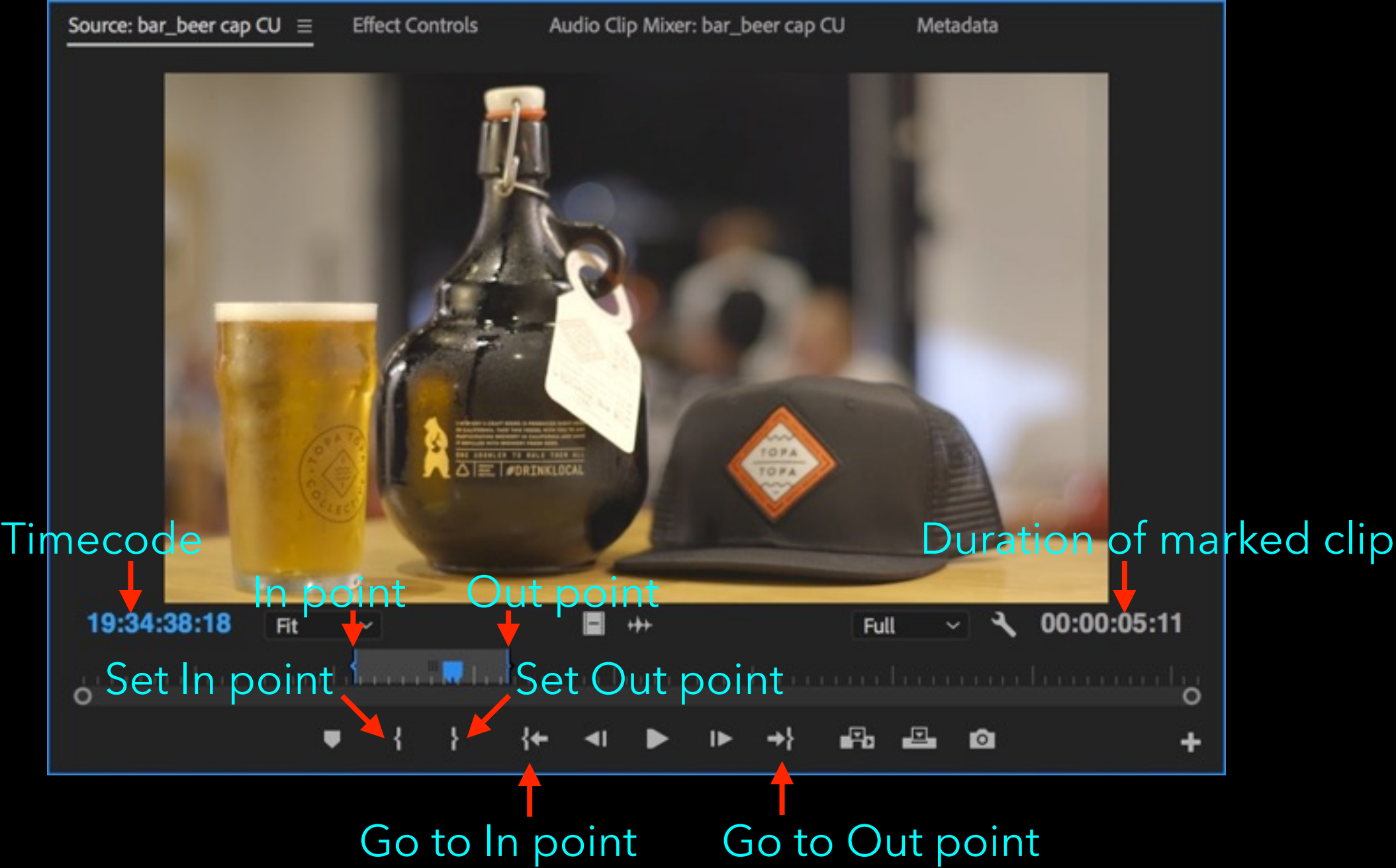
In and Out points

Marking a Clip:

Setting In (I) and Out (O) points in your clip in the source window.

Marking a Clip or Gap in the timeline (X) can be used to measure its duration.

In and Out points | Source Window

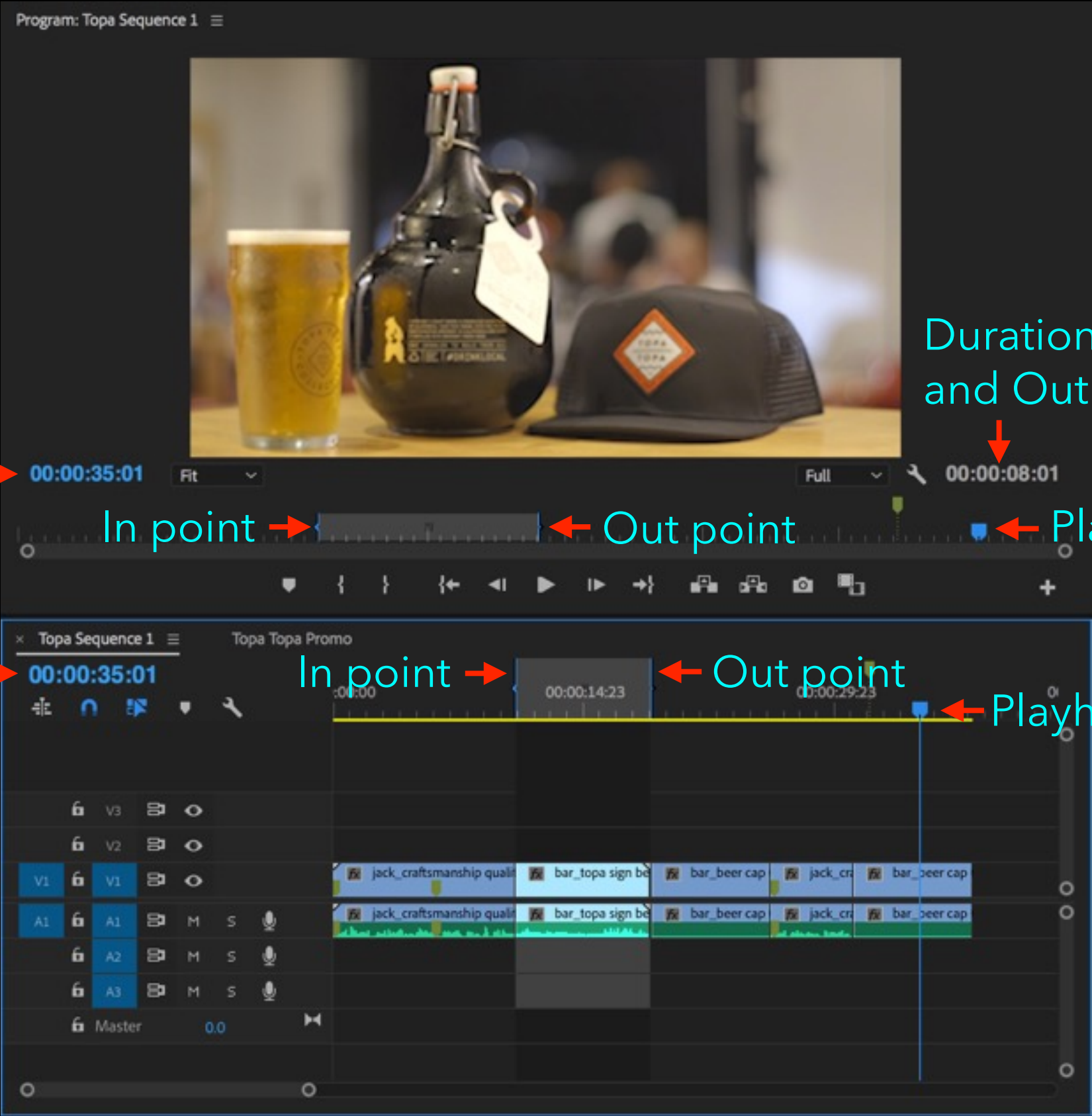


In and Out points | Program Window & Timeline

Timecode → 00:00:35:01 In point → Out point Playhead →

Duration of In and Out points

Timecode → 00:00:35:01 In point → Out point Playhead →



In and Out points

SHORTCUTS

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
Cmd+U	Make Subclip (Ctl+U)
X	Mark Clip or Gap in Timeline

Markers

Markers indicate important points in time and help you position and arrange clips. You can use a marker to identify an important action or sound in a sequence or clip. Markers are for reference only and do not alter the video.

Clip Markers

Markers can be added to clips in the Source Monitor, or selected clips in the Timeline.

Clip Markers | Source Window



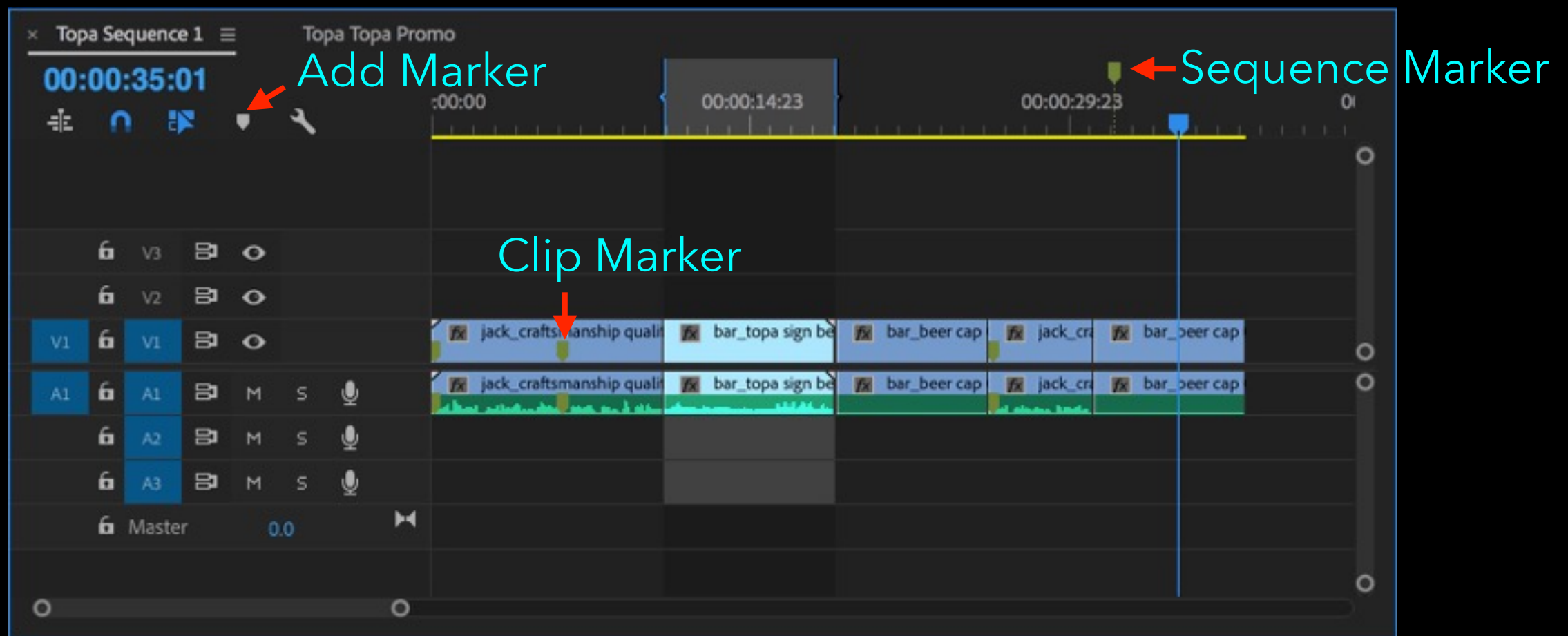
Clip Markers | Source Window

To add a Clip Marker in the Source Window :

- Place the Playhead at the desired location
- Click the Add Marker button or press M on the keyboard.

Markers | Timeline Window

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.



Clip Markers | Timeline

To add a Clip Marker in the timeline:

- Select a clip in the timeline
- Place the Playhead at desired location in the timeline or Program Window
- Click the Add Marker button in the timeline or Program Window or press M on the keyboard.

Clip Markers | Timeline

The image shows a video editing software interface with a main preview window and a multi-track timeline below it. The preview window displays a man in a cap and plaid shirt. The timeline shows video (V1, V2, V3) and audio (A1, A2, A3, Master) tracks with various clips and markers.

Annotations:

- Duration of sequence:** A red arrow points to the timecode **00:01:08:19** in the top right of the preview window.
- Add Marker:** A red arrow points to the marker icon (a shield with a cross) in the top toolbar of the preview window.
- Playhead:** A red arrow points to the vertical blue line in the timeline that indicates the current playback position.
- Clip Marker:** A red arrow points to a small green shield icon on a video clip in the V1 track.
- Add Marker:** A red arrow points to the marker icon in the top toolbar of the timeline panel.

Clip Markers | Timeline

To delete a Clip Marker in the timeline:

- Place the playhead on the clip marker in the timeline
- Open the clip in the Source Monitor
- Do one of these three steps:
 - From the menu choose Select Marker > Clear Selected Marker
 - Right-click on the selected Marker in the Source window and choose Clear Selected Marker
 - Press the opt+cmd+M keyboard shortcut

Sequence Markers

To add a Sequence Marker:

- Place the playhead at desired location in the timeline
- Click the Add Marker button or press M on the keyboard.

Sequence Markers

The image displays a video editing software interface with two main panels. The top panel is a preview window showing a man in a black t-shirt and cap in front of industrial equipment. The bottom panel is a multi-track timeline.

Top Panel (Preview Window):

- Timecode:** 00:00:51:02 (indicated by a red arrow from the label "Timecode").
- Duration of sequence:** 00:01:08:19 (indicated by a red arrow from the label "Duration of sequence").
- Sequence Marker:** A green vertical line on the timeline (indicated by a red arrow from the label "Sequence Marker").
- Playhead:** A blue vertical line on the timeline (indicated by a red arrow from the label "Playhead").

Bottom Panel (Timeline):

- Sequence Marker:** A green vertical line on the timeline (indicated by a red arrow from the label "Sequence Marker").
- Playhead:** A blue vertical line on the timeline (indicated by a red arrow from the label "Playhead").
- Add Marker:** A red arrow points to the "Add Marker" icon (a small square with a plus sign) in the top left of the timeline panel.

Markers

SHORTCUTS

M	Add Marker
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

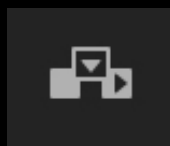
Insert Vs Overwrite

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



, (comma) Insert



. (period) Overwrite

Insert Vs Overwrite | Source Window



Insert (,)

Overwrite (.)

Insert Vs Overwrite | Track Targeting

You can select to Insert or Overwrite Video only or Audio only in the timeline by targeting only the video track or only the audio track in the timeline.

Insert Vs Overwrite | Steps

Step 1:

Choose where you want to perform an Insert or Overwrite edit in the timeline:

- Drag the Playhead at desired location (press Shift while dragging the Playhead to snap onto edits OR
- Use the Left Arrow or Right Arrow to go to desired edit OR
- Mark an in point (I) or Out point (O) in the timeline.
An In point or Out point in the timeline will take precedence over the Playhead

Insert Vs Overwrite | Steps

Step 2:

Mark a clip (I, O) in the Source Window to be edited into the timeline.

Insert Vs Overwrite | Steps

Step 3:

Perform an Insert or Overwrite in the timeline:

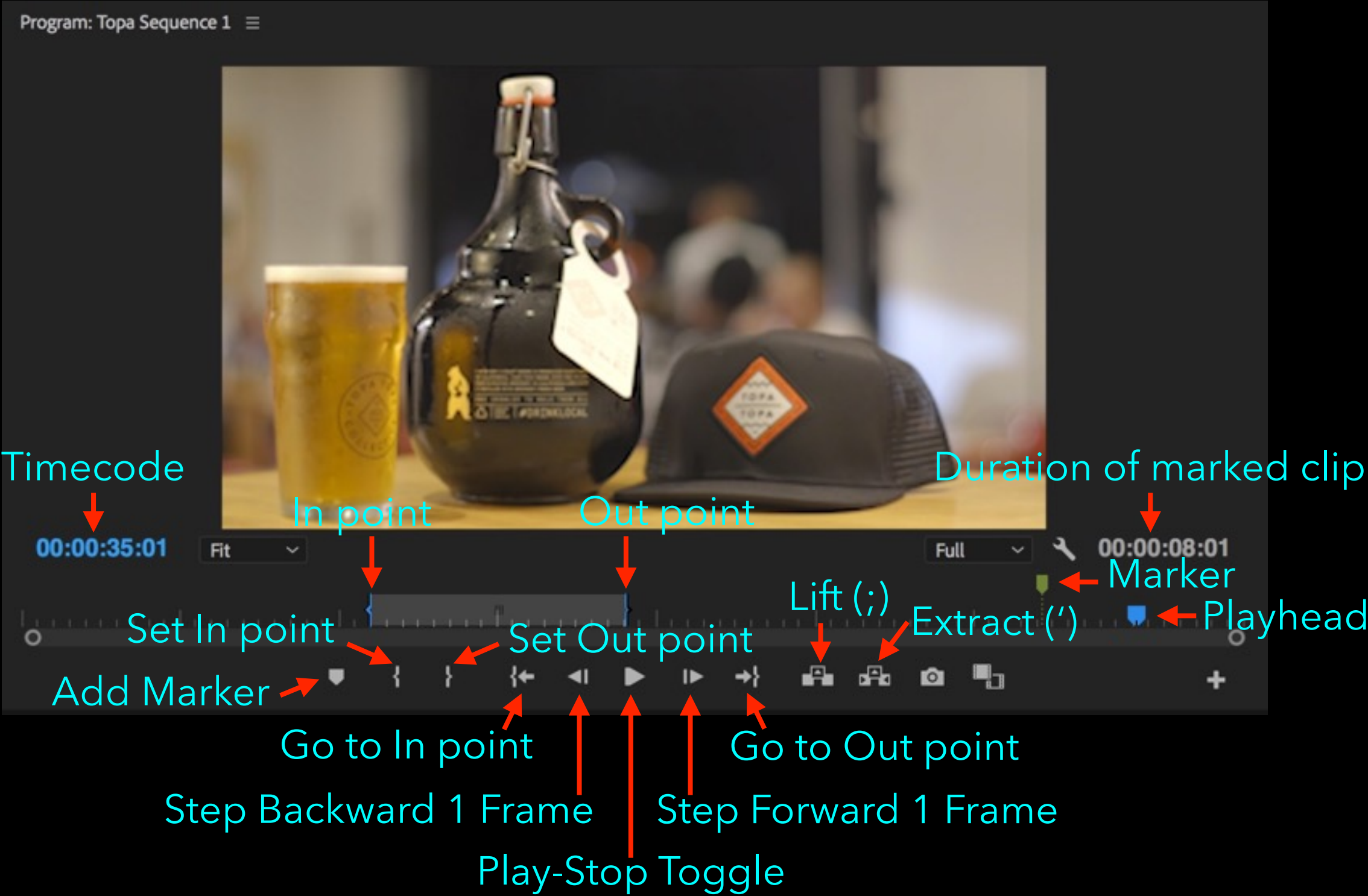
- Press (, comma) to perform an Insert OR the Insert button in the source window
- Press (. period) to Perform an Overwrite or the Overwrite button

Insert Vs Overwrite

An alternative method to perform an Insert or Overwrite, while ignoring In and Out points or the Playhead in the timeline:

- From the source window drag a selected clip into the timeline while pressing cmd to perform an Insert OR
- Simply drag the clip into the timeline to perform an Overwrite

Program Window



Program Window and Timeline

The image displays two windows from a video editing application. The top window is the Program Window, showing a video preview of a beer bottle, glass, and cap. The bottom window is the Timeline, showing a multi-track editing interface.

Program Window Annotations:

- Timecode**: Points to the timecode display at 00:00:35:01.
- In point**: Points to the start of the video clip on the timeline.
- Out point**: Points to the end of the video clip on the timeline.
- Duration of In and Out points**: Points to the duration of the clip, 00:00:08:01.
- Lift (;)**: Points to the Lift button in the toolbar.
- Extract (')**: Points to the Extract button in the toolbar.
- Marker**: Points to a marker on the timeline.
- Playhead**: Points to the playhead on the timeline.

Timeline Annotations:

- Timecode**: Points to the timecode display at 00:00:35:01.
- In point**: Points to the start of the clip on the timeline.
- Out point**: Points to the end of the clip on the timeline.
- Marker**: Points to a marker on the timeline.
- Playhead**: Points to the playhead on the timeline.

The Timeline window shows a multi-track interface with tracks for Video (V1, V2, V3) and Audio (A1, A2, A3, Master). The video tracks contain clips labeled 'jack_craftsmanship qualif', 'bar_topa sign be', and 'bar_beer cap'. The audio tracks contain clips labeled 'jack_craftsmanship qualif', 'bar_topa sign be', and 'bar_beer cap'.

Timeline

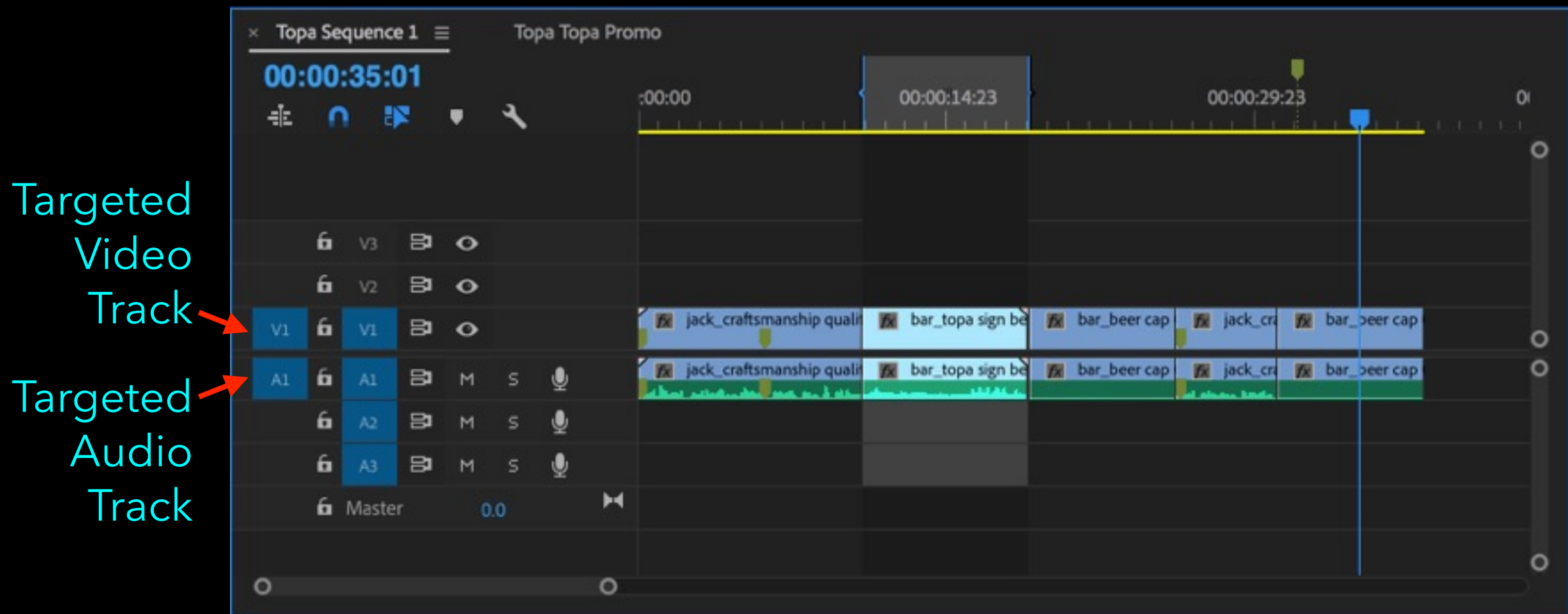
SHORTCUTS

= (+)	Zoom In
- (-)	Zoom Out
\	Zoom to Fit in timeline
Up Arrow	Go to Next Edit point
Down Arrow	Go to Previous Edit
Shift+Drag Playhead	Snap Playhead to Edit or Clip
S	Snap
Cmd+L	Link/Unlink Video to Audio tracks

Timeline Window | Track Targeting

Before you start editing:

Choose the layers in the timeline you are editing 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.



Program Window and Timeline | Lift Vs Extract

The image shows two windows from Adobe Premiere Pro: 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 toolbar (indicated by a red arrow).
- Extract ('):** A button on the timeline toolbar (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 clip (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



; (semicolon)

Lift



' (apostrophe)

Extract

Lift Vs Extract

Before you Lift or Extract a clip:

- Assign the correct Track Targeting
- Mark the Clip (X) in the timeline you want to delete

Lift | Steps

Lift: (; semicolon)

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

SHORTCUTS



; (semicolon) Lift

Extract | Steps

Extract: (' apostrophe)

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

SHORTCUTS



' (apostrophe)

Extract

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

Trimming

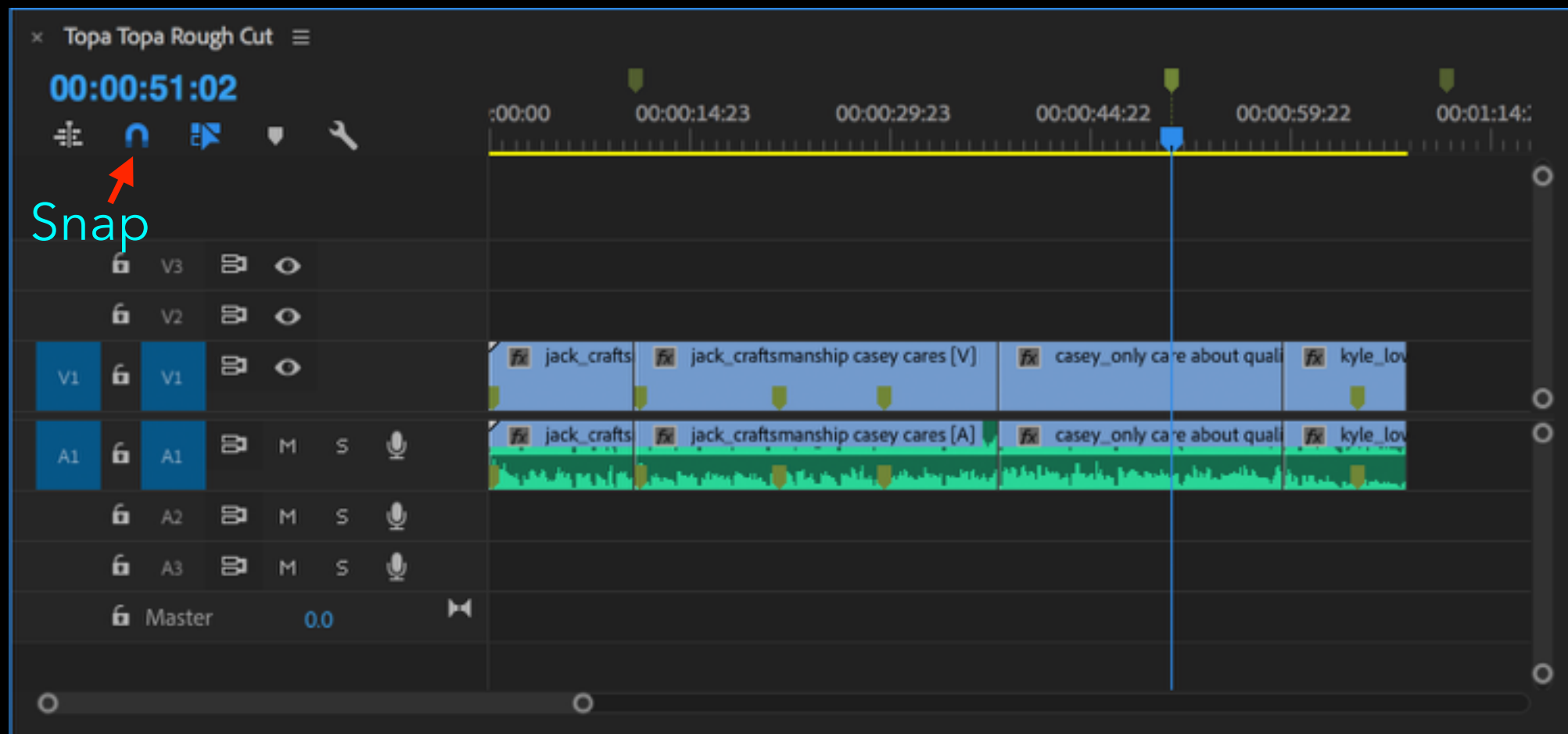
Trimming:

Adjusting a clip's In and Out points after it is edited into a sequence in the timeline.

Trimming

For fine Trimming:

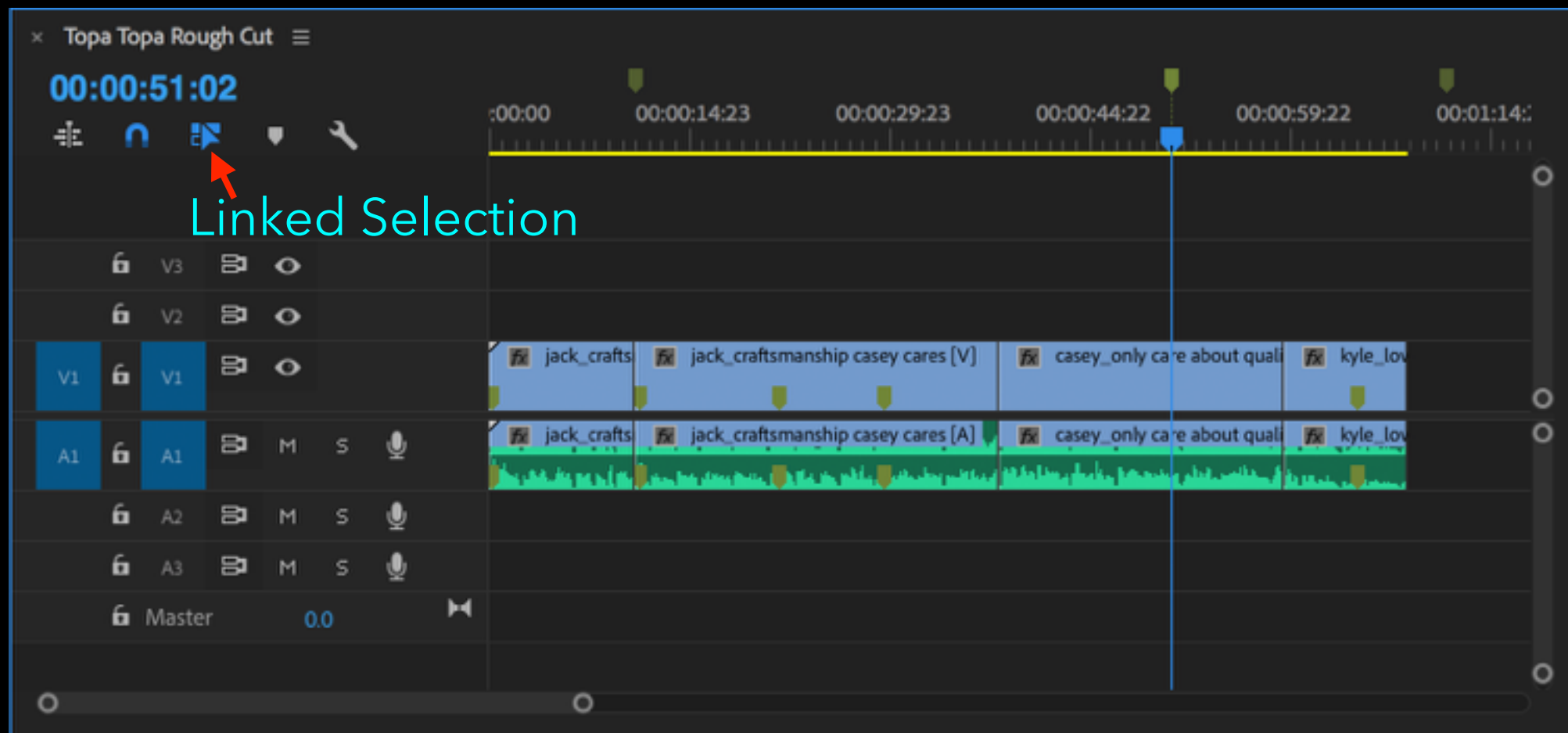
Turn off Snap in the timeline window or press the keyboard shortcut S.



Trimming

To trim only video or audio:

- Turn off Linked Selection in the timeline or press keyboard shortcut L
- Lock the track you don't want to trim (video or audio)
- Press the option key while you trim



Trimming | Tools



V

Selection Tool



B

Ripple Edit Tool



N

Rolling Edit Tool

Trimming Clips

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

Trimming | Ripple and Roll

SHORTCUTS



B or  + Cmd

Ripple Edit Tool



N or  + Cmd

Rolling Edit Tool

Trimming | Ripple and 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 Ripple Edit Tool

 N or  + Cmd Roll Edit Tool

Trimming | Ripple and Roll

Editing with the Ripple and Rolling edit tools

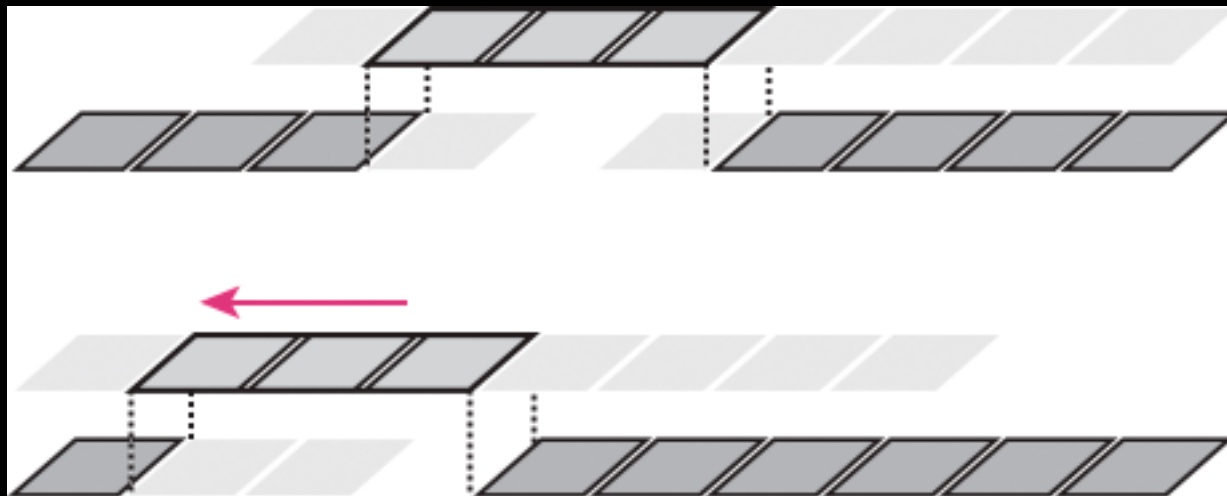
<https://helpx.adobe.com/premiere-pro/atv/cs6-tutorials/editing-with-the-ripple-and-rolling-edit-tools.html>

Slip Tool

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



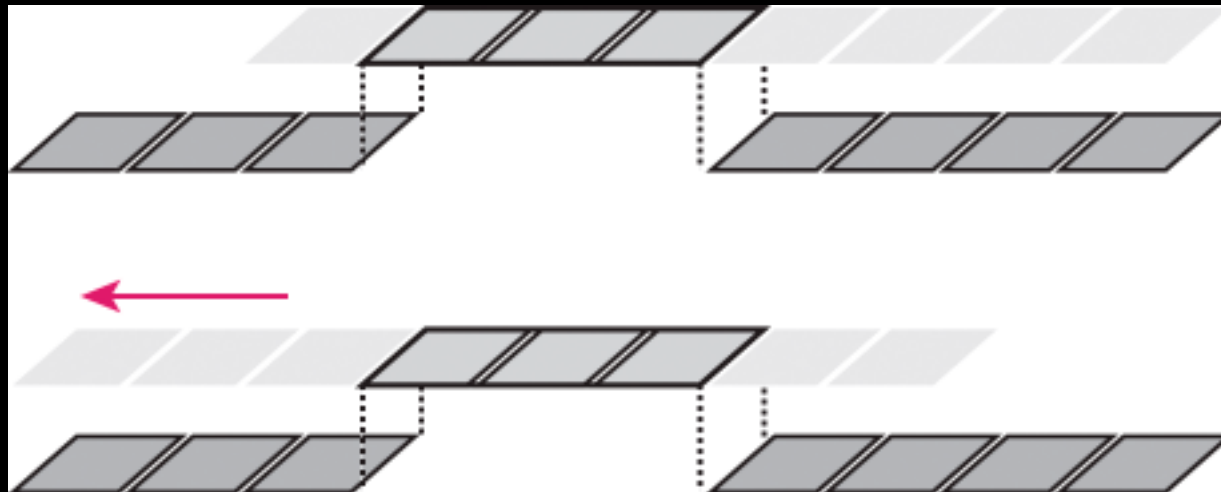
U

Slide Tool

Slide Tool

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

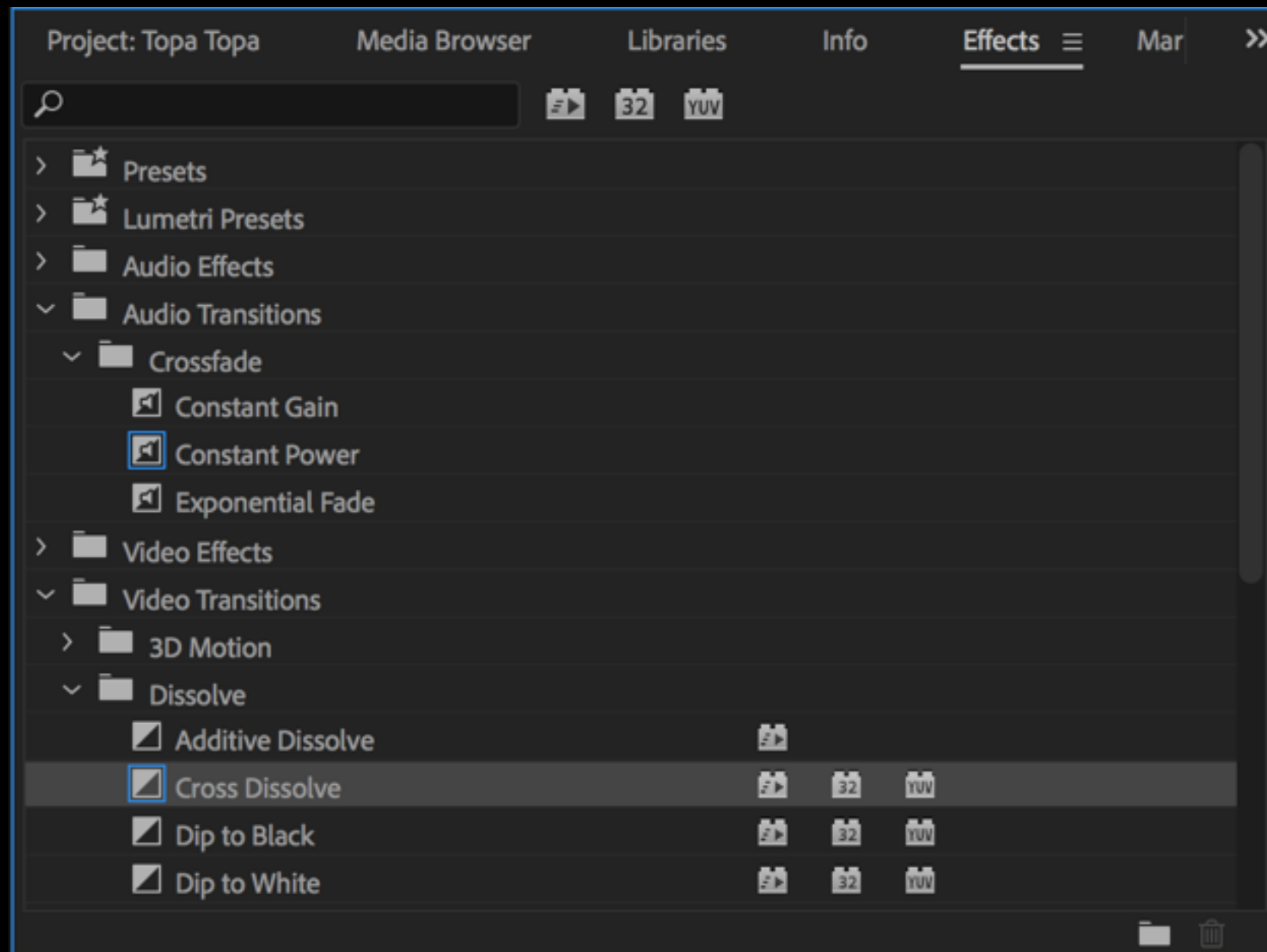


U

Slide Tool

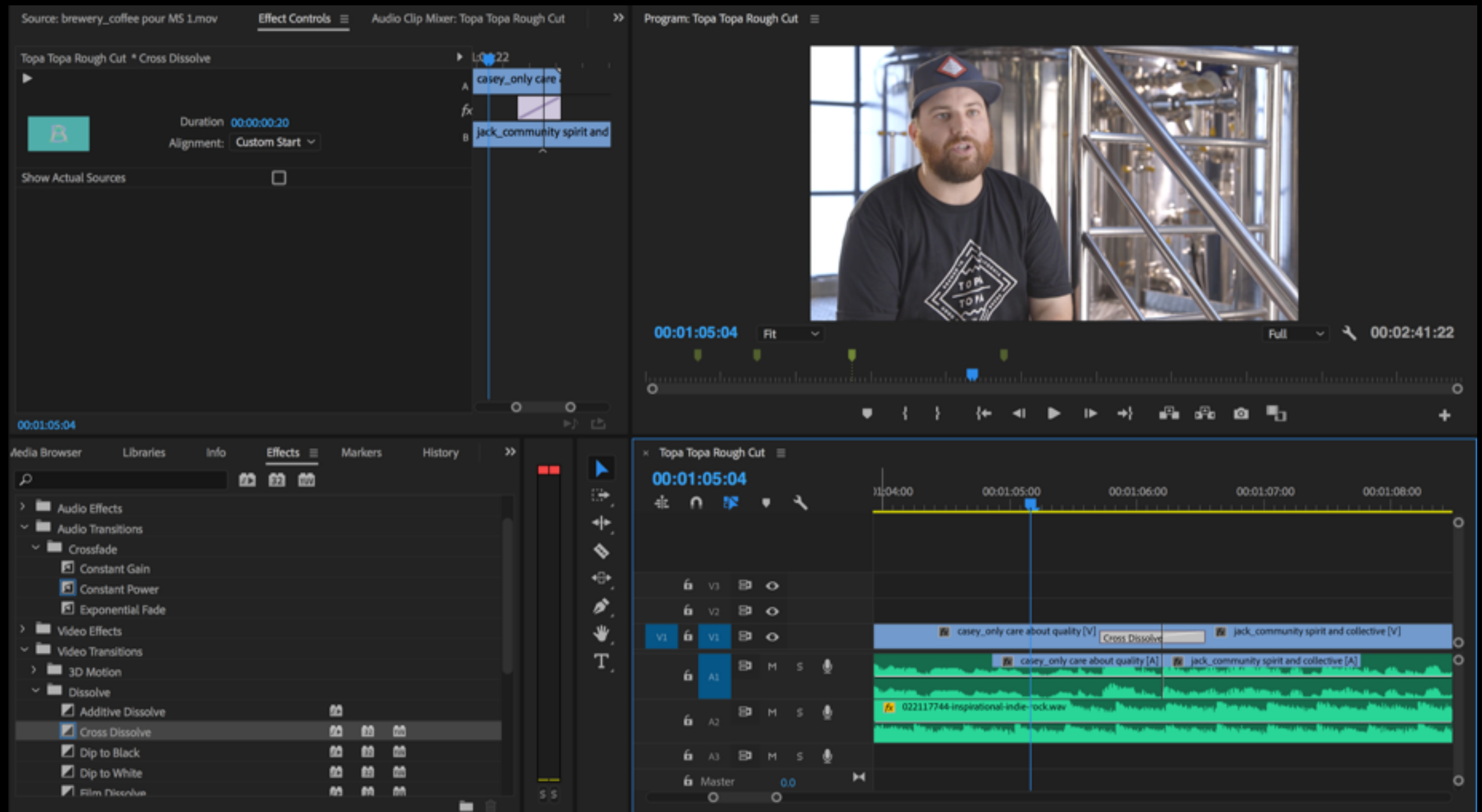
Transitions | Effects Window

From the Effects Window drag a transition onto the edit in the timeline.



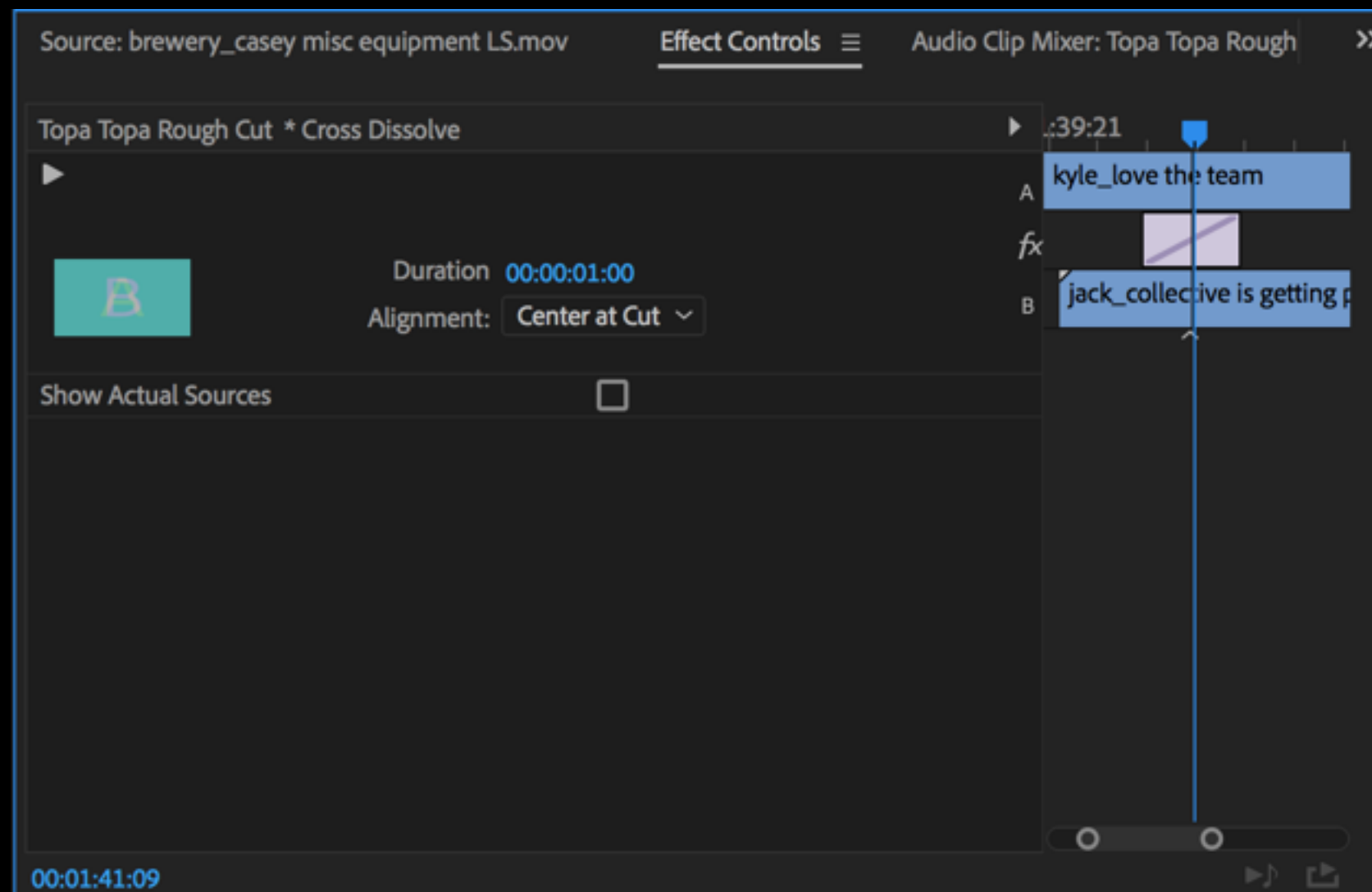
Transitions | Interface

Select the transition effect in the timeline to inspect in the Effect Controls Window.



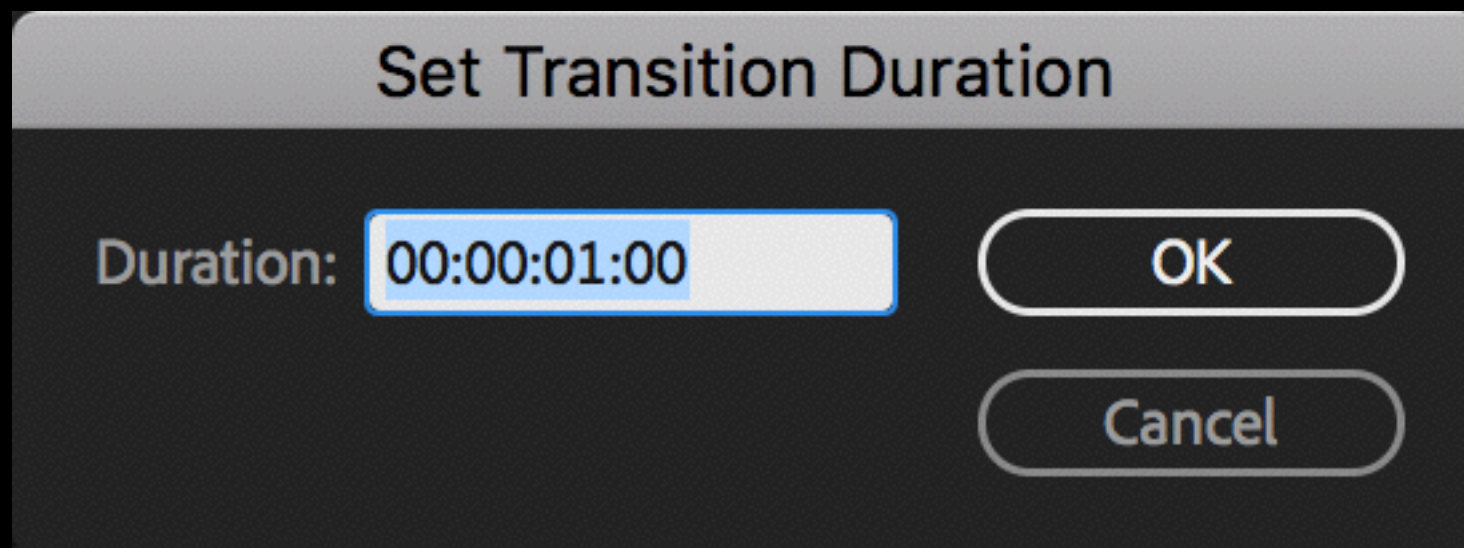
Transitions | Effect Controls Window

You can change the duration of a transition in the effect controls window.



Transitions

You can also change the duration of a transition by double-clicking the effect in the timeline.

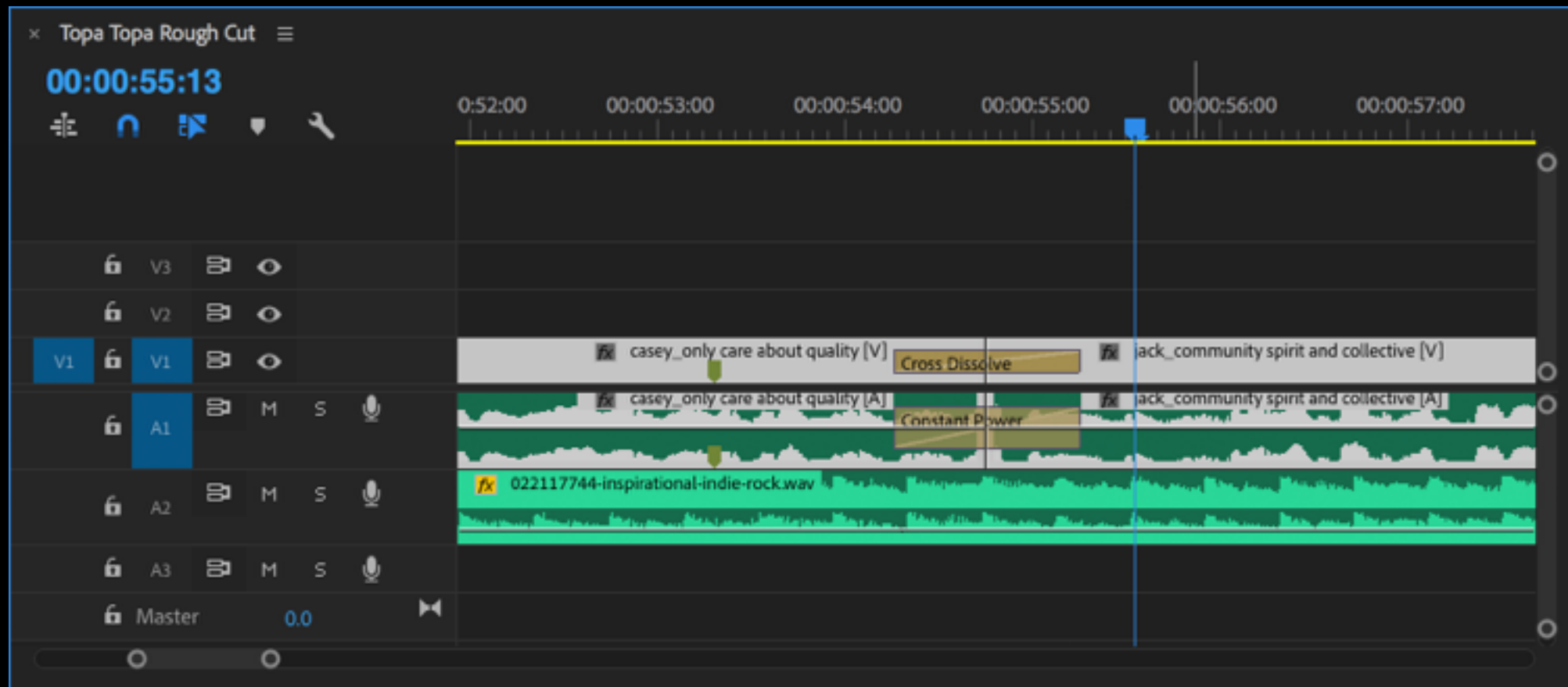


Default Transitions

Apply Default Transitions to Video and Audio:

Select the edit where you want to apply a dissolve

Press Shift + D to add default transition to video and audio.

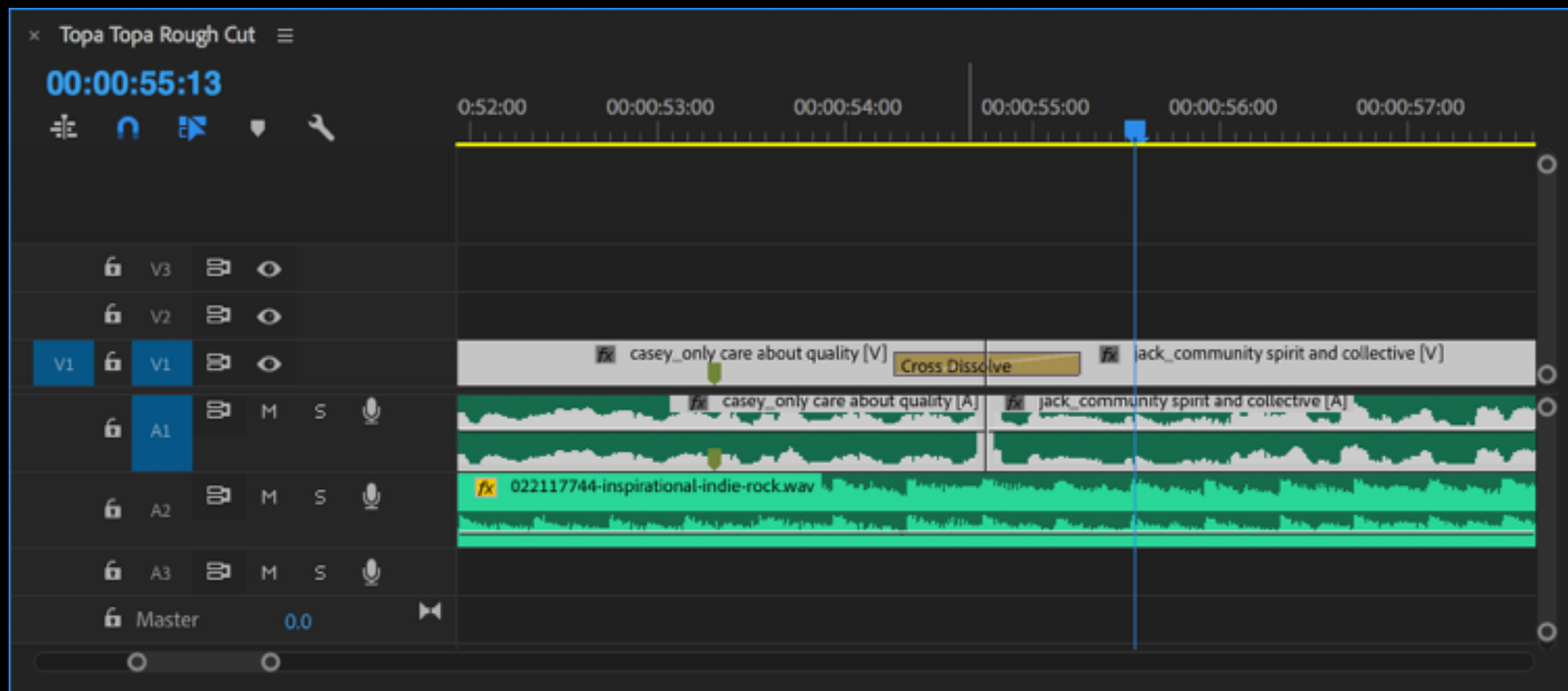


Default Transitions

Apply Default Transition to Video:

Select the edit where you want to apply a dissolve

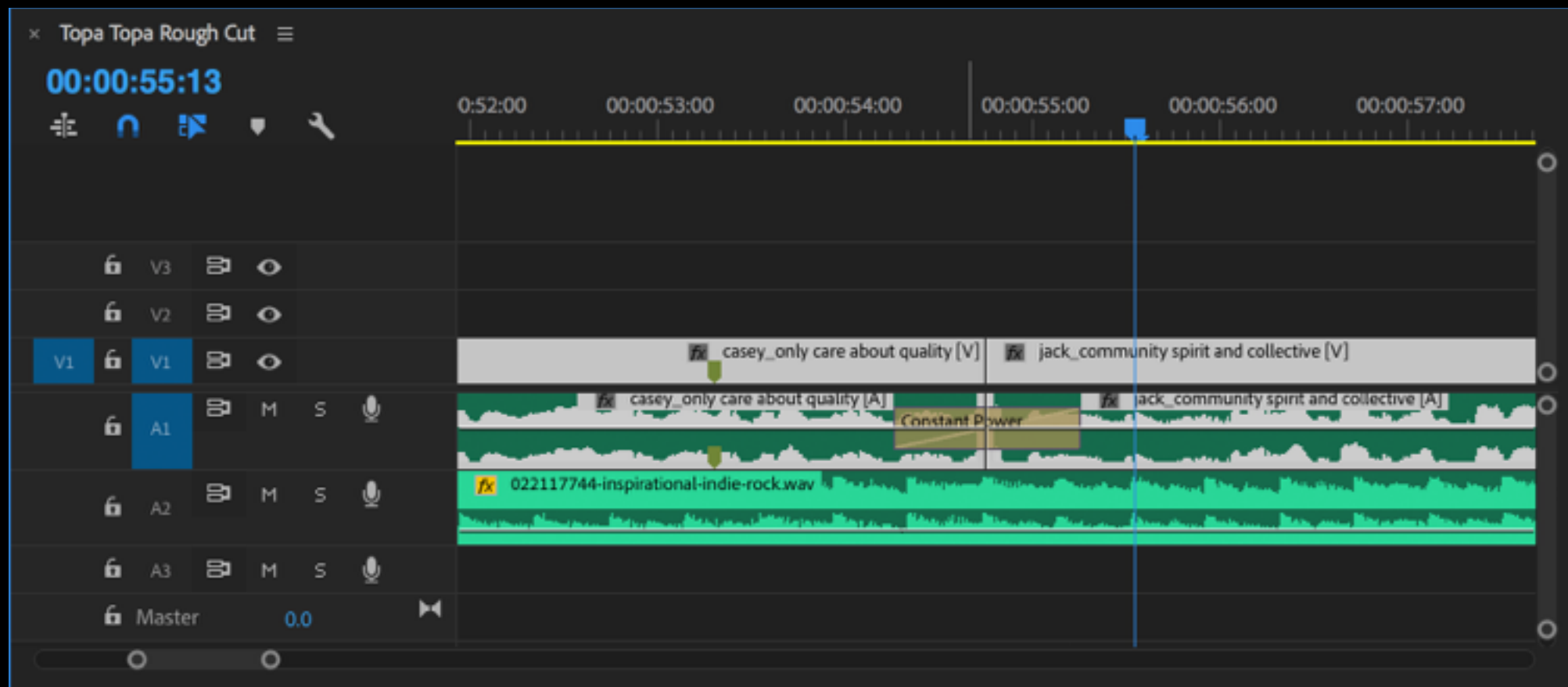
Press Cmd + D to add default transition to video only



Default Transitions

Apply Default Transition to Audio:

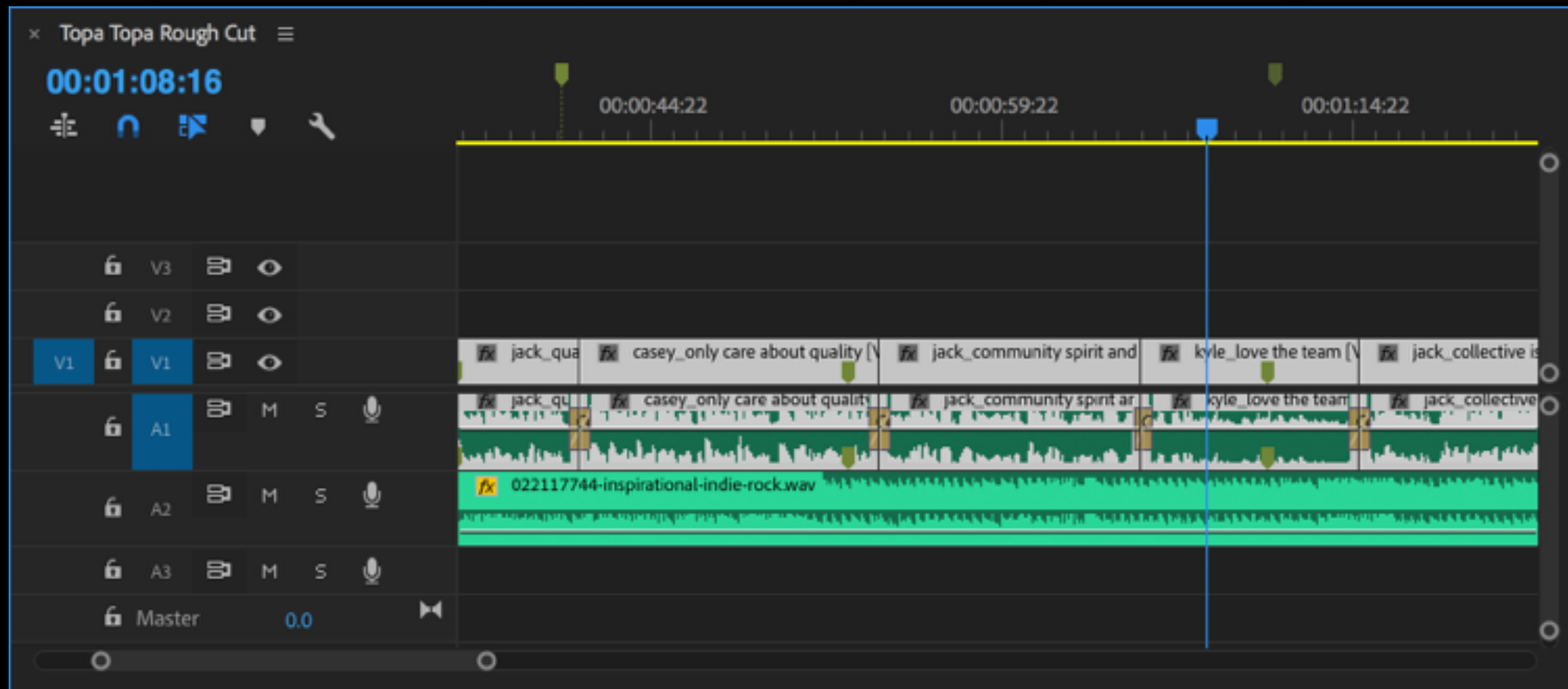
Select the edit where you want to apply the default transition
Cmd + Shift + D to add default transition to audio



Default Transitions

Keyboard shortcuts are useful to applying the default transition to multiple audio clips at the same time for smooth fades between audio clips.

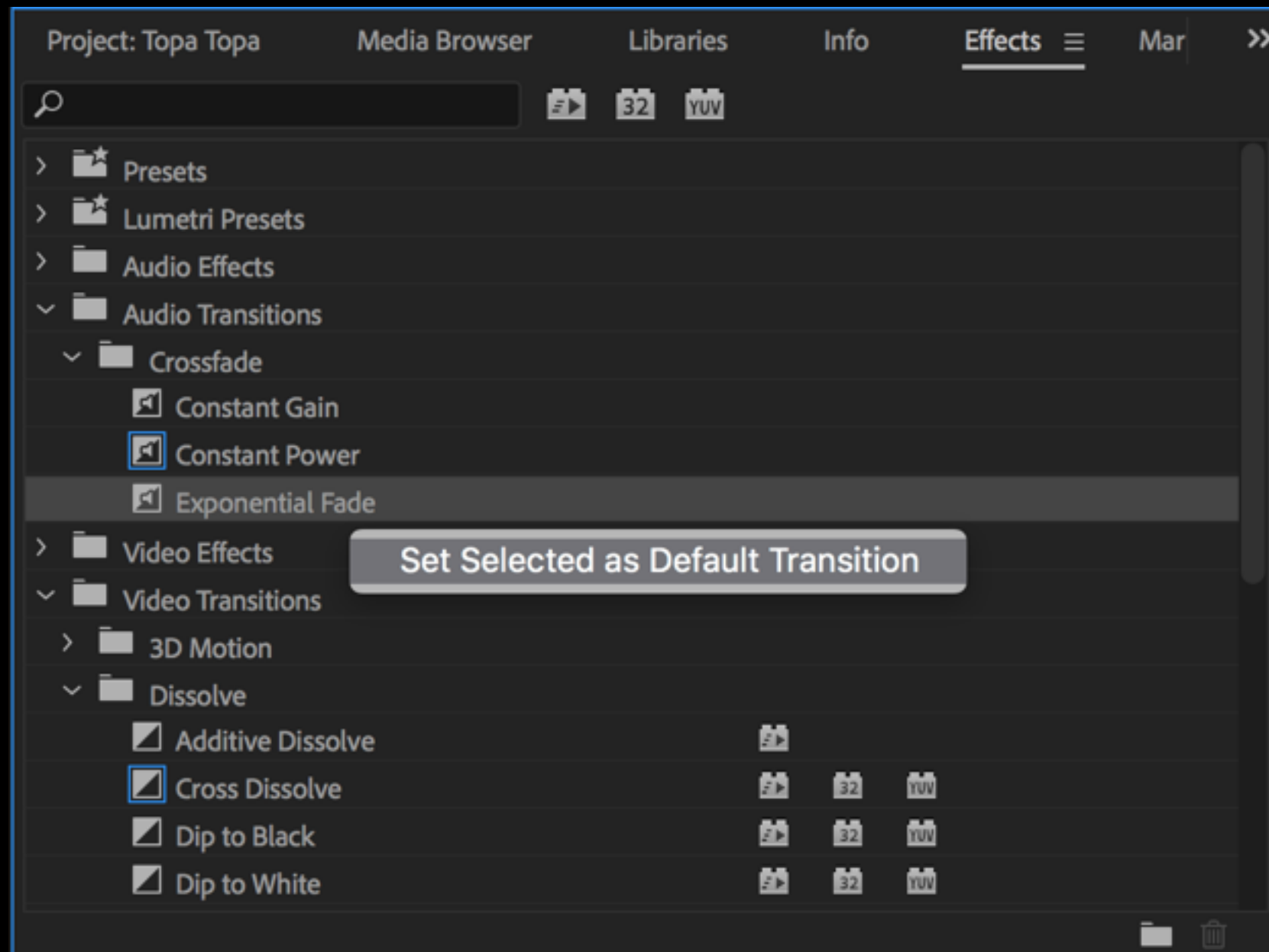
Select the edits where you want to apply the default transition
Cmd + Shift + D to add default transition to audio



Default Transitions | Effects Window

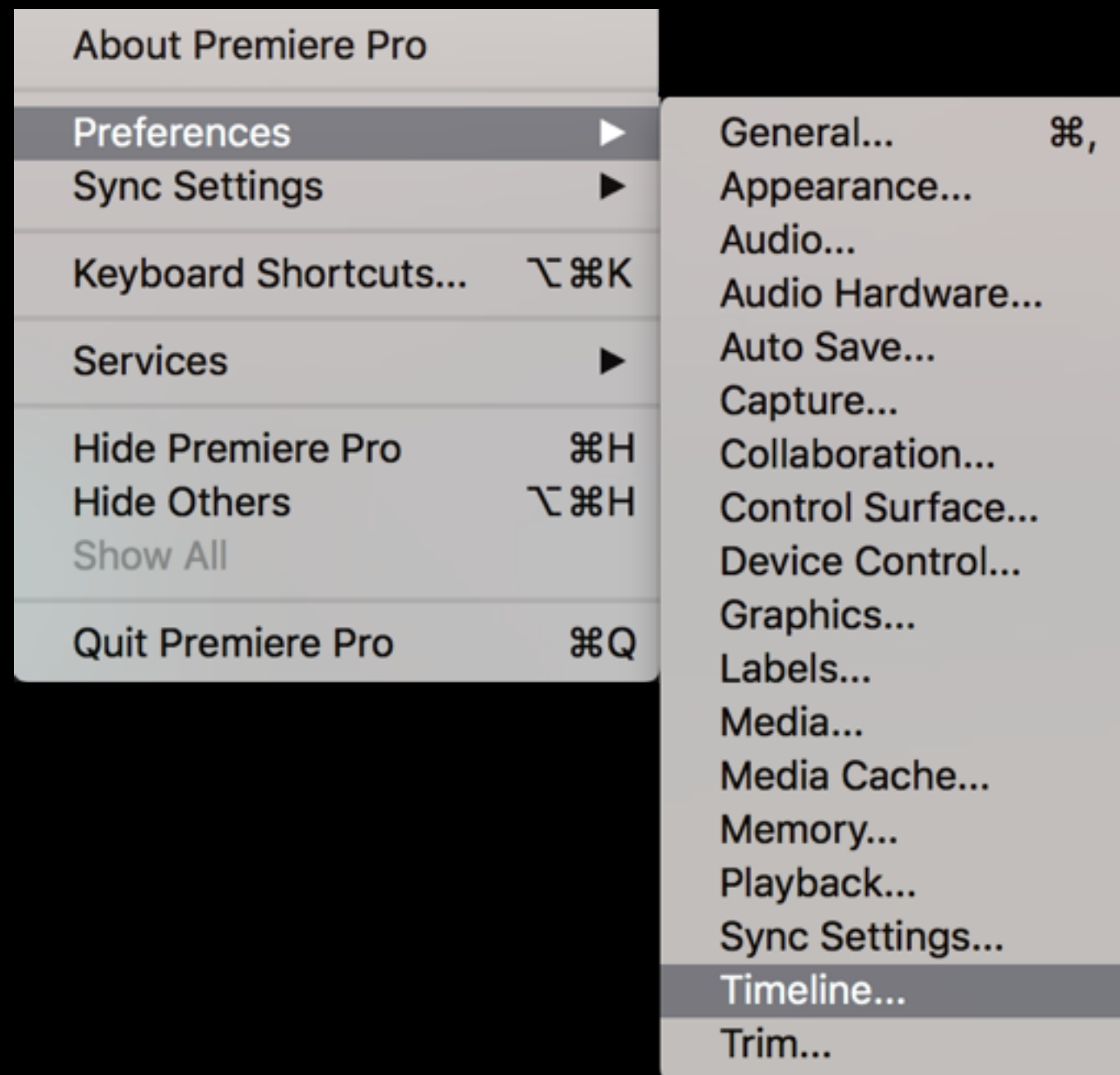
Set any Video or Audio Transition as default:

In the Effects Window select the desired Video or Audio effect, right-click, click Set Selected as Default Transition

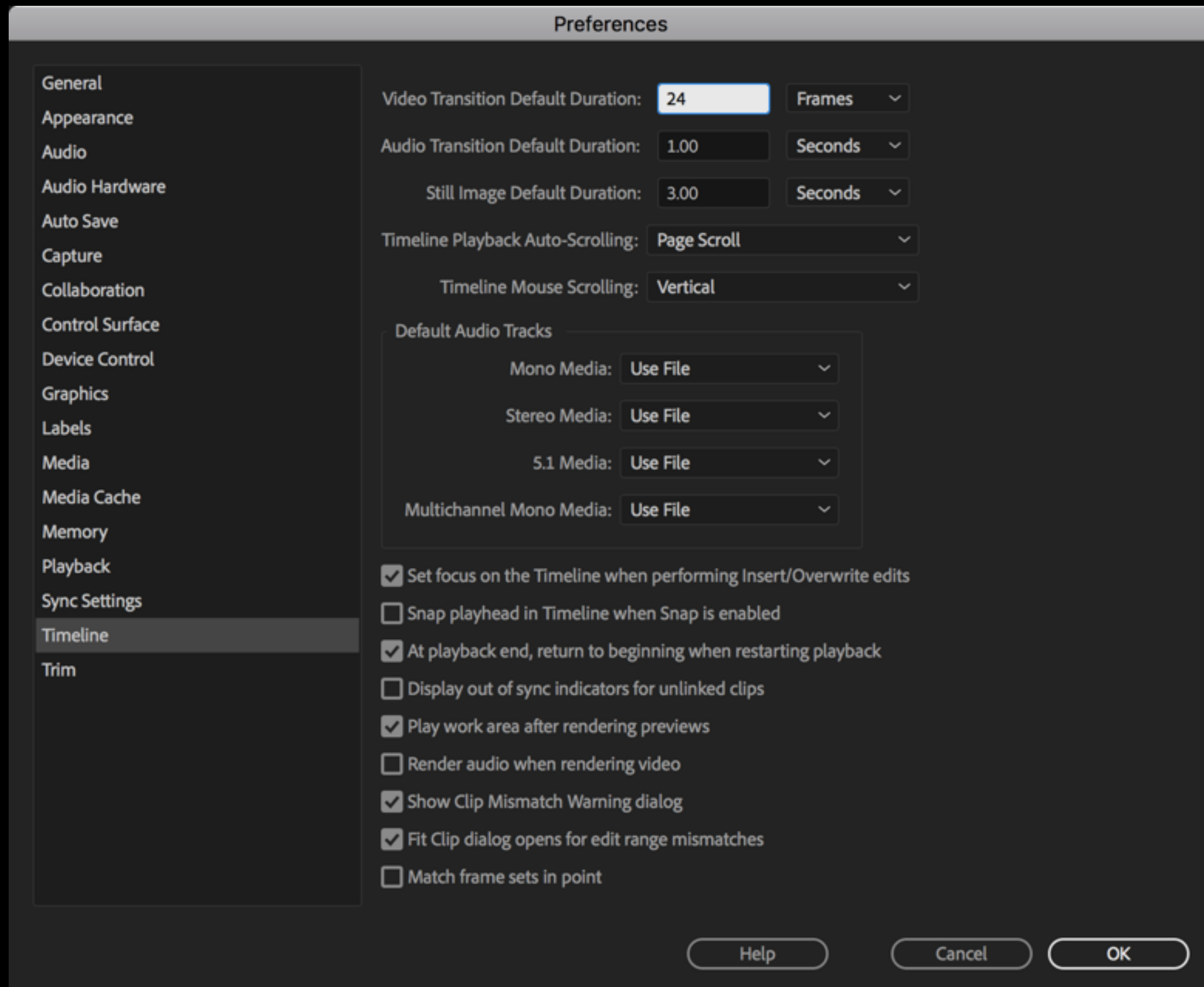


Default Transitions | Duration

To adjust the duration of Default Transitions:
Preferences > Timeline > Video Transition, Audio Transition and
Stills Default Duration



Default Transitions | Duration



Track Select Forward/Backward Tools

SHORTCUTS



A

Track Select Forward



Shift+A

Track Select Backward

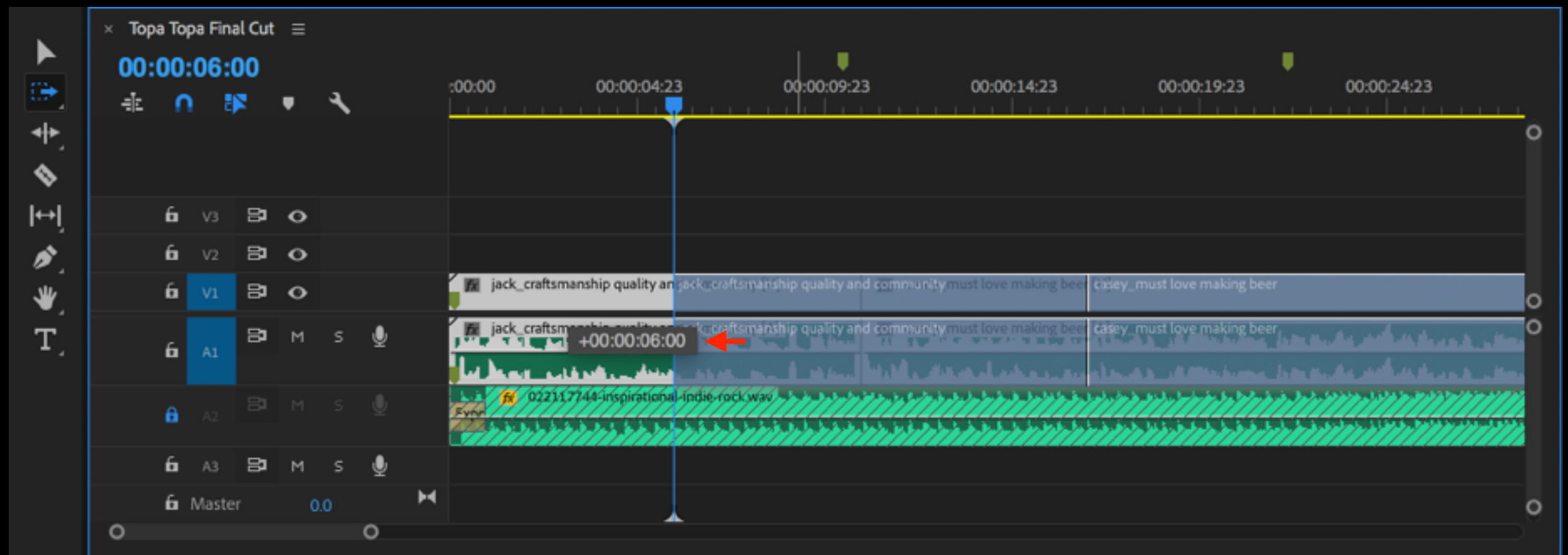
Track Select Forward Tool

To move a portion or all of the sequence forward in the timeline:

- Zoom into the timeline (+)
- Place the Playhead at the timecode where you want to move the sequence or a portion of it
- Turn on Snap (S)
- Lock all the Tracks you don't want to move
- Choose the Track Select Forward Tool (A)
- Select the first clip in the sequence you want to move forward and drag to the desired timecode where you placed the Playhead. The sequence should snap at the Playhead.

Track Select Forward Tool

As you drag the sequence clips with the Track Select Forward Tool you can see the amount of frames it's moving forward in the timeline.

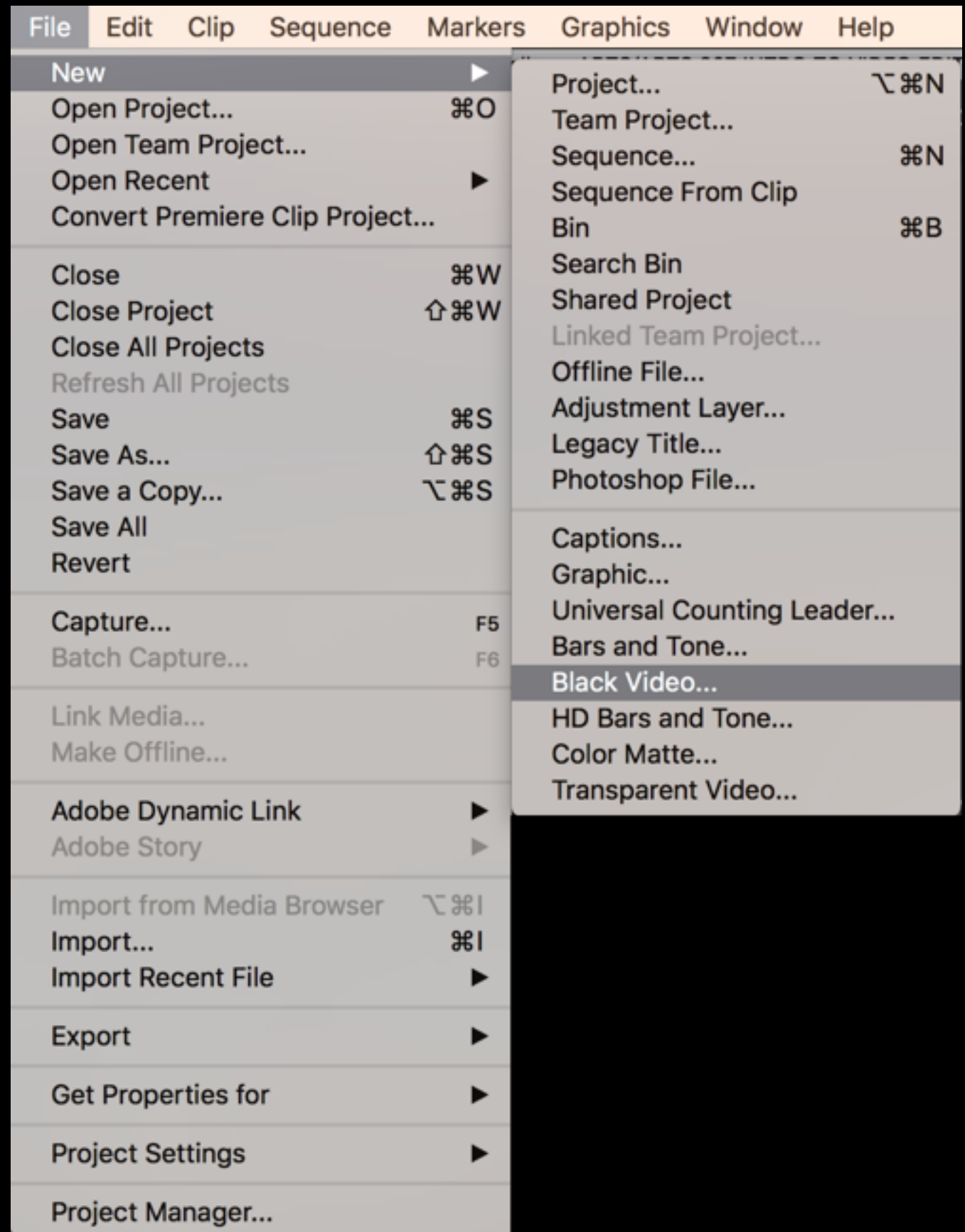


Add Black Video

To add Black Video:

From the menu choose

File > New > Black Video...

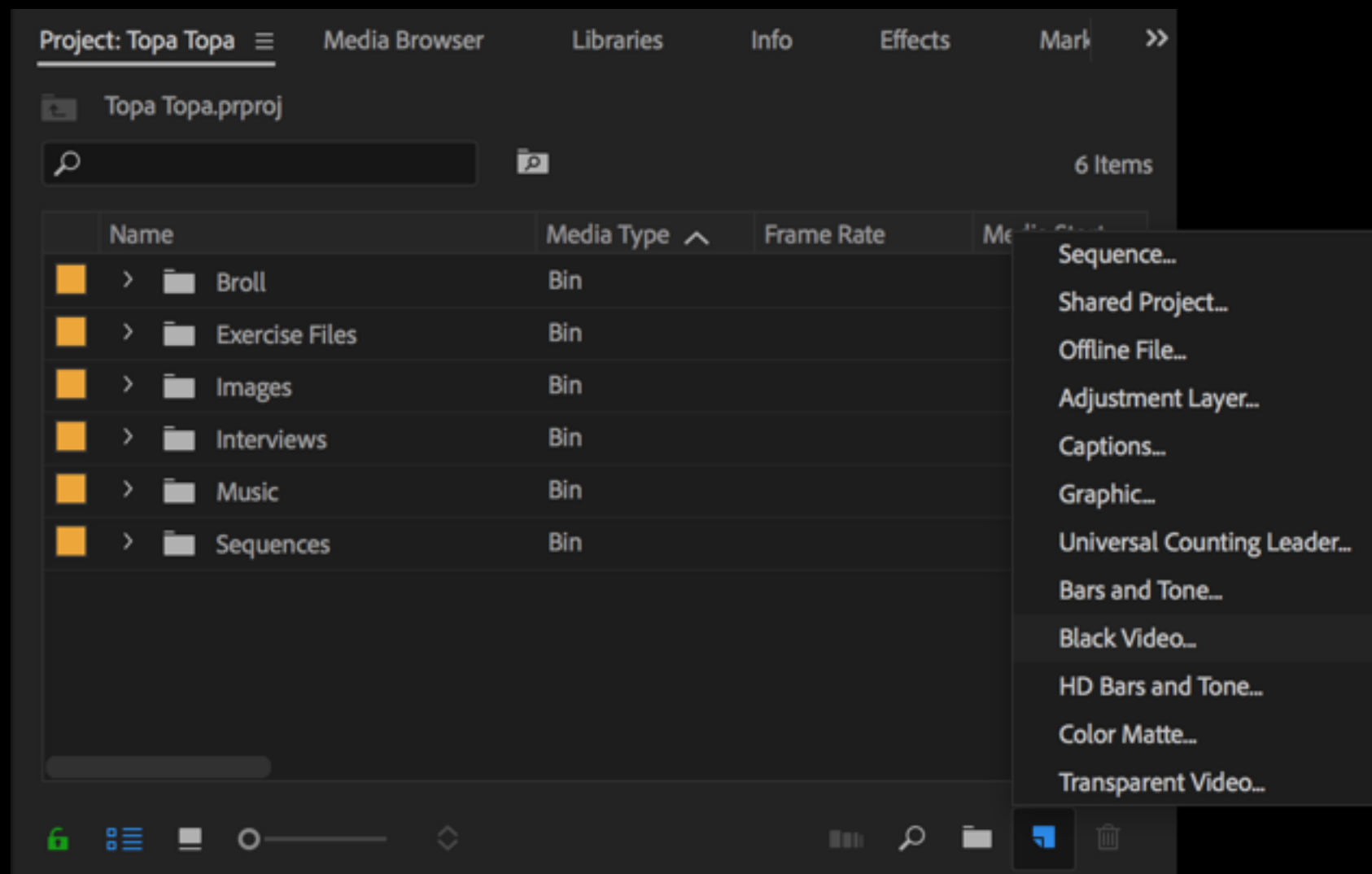


Add Black Video

To add Black Video:

In the Effects Window click the New Item Icon

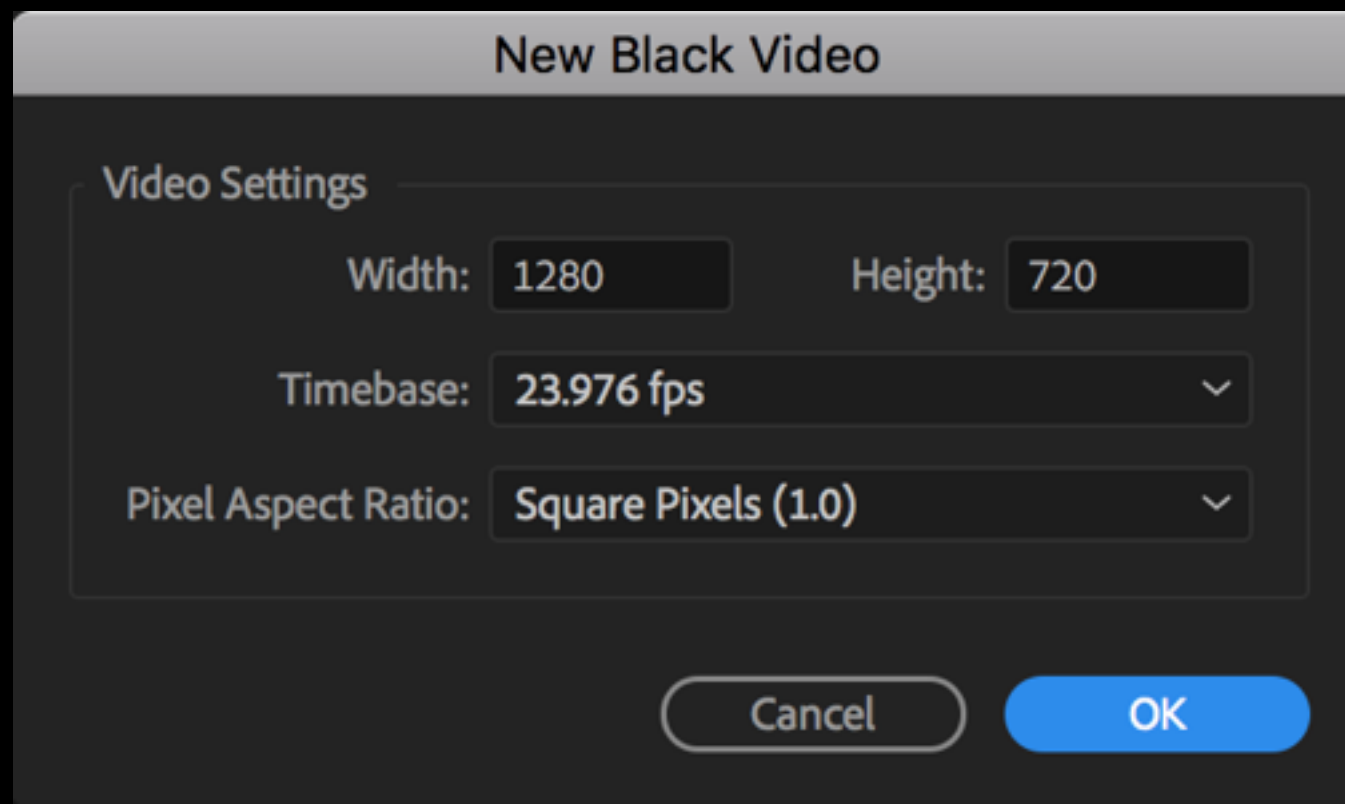
From the pull-up menu choose New Black Video...



Add Black Video

To add Black Video:

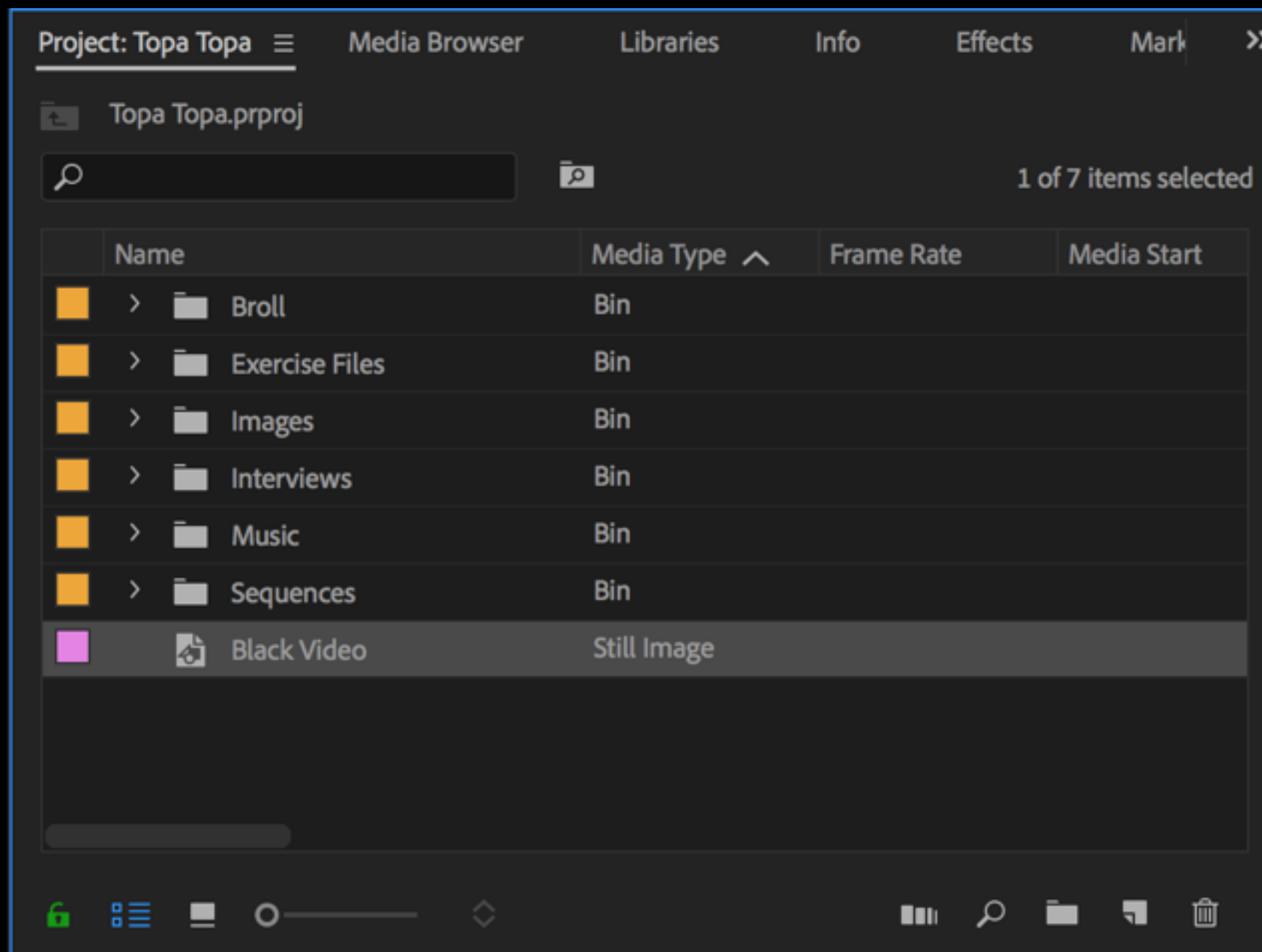
The New Black Video pop-up window appears with the Video Settings of black video.

A screenshot of a 'New Black Video' dialog box. The dialog has a title bar 'New Black Video'. Inside, there is a section titled 'Video Settings' which contains four fields: 'Width' with value '1280', 'Height' with value '720', 'Timebase' with value '23.976 fps' and a dropdown arrow, and 'Pixel Aspect Ratio' with value 'Square Pixels (1.0)' and a dropdown arrow. At the bottom right of the dialog are two buttons: 'Cancel' and 'OK'.

Add Black Video

To add Black Video:

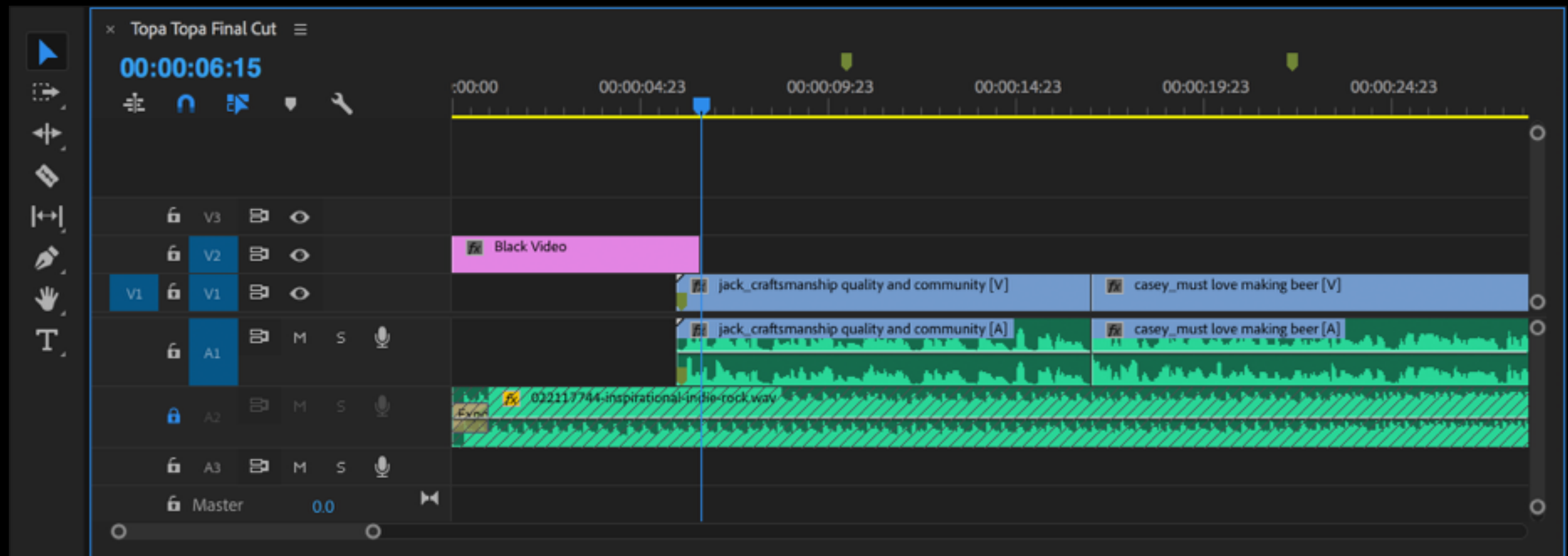
The New Black Video is placed in the Project Window.



Add Black Video

To add Black Video:

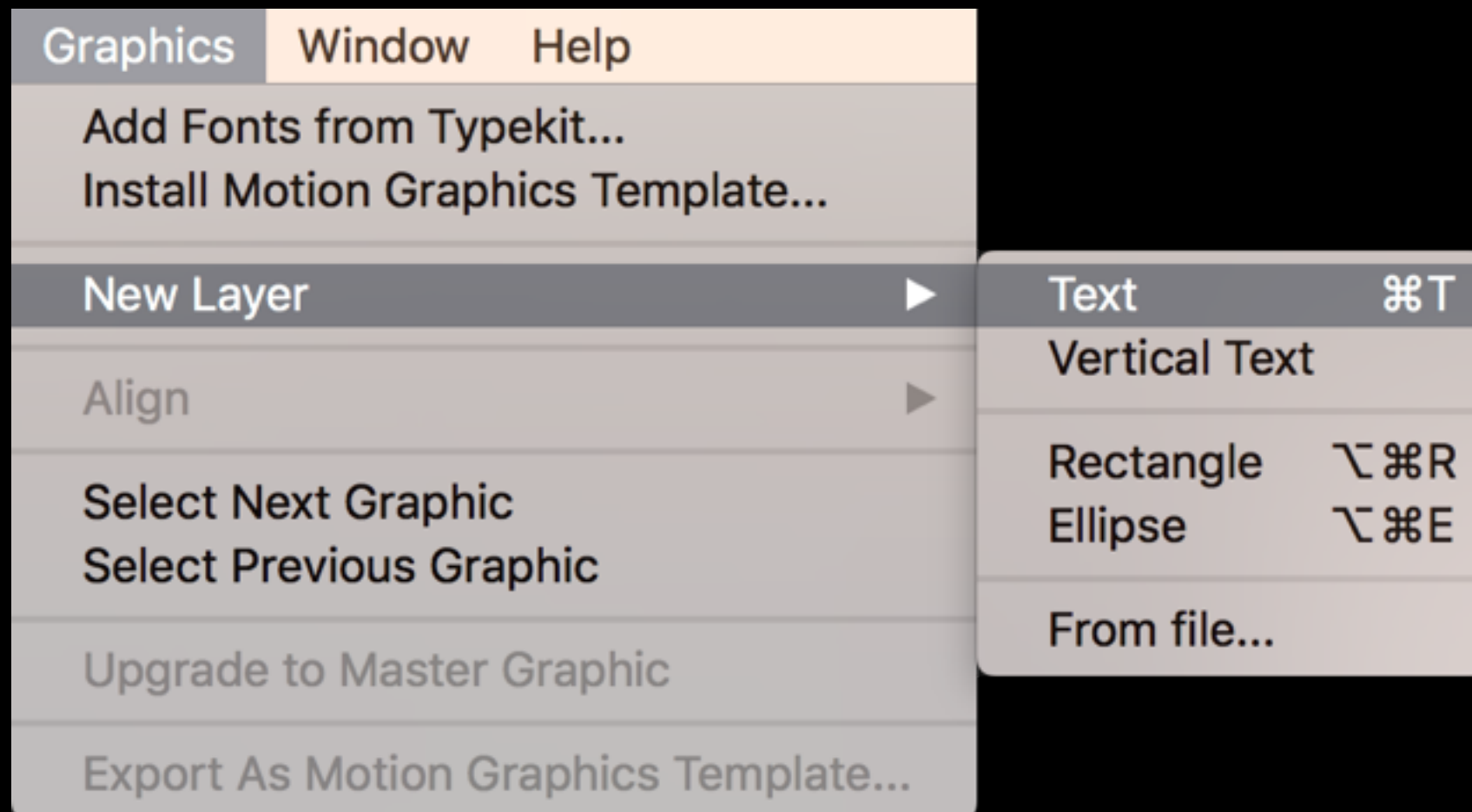
Drag the black video from the Project Window into the timeline.
Extend its duration to the length you want.



Text Graphic

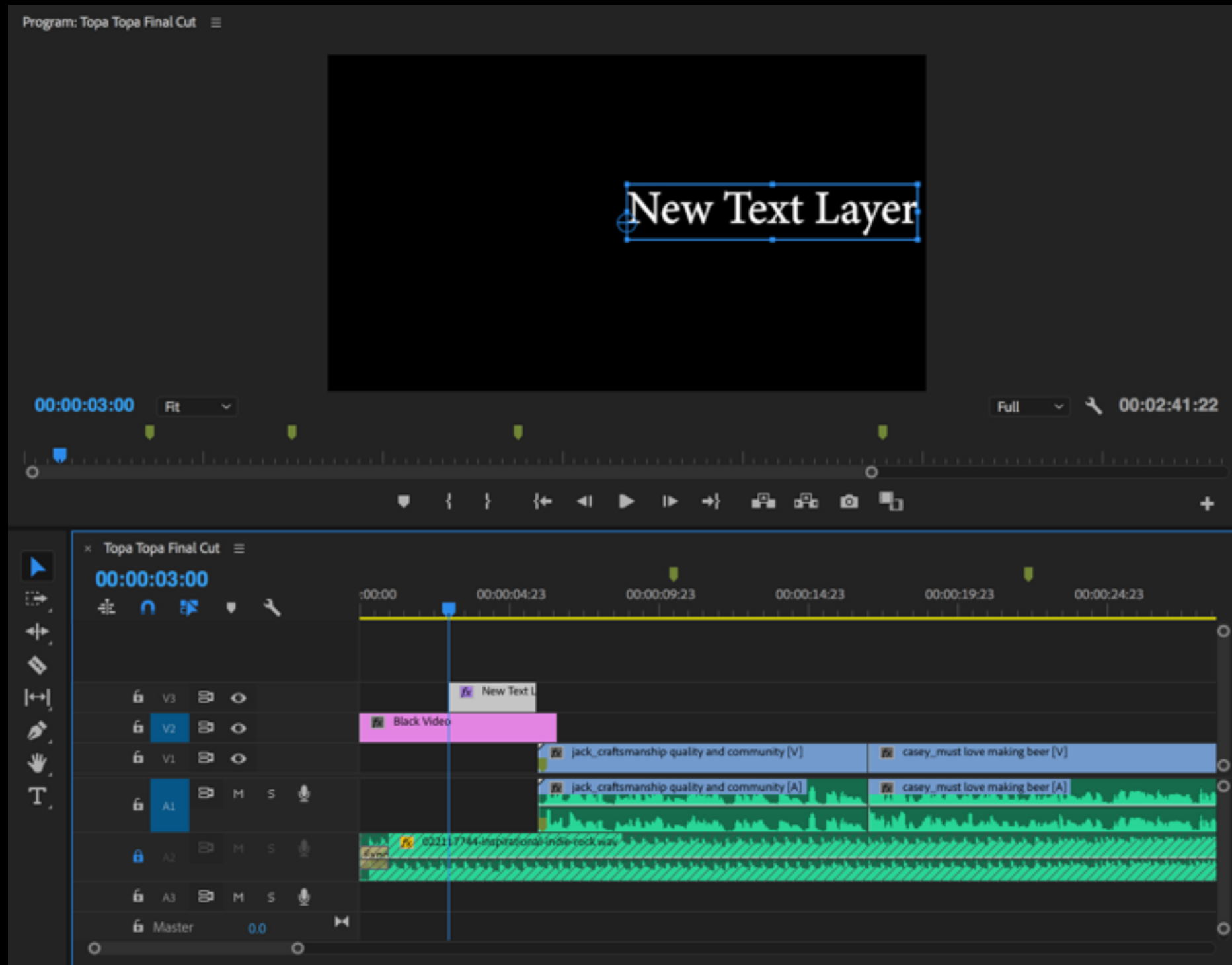
To add a New Text Graphic:

- Place the Playhead at the timecode you want to add the text.
- From the menu choose Graphics > New Layer > Text OR Press the cmd + T keyboard shortcut



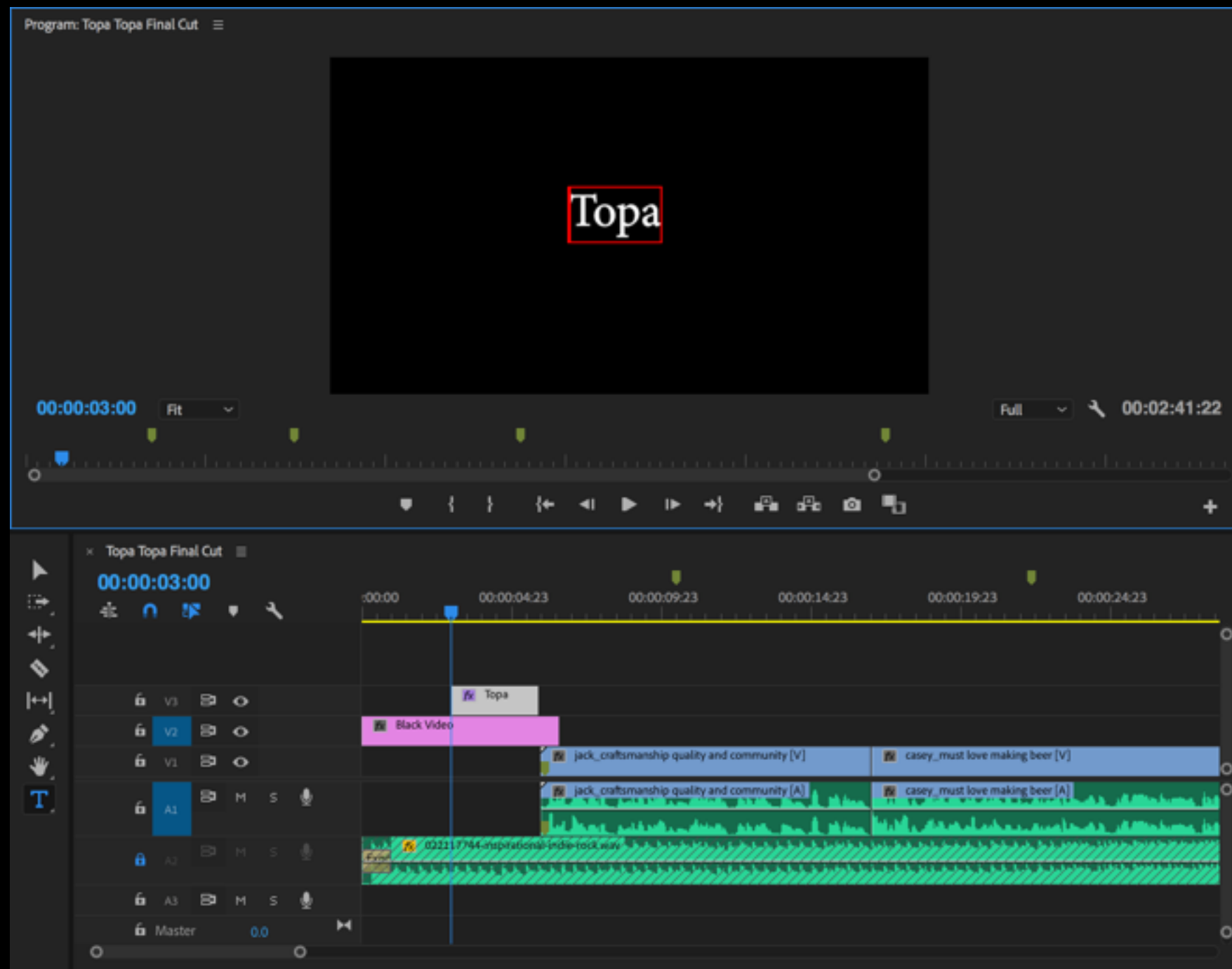
Text Graphic

A New Text Layer appears in the Program Window and in the Timeline



Text Graphic

Click in the Program Window to type in your title. The Tools window temporarily switches to the Text Tool. Choose the Selection tool again to reposition your title in the Program Window.



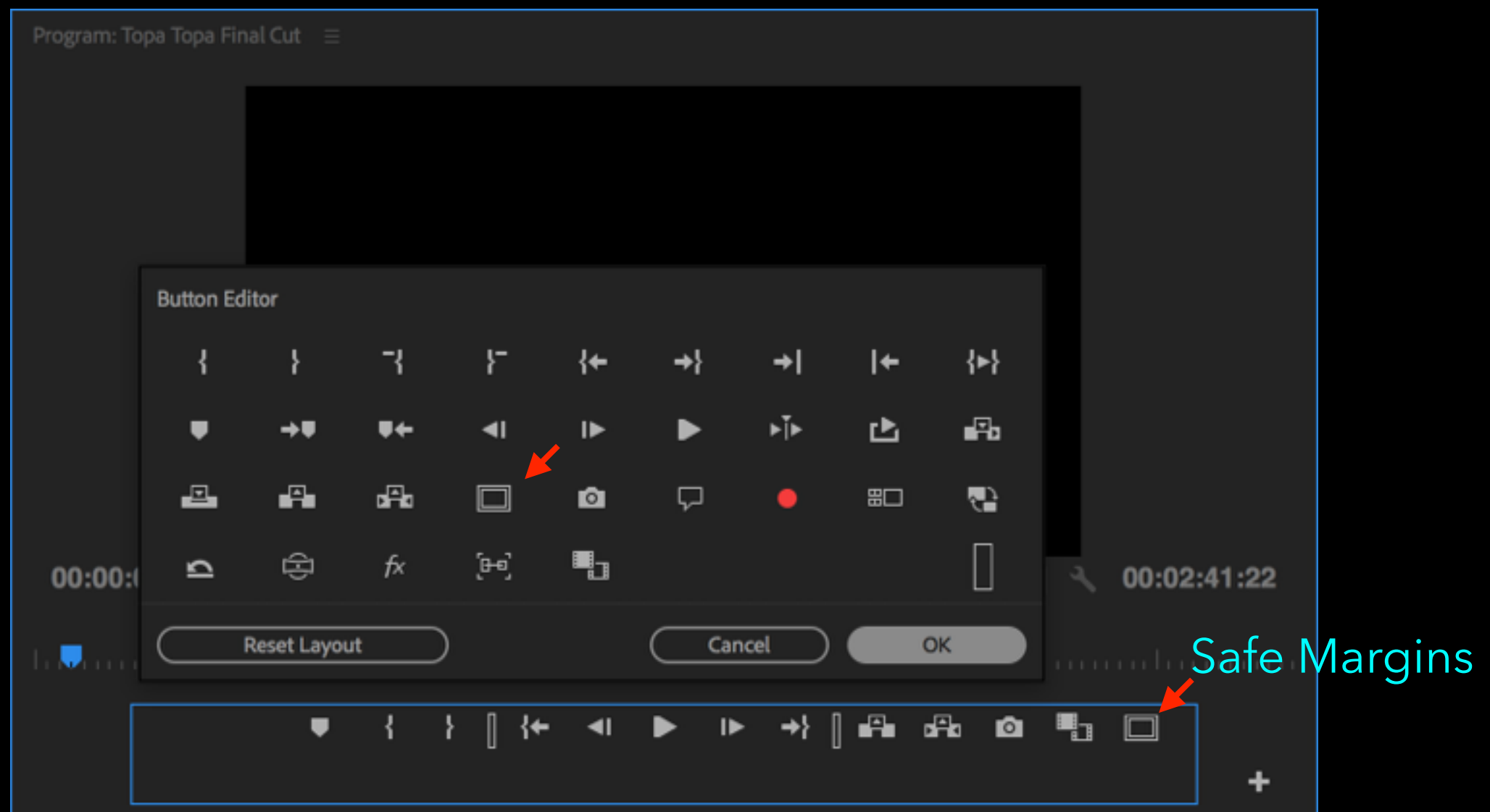
Text Graphic

In the Program Window click the Button Editor icon to open the Button Editor Window.



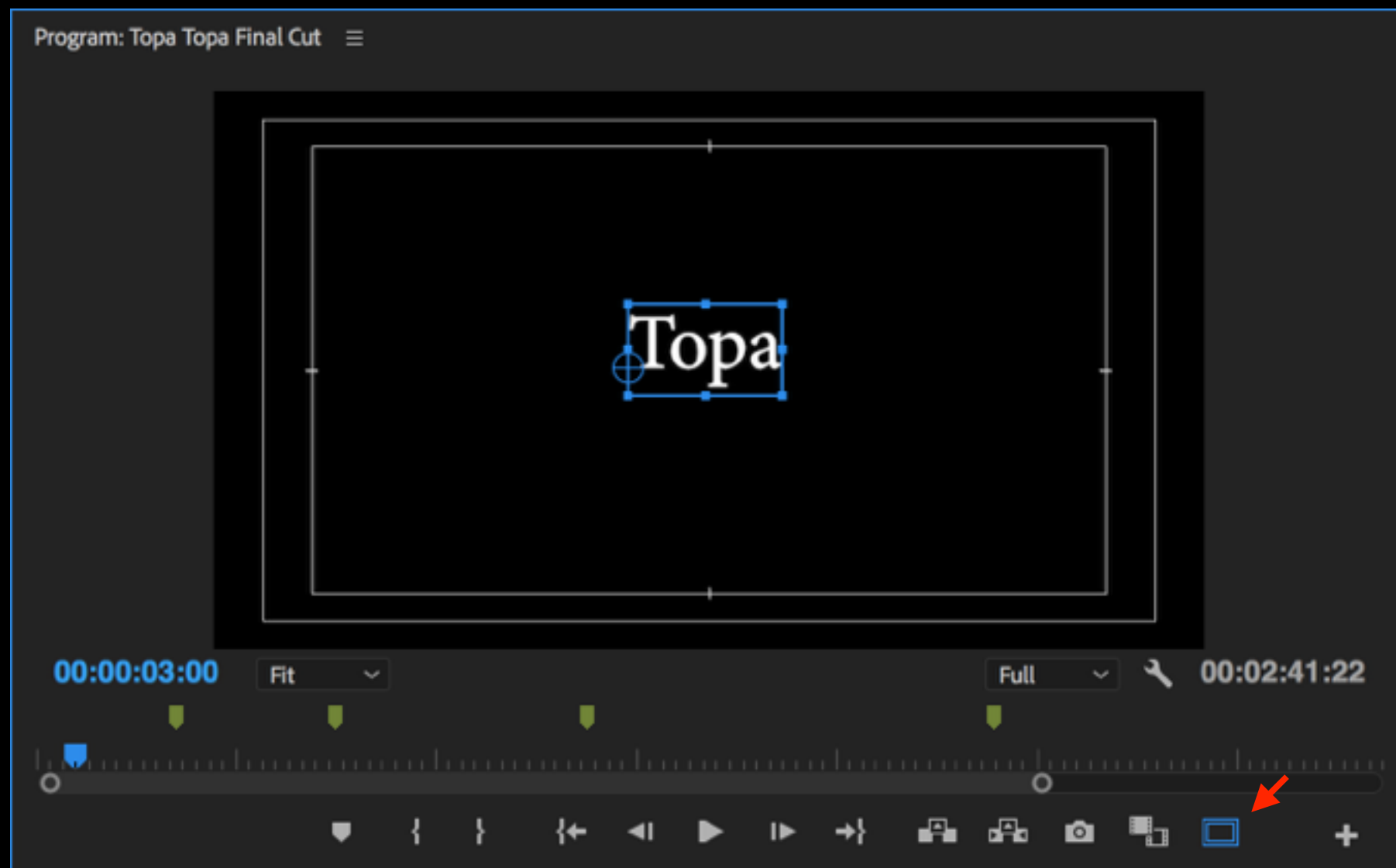
Text Graphic

Drag the Safe Margins button next to the Program Window buttons and click ok.



Text Graphic

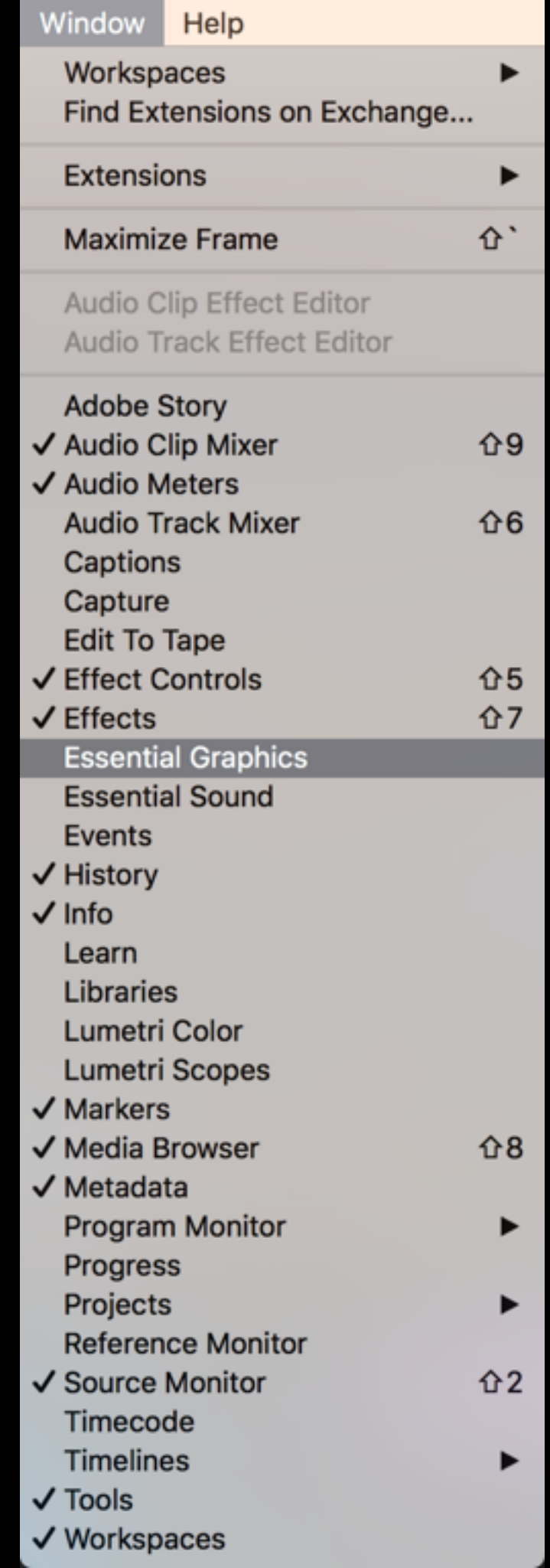
Turn on the Safe Margins button to reposition your title more precisely.



Text Graphic | Essential Graphics Window

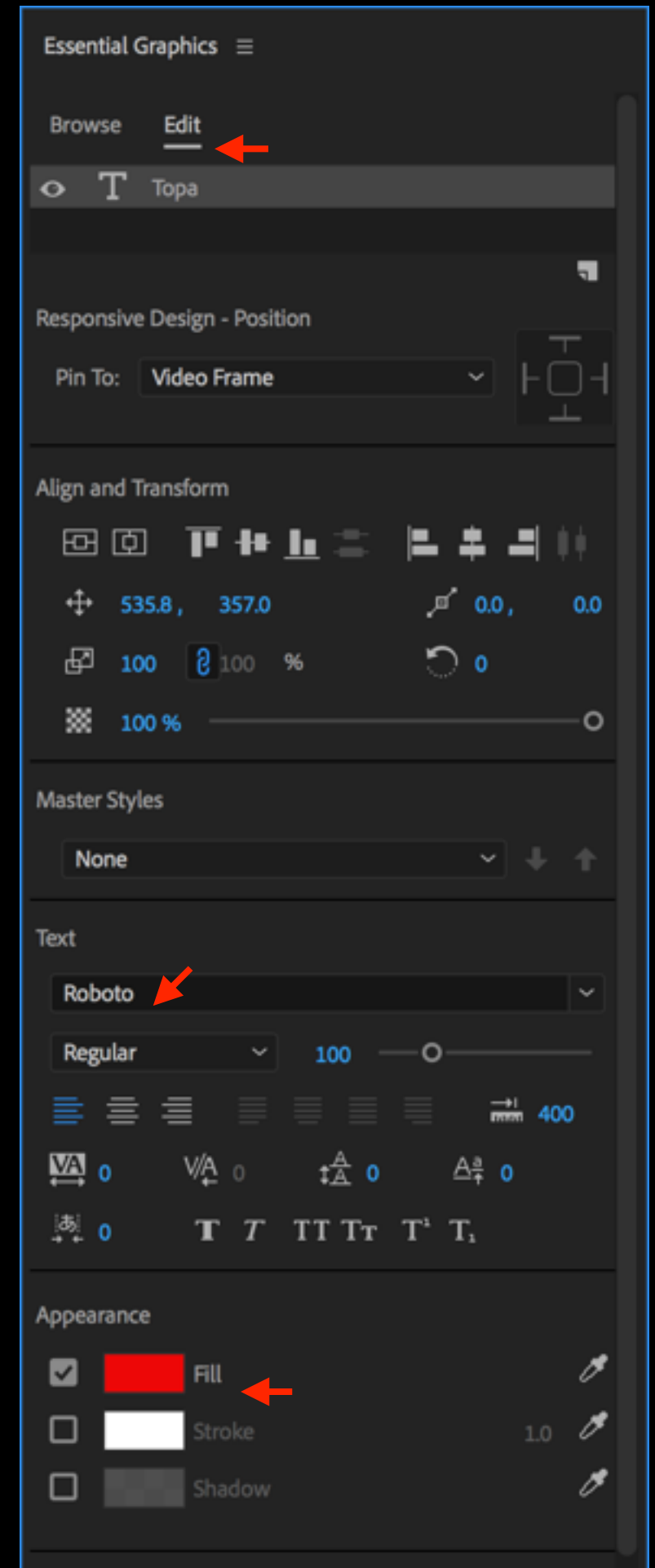
To Edit the Font, Color and other parameters of your text graphic open the Essential Graphics Window.

From the menu choose Window > Essential Graphics



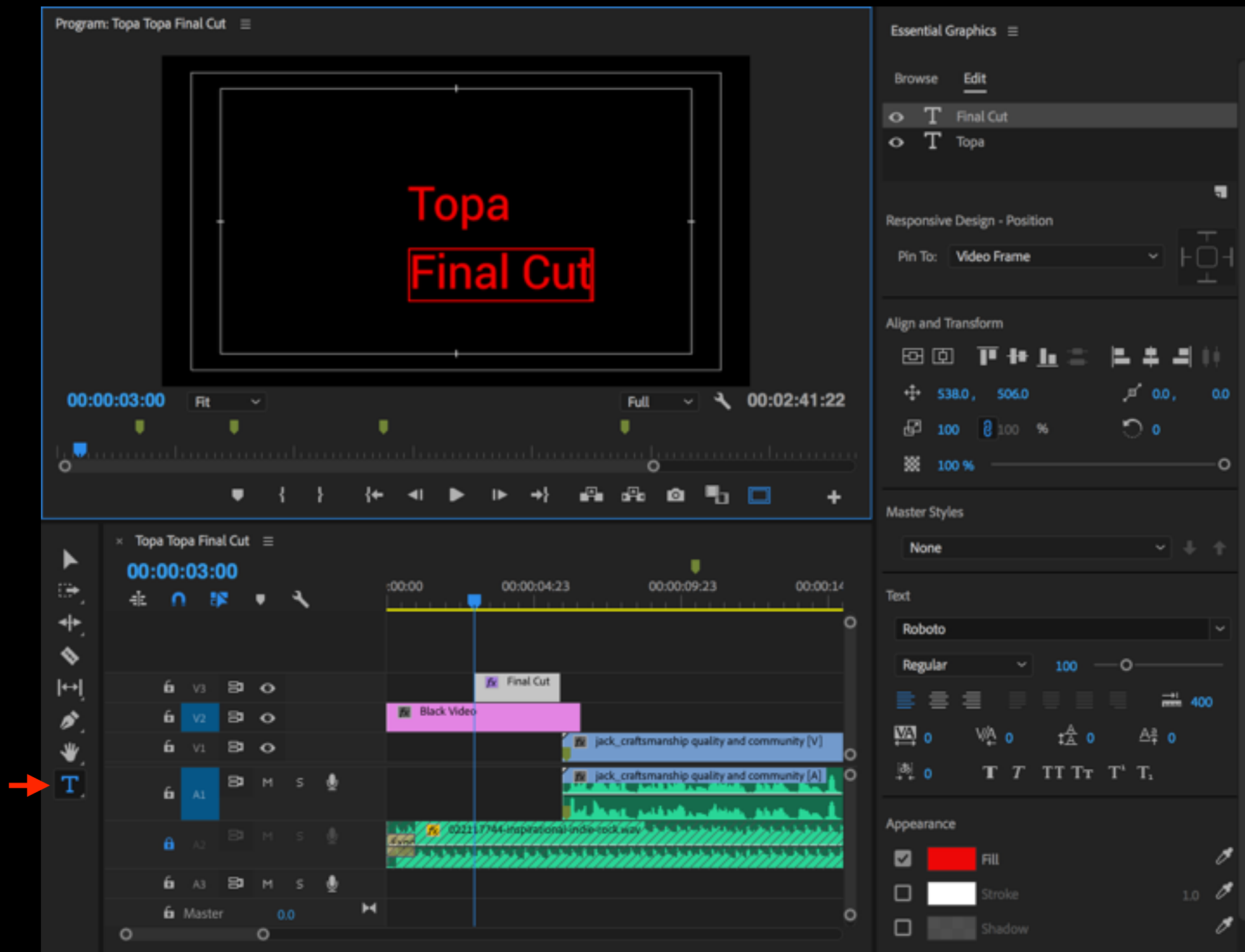
Text Graphic | Essential Graphics Window

In the Essential Graphics Window select the Edit tab and adjust your title's font, color and other parameters.



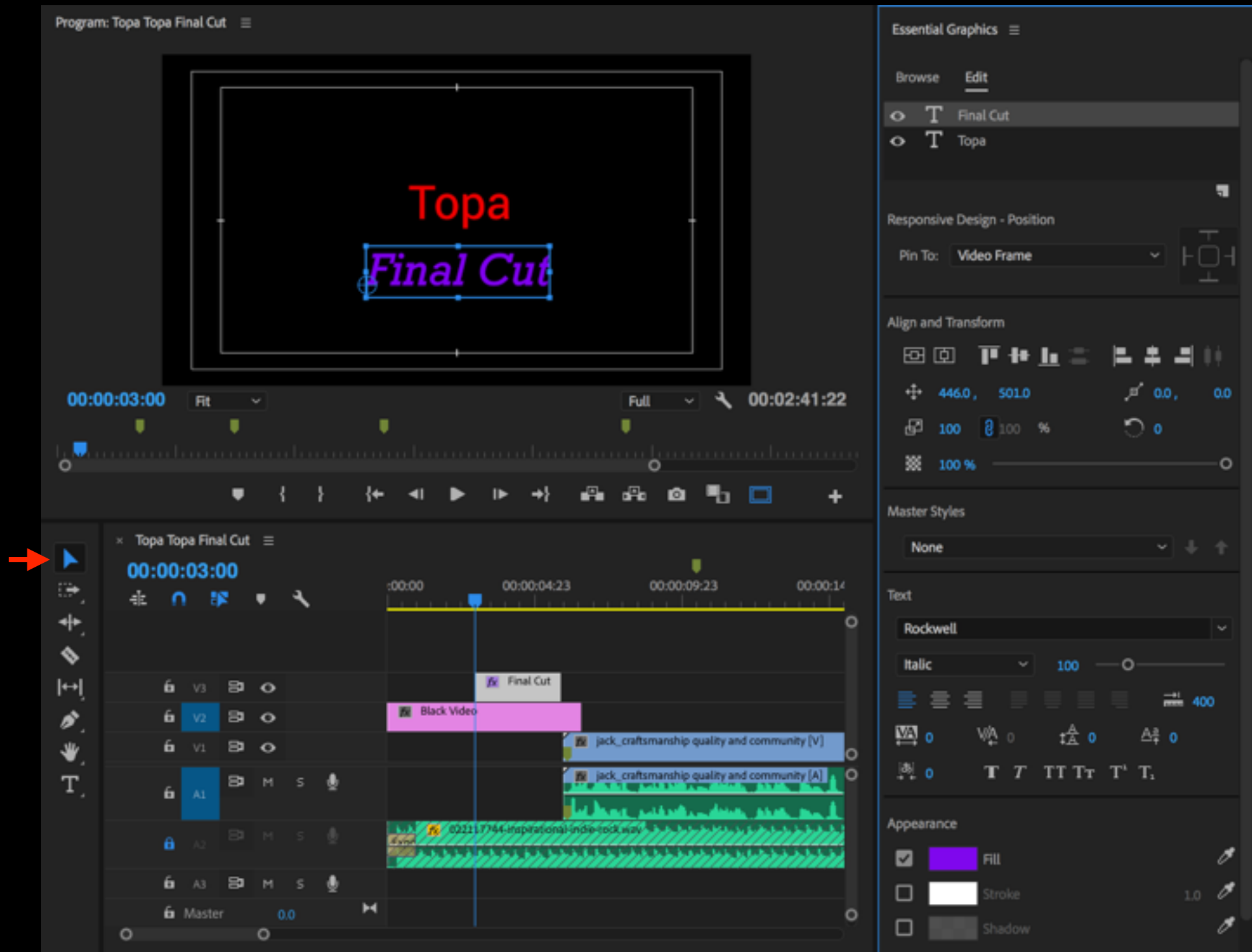
Text Graphic | Essential Graphics Window

To add other text to the same graphic, select the Text tool and click in the program window to type the additional text.



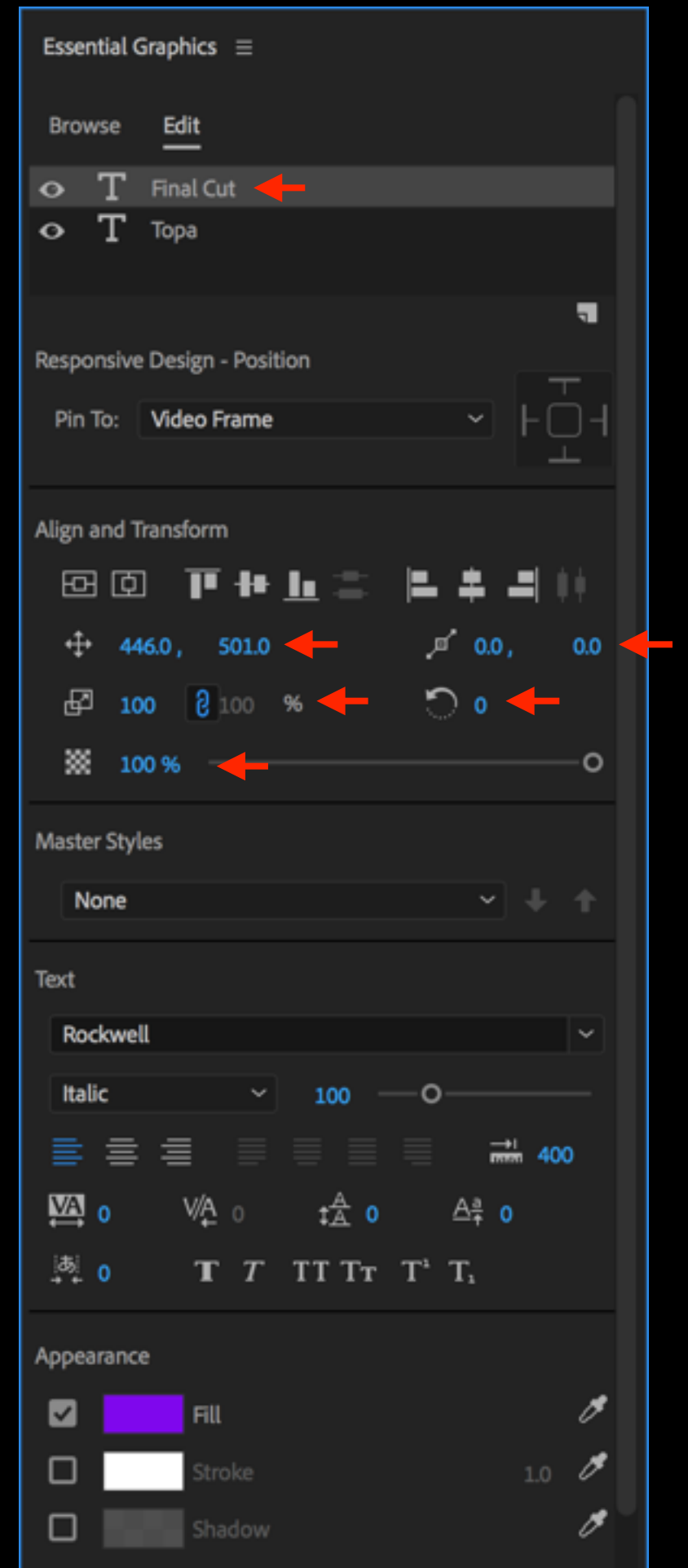
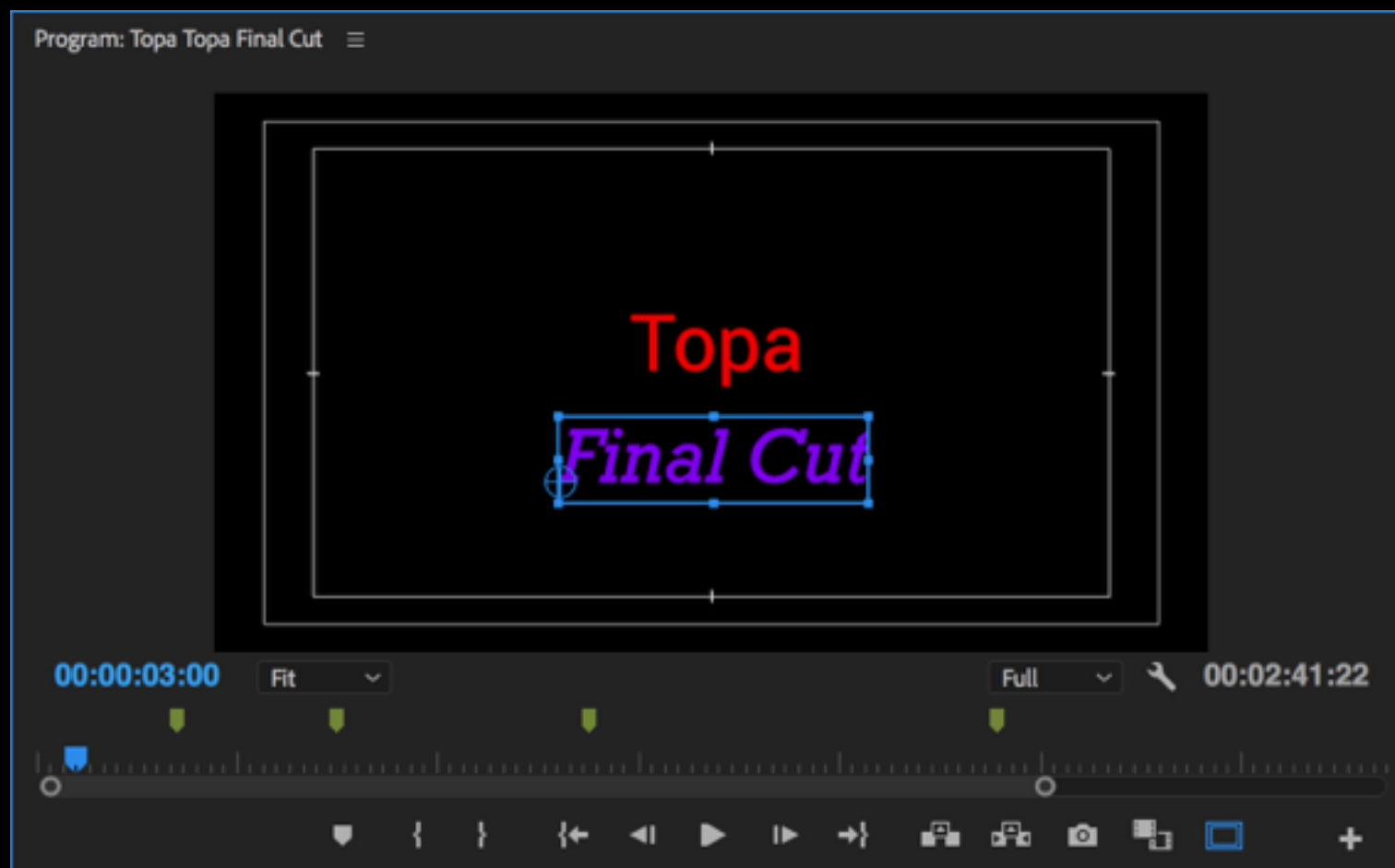
Text Graphic | Essential Graphics Window

Choose the Selection tool and adjust the font, color and other parameters of the added text in the essential graphics window.



Text Graphic | Essential Graphics Window

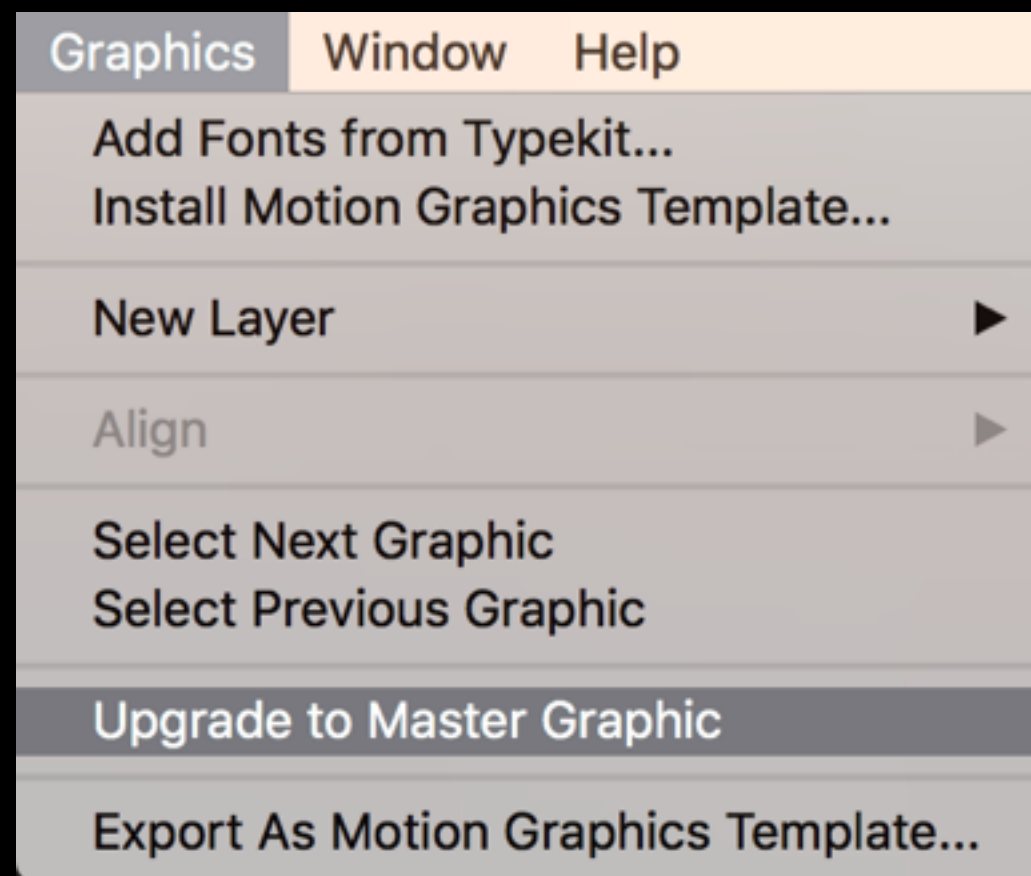
The second text layer has been added to the Essential Graphics Window and can be edited independently. You can also adjust the Position, Scale, Anchor Point, Rotation, Transparency and other parameters in the Essential Graphics.



Text Graphic | Essential Graphics Window

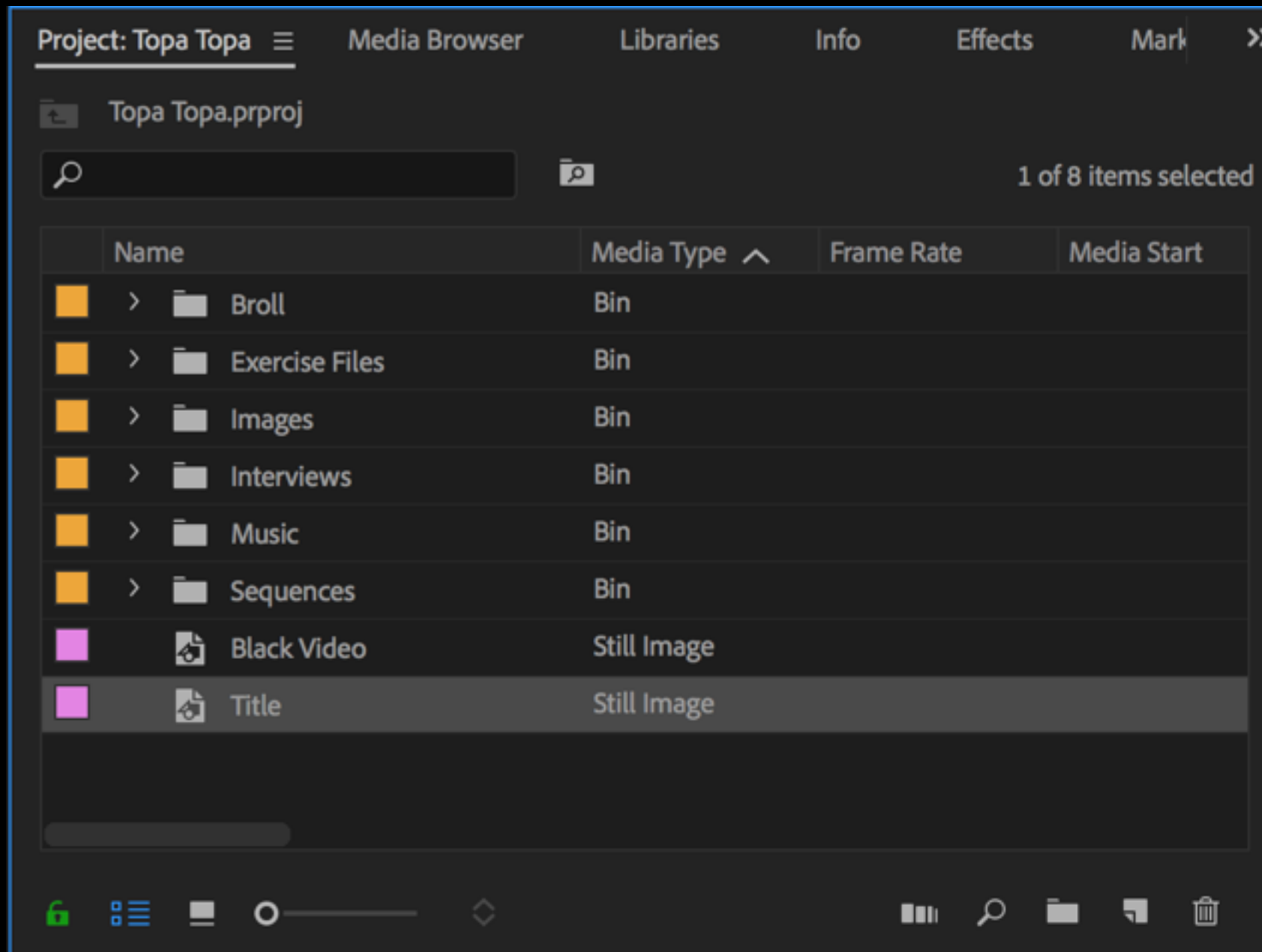
To save the Text Graphic in the Project Window:

- Select the text graphic in the timeline
- From the menu choose Graphics > Upgrade to Master Graphic



Text Graphic | Essential Graphics Window

Rename your text graphic in the Project Window



Rate Stretch Tool

Use the Rate Stretch Tool (R) to adjust the Speed/Duration of a clip.

The Razor & Rate Stretch Tools

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

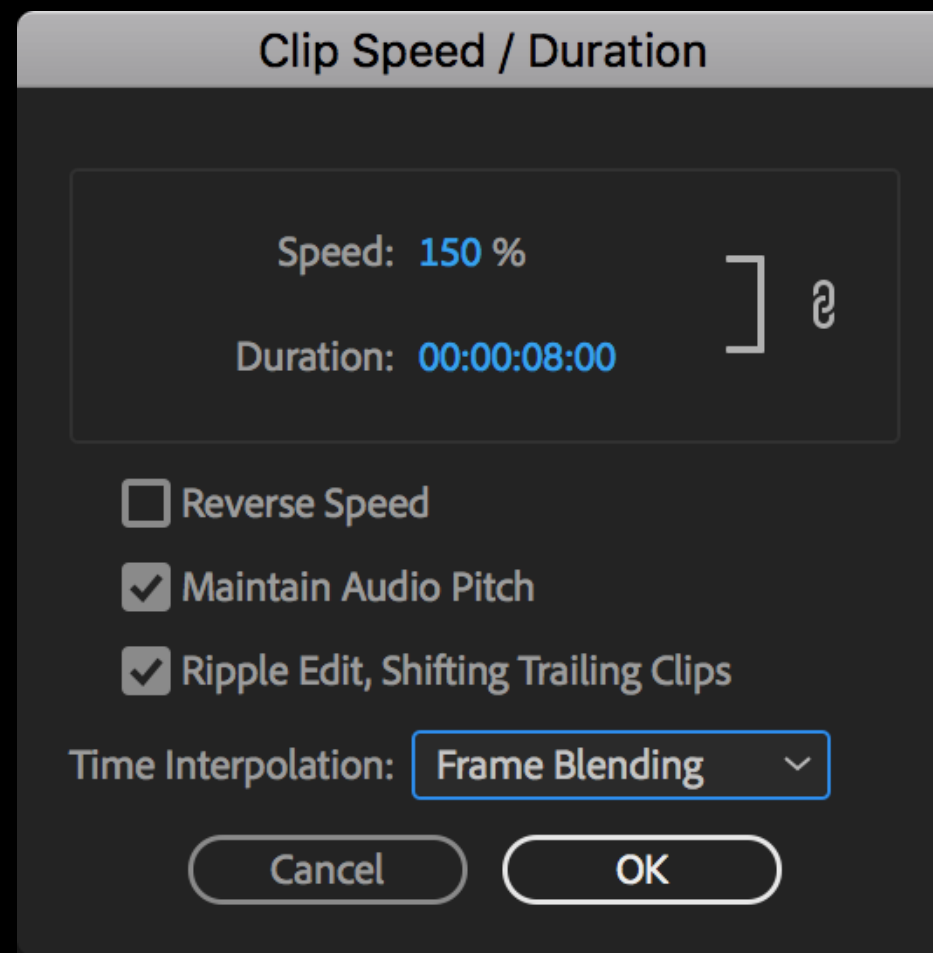
Change duration and speed of clips

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

Adjusting Speed / Duration

Select clip:

- From menu choose Clip > Speed/Duration... OR
- Right-click on clip and from menu choose Speed/Duration... OR
- Press the keyboard shortcut Cmd+R to bring up Speed/Duration pop-up window

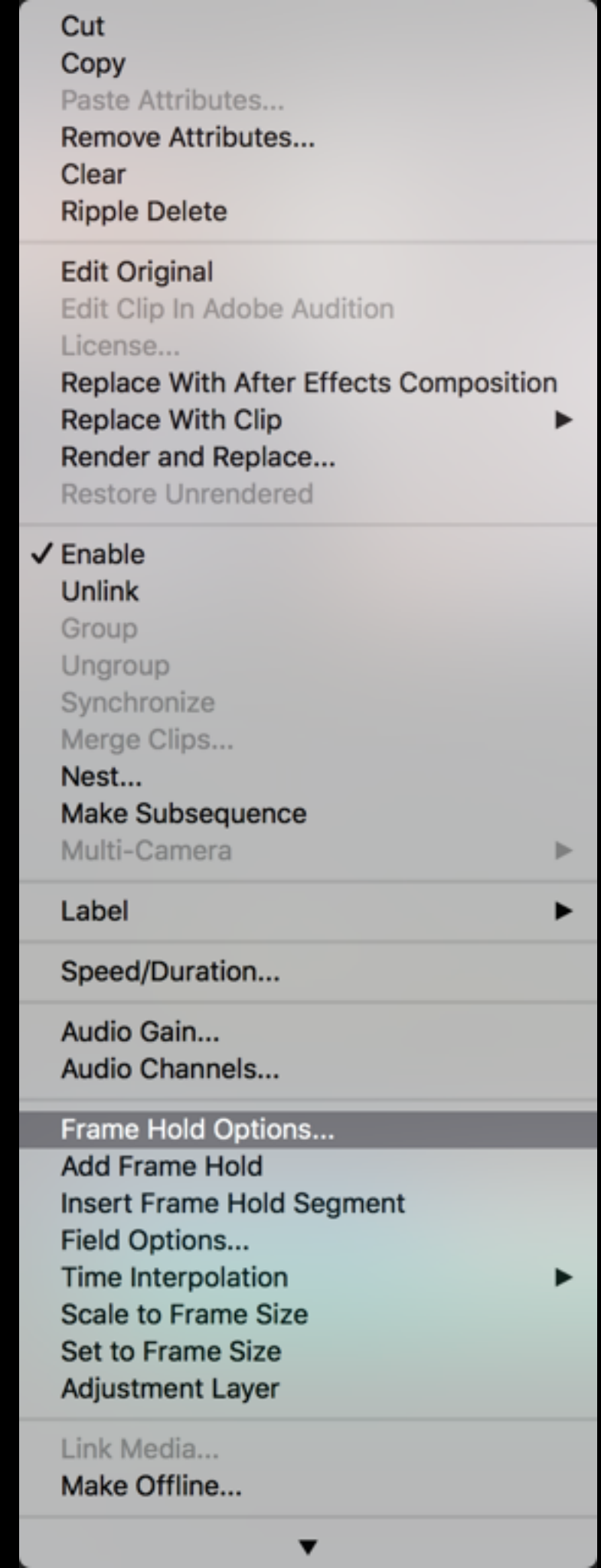
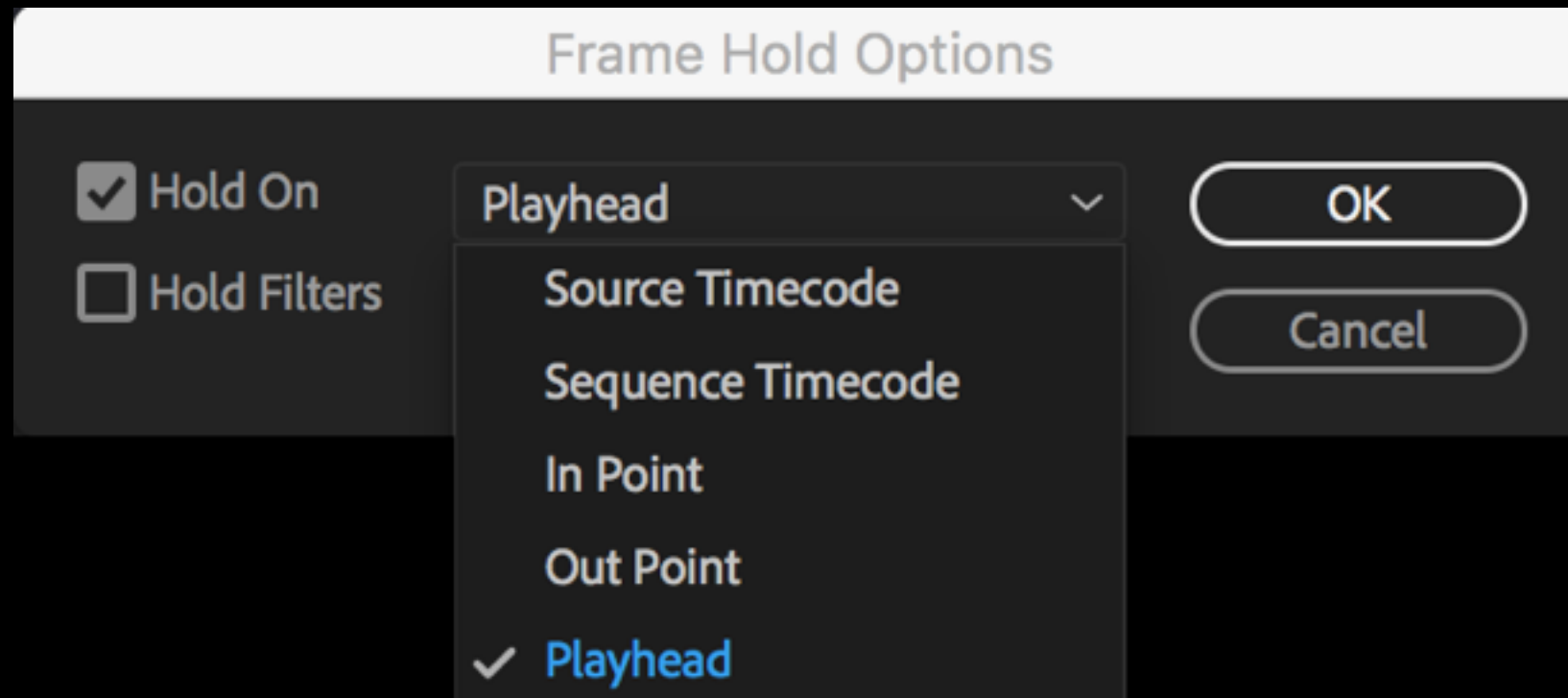


Freeze Frame

Place the Playhead at desired frame in the timeline

Right-click and from pull-down menu select Frame Hold Options...

In the pop-up window choose Playhead

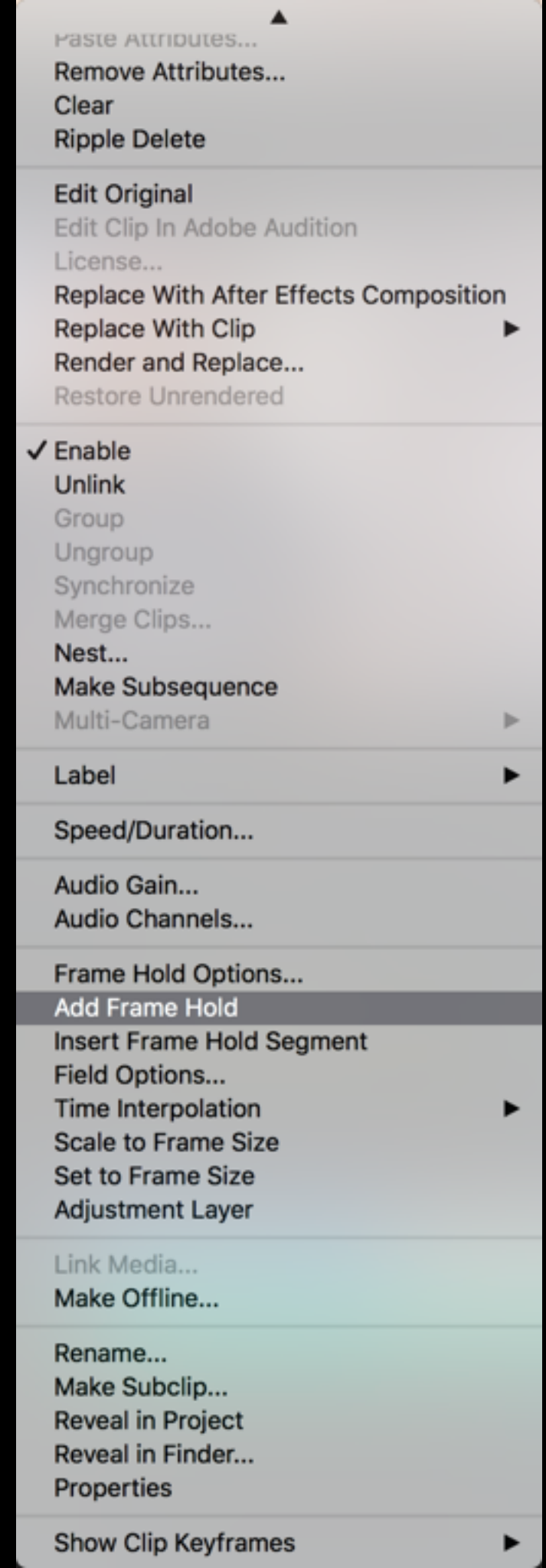


Freeze Frame

Place the Playhead at desired frame in the timeline

Right-click and from pull-down menu select Add Frame Hold to freeze at a frame after motion.

This adds a cut in the timeline.

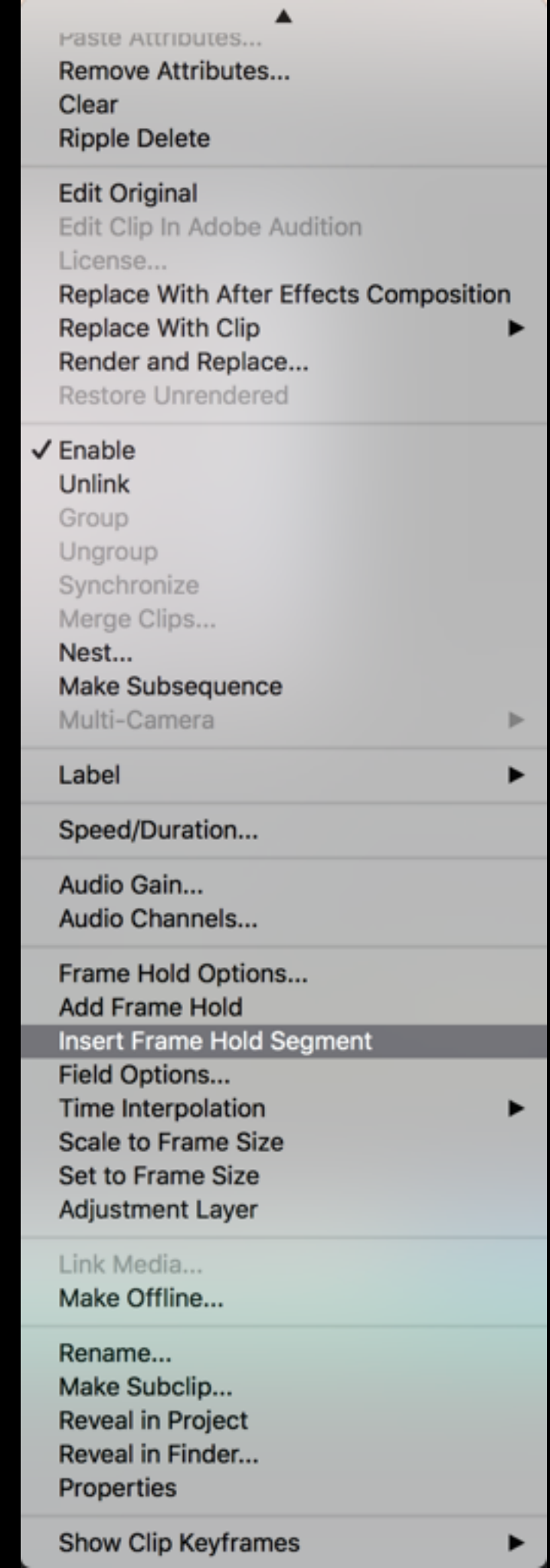


Freeze Frame

Place the Playhead at desired frame in the timeline

Right-click and from pull-down menu select Insert Frame Hold Segment to freeze in between motion.

This adds freeze frames in the timeline extending its duration.



Moving Clips

NUDGE CLIPS

Select a clip or multiple clips:

Cmd+Right Arrow

Nudge Forward 1 Frame

Cmd+Left Arrow

Nudge Backward 1 Frame

Cmd++Shift+Right Arrow

Nudge Forward 5 Frames

Cmd+Shift+Left Arrow

Nudge Backward 5 Frames

Swaping Clips

SWAP SHOTS

To extract a clip and inert in different location:

Cmd+Click+Drag

Swap Shots (Ctl+Click+Drag)

Cmd+Opt+Drag

Swap Shots but Protect other tracks
(Ctl+Alt+Click+Drag)

Editing hints

- Gather your Shot List
- Log your footage while viewing it in the source window, making comments about which is the best take
- Add markers where you think you will want edits
- Make subclips if you are sure you want a specific portion from a clip and save in its own bin.
- Edit a rough cut
- Trim your Final Cut removing unwanted frames
- Fine tune your audio by adjusting volume or gain where necessary and adding transitions.
- Add Black and a basic title