

Intro to Video Editing I

Queens College Art Department | Fall 2019

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Week 9: 11/02/2019

Syllabus Website: introvideo-f19.copperbluemediacom

Blog: ivefall2019.tumblr.com

ARTS 207 - 01

Saturday 1:00 pm - 4:50 pm

IB 212

film + video + the web
as self portrait



Parmigianino
Self-Portrait in a Convex Mirror c. 1524

Film + Video + the web as self-portrait



Robert Cornelius, 1839

With his own knowledge of chemistry and metallurgy, as well as the help of chemist Paul Beck Goddard, Cornelius attempted to perfect the **daguerreotype**. Around October 1839, at age thirty, Cornelius took a self-portrait outside of the family store.

Film + Video + the web as self-portrait

Buzz Aldrin
space selfie, 1966



Film + Video + the web as self-portrait



Stan Brackage

Dog Star Man, 1961 - 64

Film + Video + the web as self-portrait



Stan Brackage
Mothlight, 1963

Film + Video + the web as self-portrait

*"birth, sex, death,
and the search for
God"
Stan Brackage*

[brakhage-an-anthology-volumes-one-and-two](#)

Film + Video + the web as self-portrait



Chantel Ackerman

Saute ma ville (*Blow Up My Town*), 1966

Film + Video + the web as self-portrait



Chantal Ackerman
La Chambre, 1972

Film + Video + the web as self-portrait



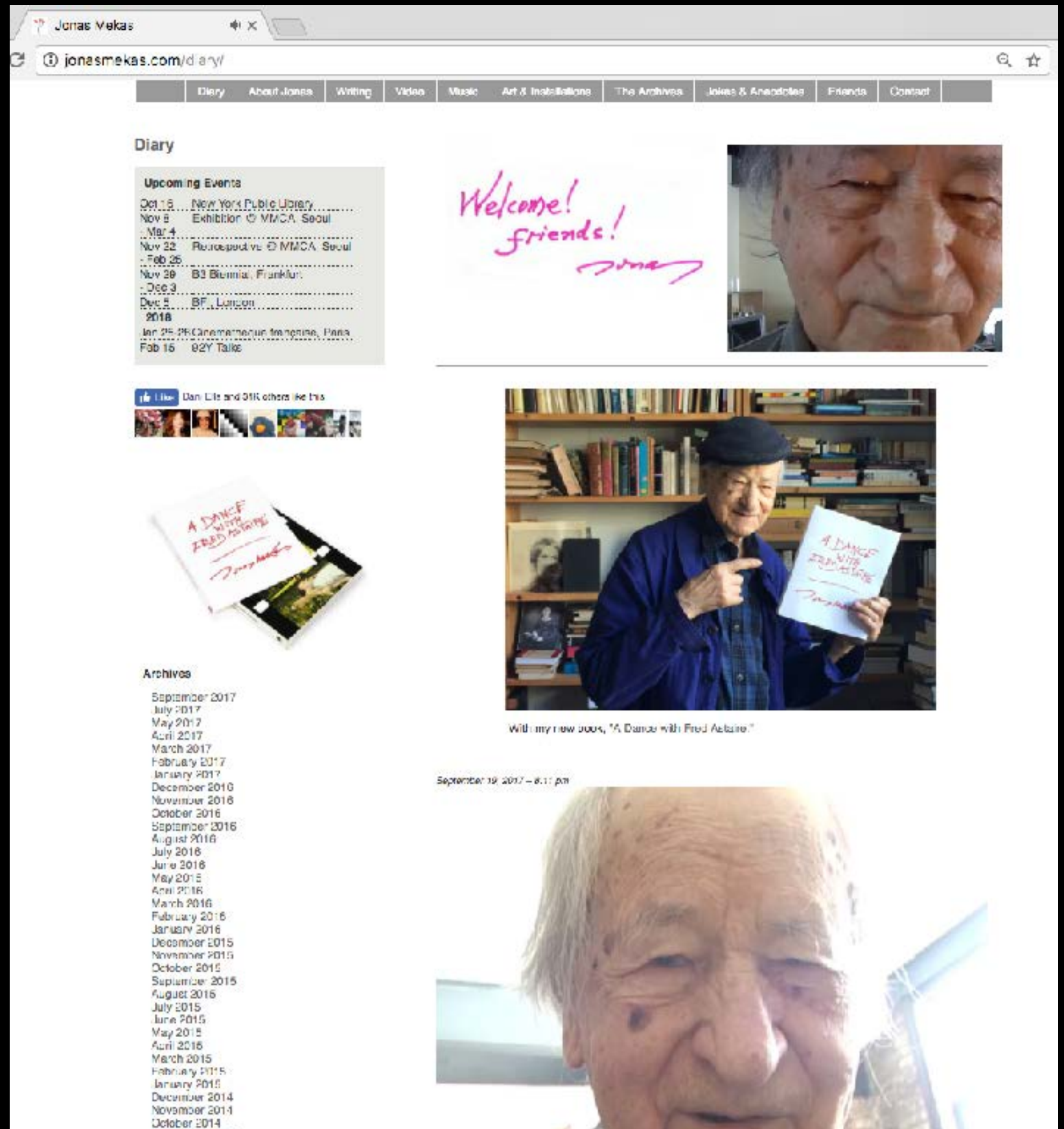
Marlon Riggs
Tongues Untied, 1989

Film + Video + the web as self-portrait



*Jonas Mekas
born 1922, Lithuania
Walden, 1969*

Film + Video + the web as self-portrait



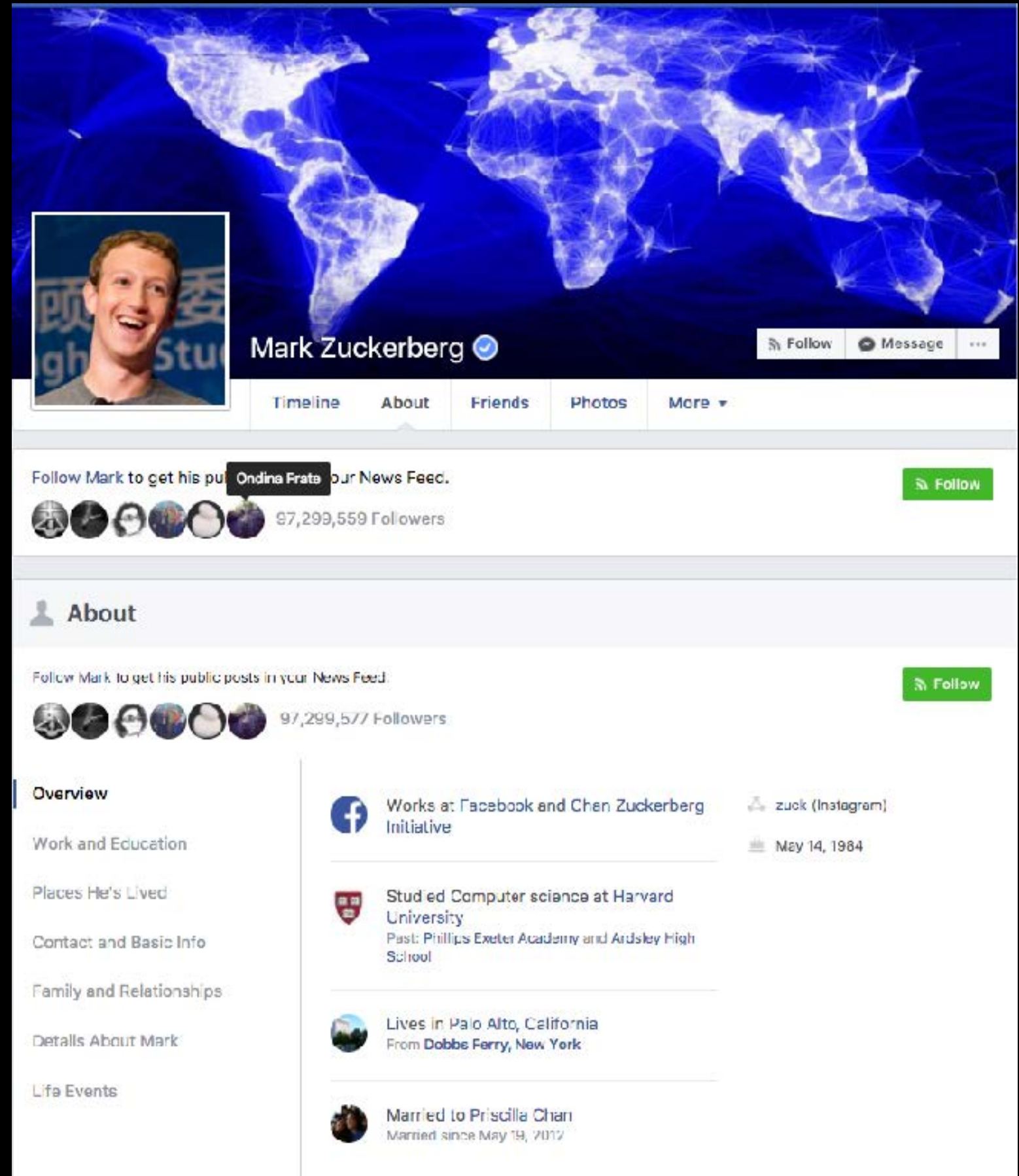
Jonas Mekas
website, 2017

Film + Video + the web as self-portrait



Jennifer Ringley
Jennicam, 1996 - 2003

Film + Video + the web as self-portrait



Facebook, February 2004
<http://www.fb.com>

Film concept

- writing a script
- drawing storyboards
- find funding
- cast + crew
- find location
- writing / drawing a shooting script
- scheduling
- call sheets
- equipment

Narrative Scene Editing | Trimming Dialogue

Use split edits in all your dialogue cuts

Cut dialogue words only on consonants

Cut on beat of sound

Use room tone/ambient sound

Narrative Scene Editing | Trimming Dialogue

Split Edits

There are two types of Split edits:

L-cut – edits where the audio still plays after the video goes to the next clip or scene

J-cut – edits where audio can be heard before the video is seen

To create a split edit **unlink** the **video** from the **audio** in adjoining clips in a sequence to trim audio separately from video.

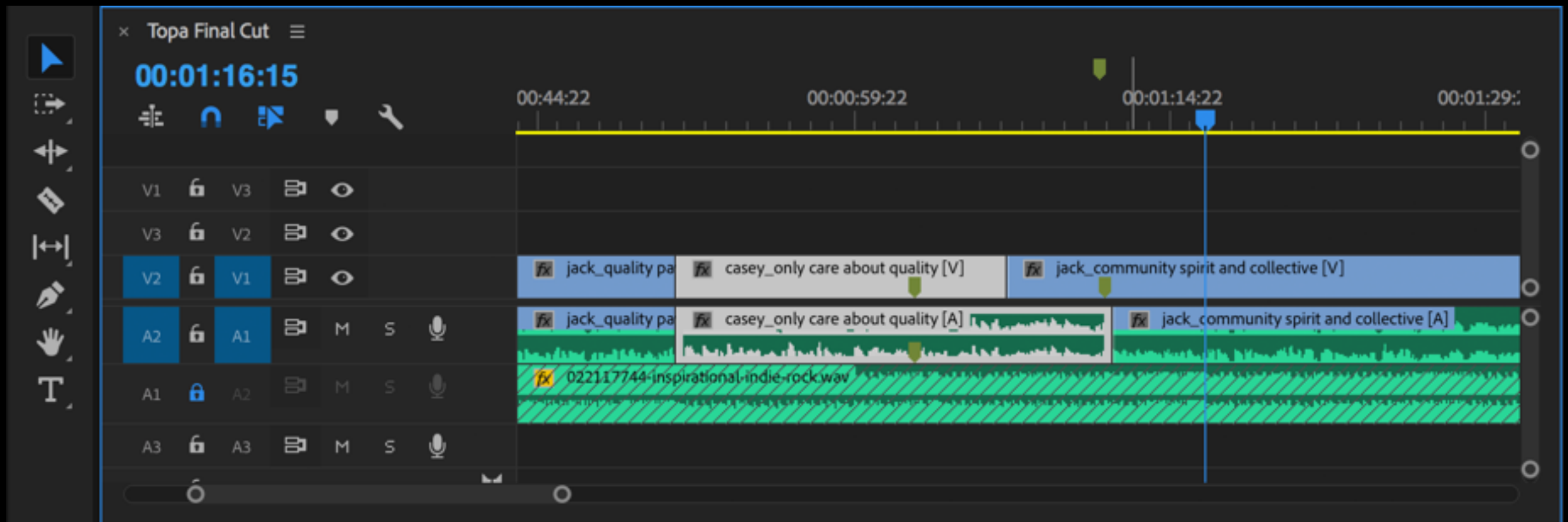
Tip: Use the Opt key to temporarily unlink video from audio and perform a split edit.

Split Edits

Narrative Scene Editing | Trimming Dialogue

The L Cut

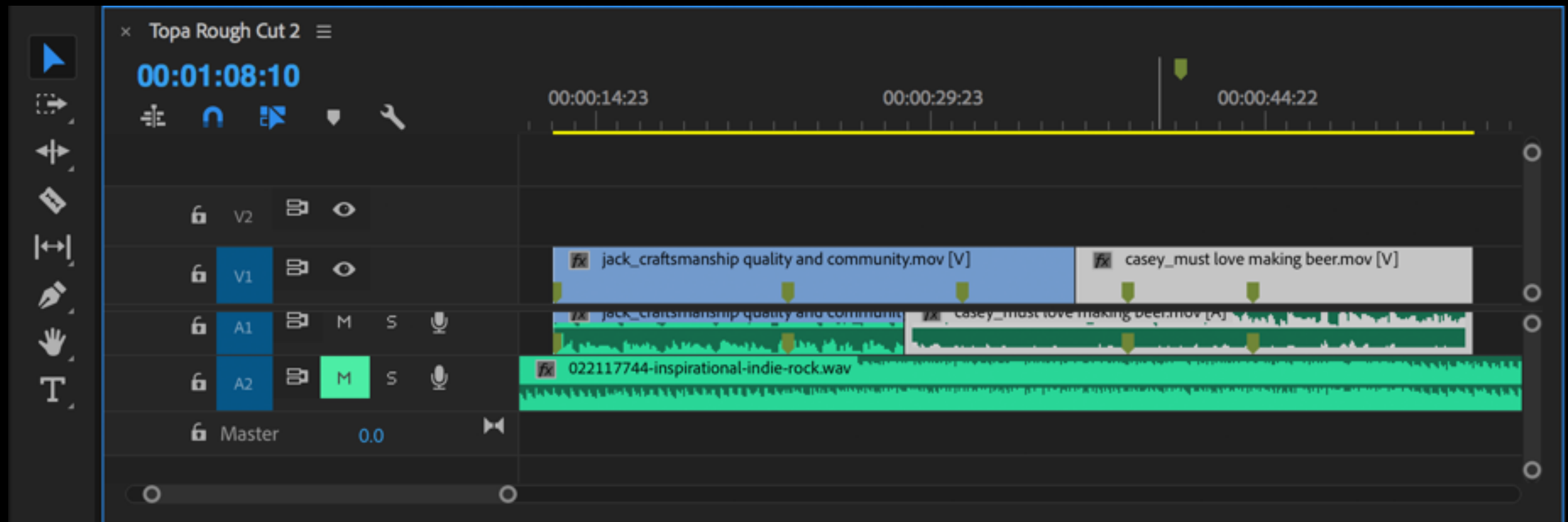
An **L cut** is a variant of a **split edit** film editing technique in which the audio from preceding scene overlaps the picture from the following scene, so that the audio cuts after the picture, and continues playing over the beginning of the next scene.



Narrative Scene Editing | Trimming Dialogue

The J Cut

A **J cut** is a variant of a **split edit** film editing technique in which the audio from a following scene overlaps the picture from the preceding scene, so that the audio portion of the later scene starts playing before its picture as a lead-in to the visual cut. Also called an audio lead or audio advance



Trim Edit Mode

For precise trimming in your Final Cut use Trim Edit Mode.



To activate Edit Trim Mode double-click on the edit in the timeline or select the edit and press keyboard shortcut shift+T

Narrative Scene Editing

CONTINUITY – DETAILS: Dynamic Trim Mode: N, T, K

trimming - refining your edits: pacing –

longer shots can build anticipation + drama

faster cuts - more shots - can work best during action scenes

Smoothing dialogue Tutorial

Trim Edit Mode

Understanding Trim Edit Mode

Preferences Playback – to adjust preroll and postroll

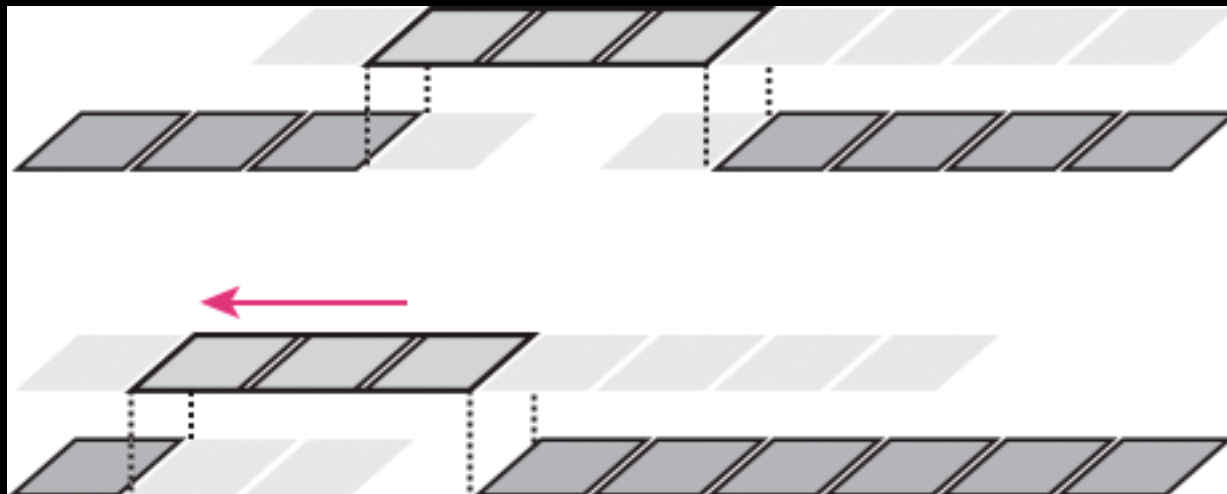
Preferences Trim – to adjust Large Trim offset (opt+shift+left or right arrow)

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



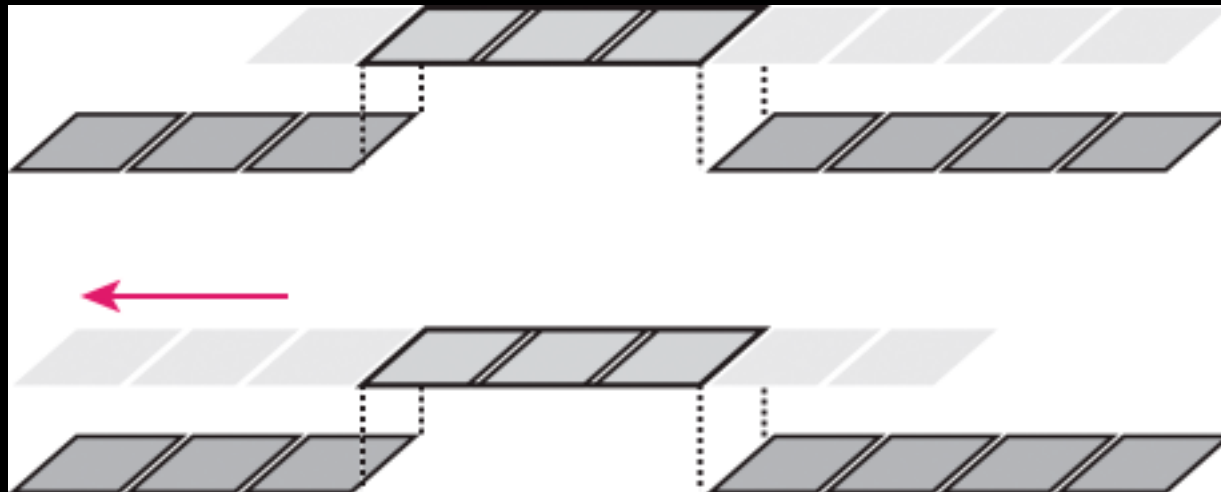
U

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

Editing Audio

The screenshot displays the Adobe Premiere Pro interface with a context menu open over a video clip. The menu path is: Right-click on clip → Modify → Audio Channels... The interface includes the Project panel on the left, the Source Monitor at the top left, the Program Monitor at the top right, the Effects and Markers panels in the bottom left, and the Timeline at the bottom right. The Timeline shows two video tracks (V1, V2) and two audio tracks (A1, A2) with clips from 'jack_collective' and 'bar_customers'.

Source: bar_customers pan door LS Effect Controls Audio Clip Mixer: Topa Sequence 1 Metadata Program: Topa Sequence 1

18:32:26:11 Fit 00:00:09:17 Full 00:02:27:04 Fit Full 00:02:32:16

Project: Topa Topa1 Media Browser

Topa Topa1.prproj

Name ^

Name	Frame Rate	Media Start
bar_b	23.976 fps	18:44:05
bar_b	23.976 fps	19:34:25
bar_c	23.976 fps	15:42:13
bar_c	23.976 fps	15:44:06
bar_c	23.976 fps	14:18:45
bar_c	23.976 fps	18:40:58
bar_c	23.976 fps	17:43:40
bar_c	23.976 fps	18:32:14

Effects Markers 1 of 43 items selected

Pan-and-scan x Topa Sequence 1

00:02:27:04

V2 Video 2

V1 Video 1

A1 Audio 1

A2 Audio 2

00:02:14:20 00:02:19:20 00:02:24:20 00:02:29:20

jack_collective is important part of who we are [V] bar_customers pan door LS [V]

jack_collective is important part of who we are [A] bar_customers pan door LS [A]

0 -6 -12 -18 -24 -30 -36 -42 -48 -54 dB

To adjust audio channels: Right-click on clip /Modify/Audio Channels...

Editing Audio

Modify Clip

Audio Channels

Interpret Footage

Timecode

Captions

Preset: Use File

Clip Channel Format: Stereo

Number of Audio Clips: 1

Media Source Channel:		
	L	R
Clip 1	☒	☐
	☐	☒

Preview Media Source Channel: Left

Cancel

OK

Modify Clip

Audio Channels

Interpret Footage

Timecode

Captions

Preset: <Custom>

Clip Channel Format: Stereo

Number of Audio Clips: 1

Media Source Channel:		
	L	R
Clip 1	☒	☐
	☒	☐

Preview Media Source Channel: Left

Cancel

OK

Turn off noisy channel & Duplicate quality channel or output mono channel

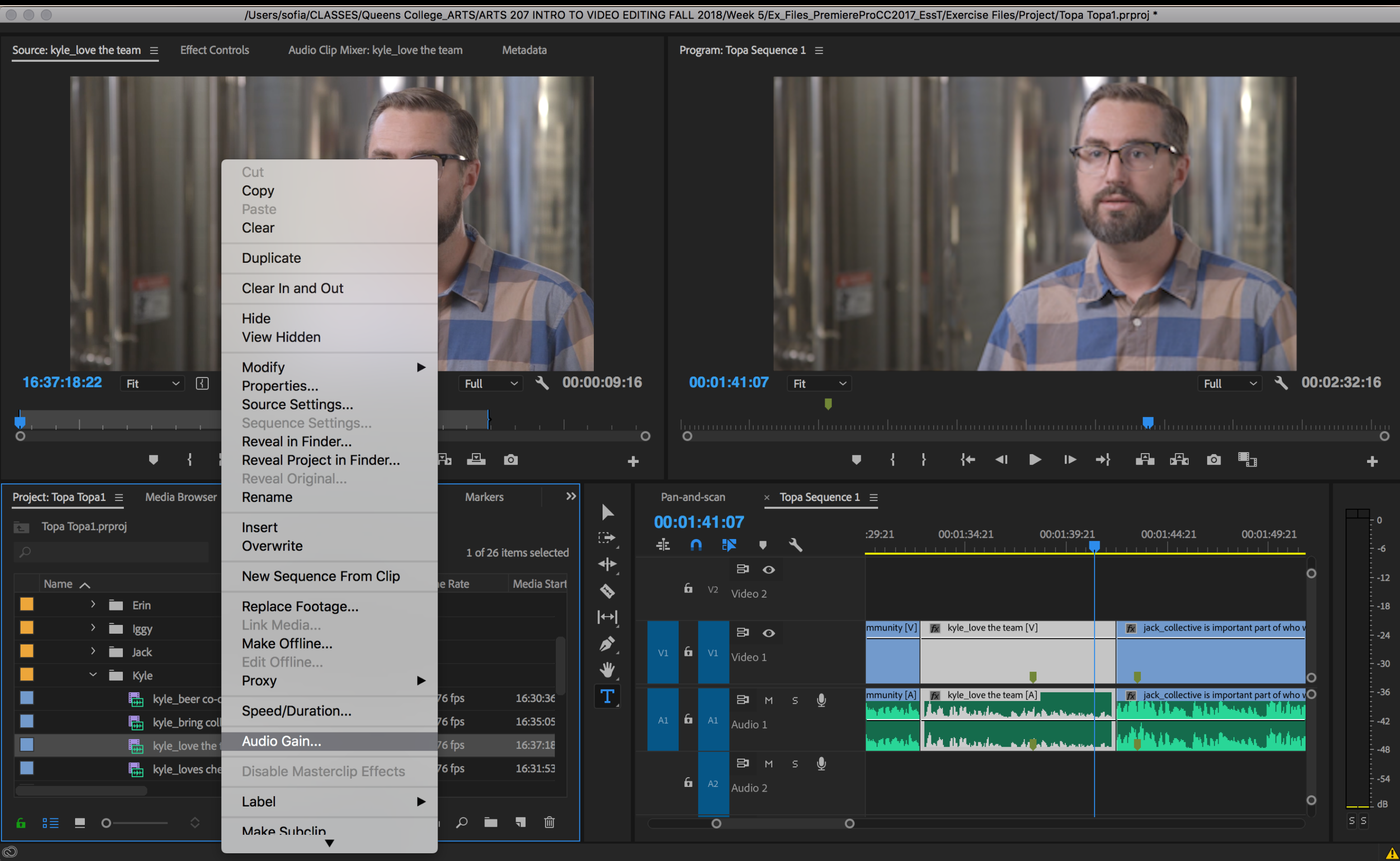
Gain and Volume

Gain is the input of the clip and Volume is the output of the clip.

For clips that have low amplitude it's best to adjust gain on the master clip before editing in the timeline.

To adjust Gain, in project window right-click on clip and choose *Audio Gain...* from the pull-down menu.
(Keyboard shortcut G)

Gain and Volume

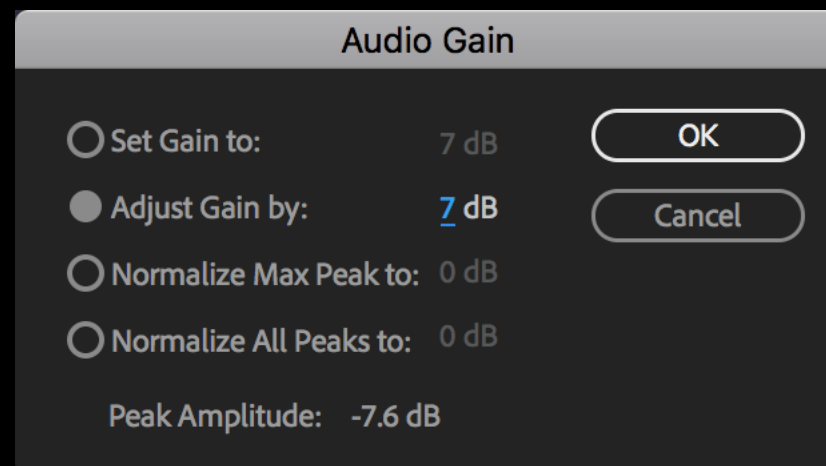


Gain and Volume

In the Audio Gain pop-up window adjust the gain.
Increments of 3 dB is twice or half as loud.

SHORTCUTS

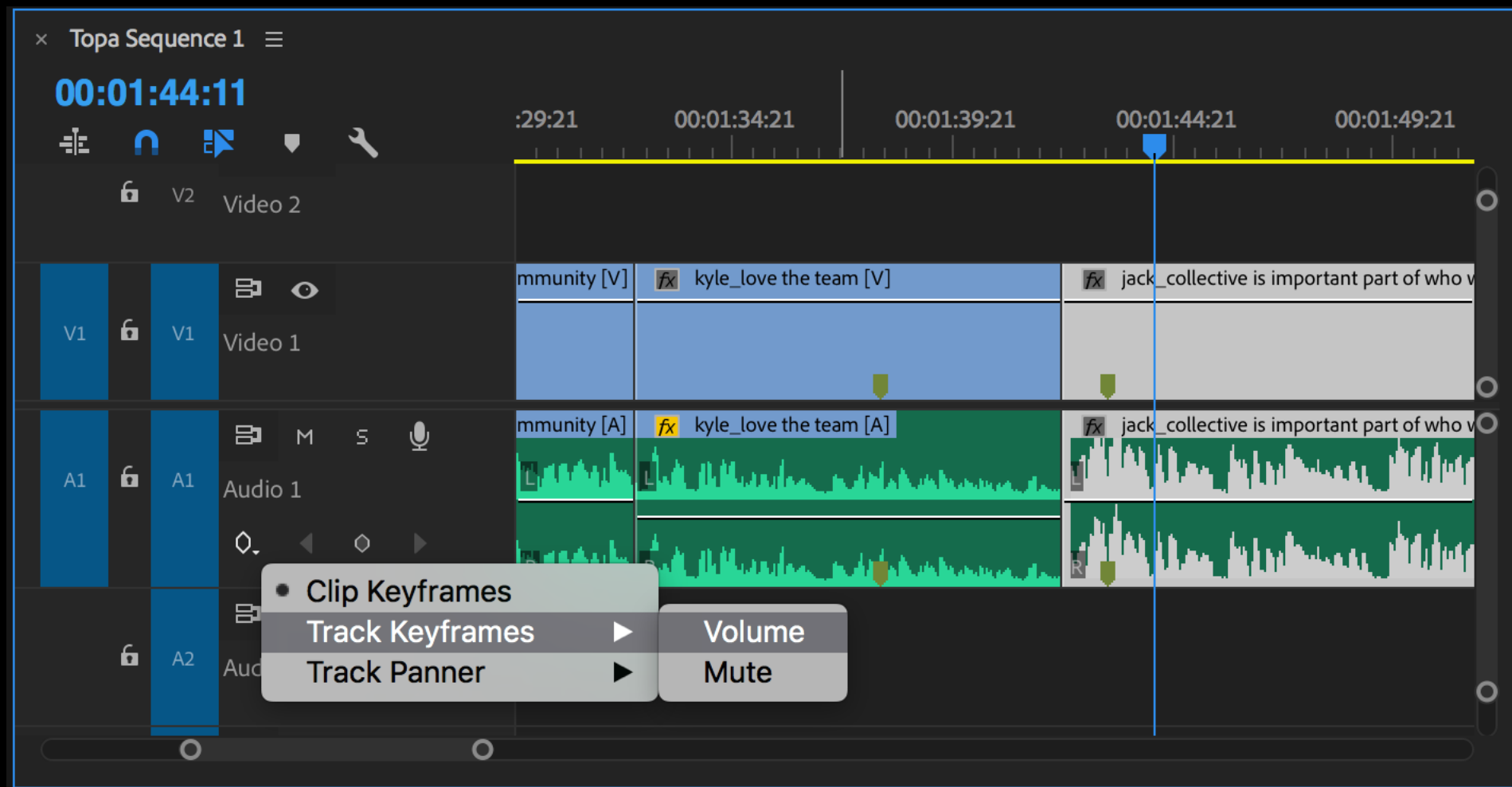
G Check Gain



Volume on Clips and Tracks

Keyframing Volume on Clips/ Tracks

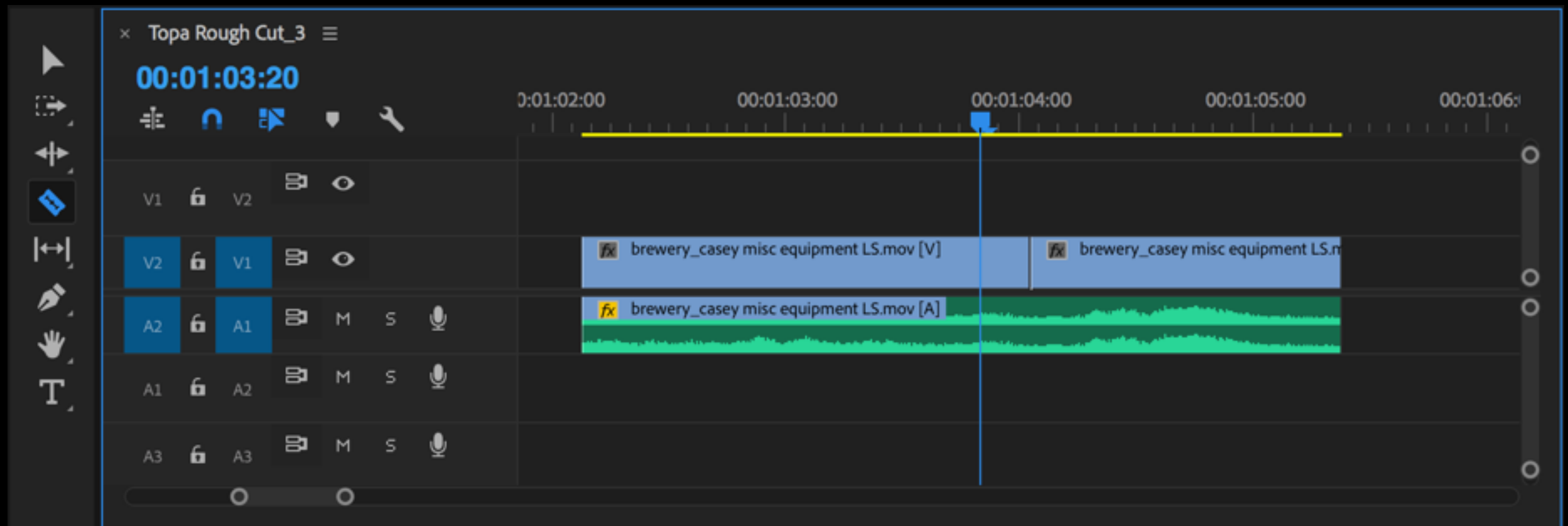
After Gain modifications to clips, refine audio loudness between clips using Volume of clips in the timeline. Keyframes can adjust volume within the same clip. Keyframes can also be added to the Track volume and not just on individual clips volume. Click on audio track "Show Keyframes" icon and choose Clip Keyframes or Track Keyframes from the pull-down menu.



Match Frame Replace Edit

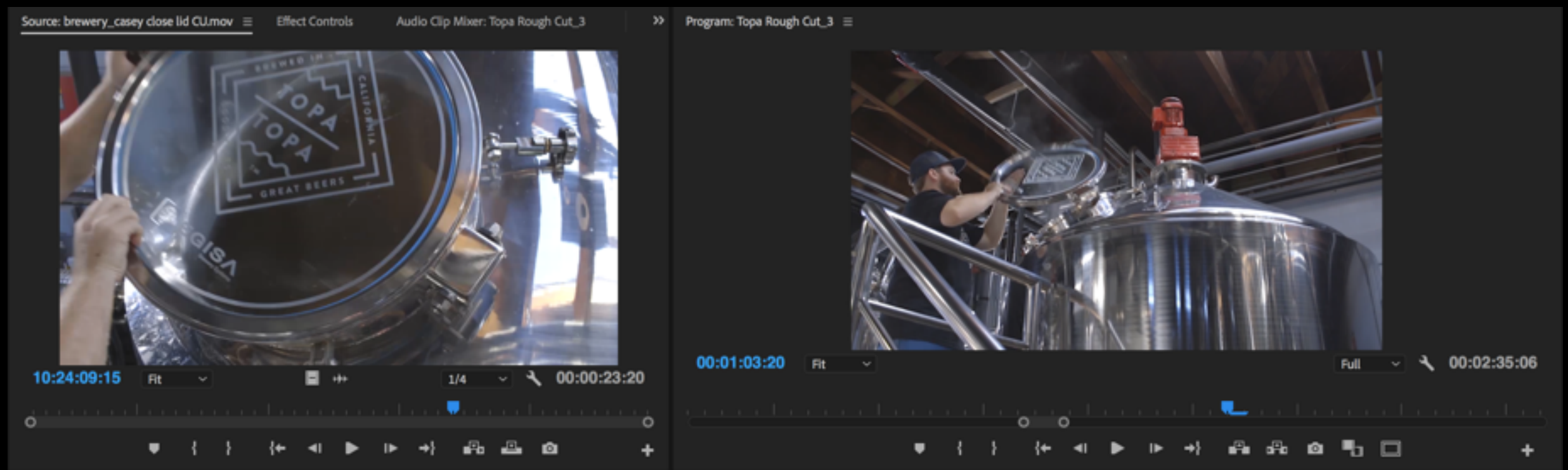
Steps:

- Select the Razor Tool (C)
- While holding Opt, click on the video where you want to add a cut.
Holding the option key cuts only the video.



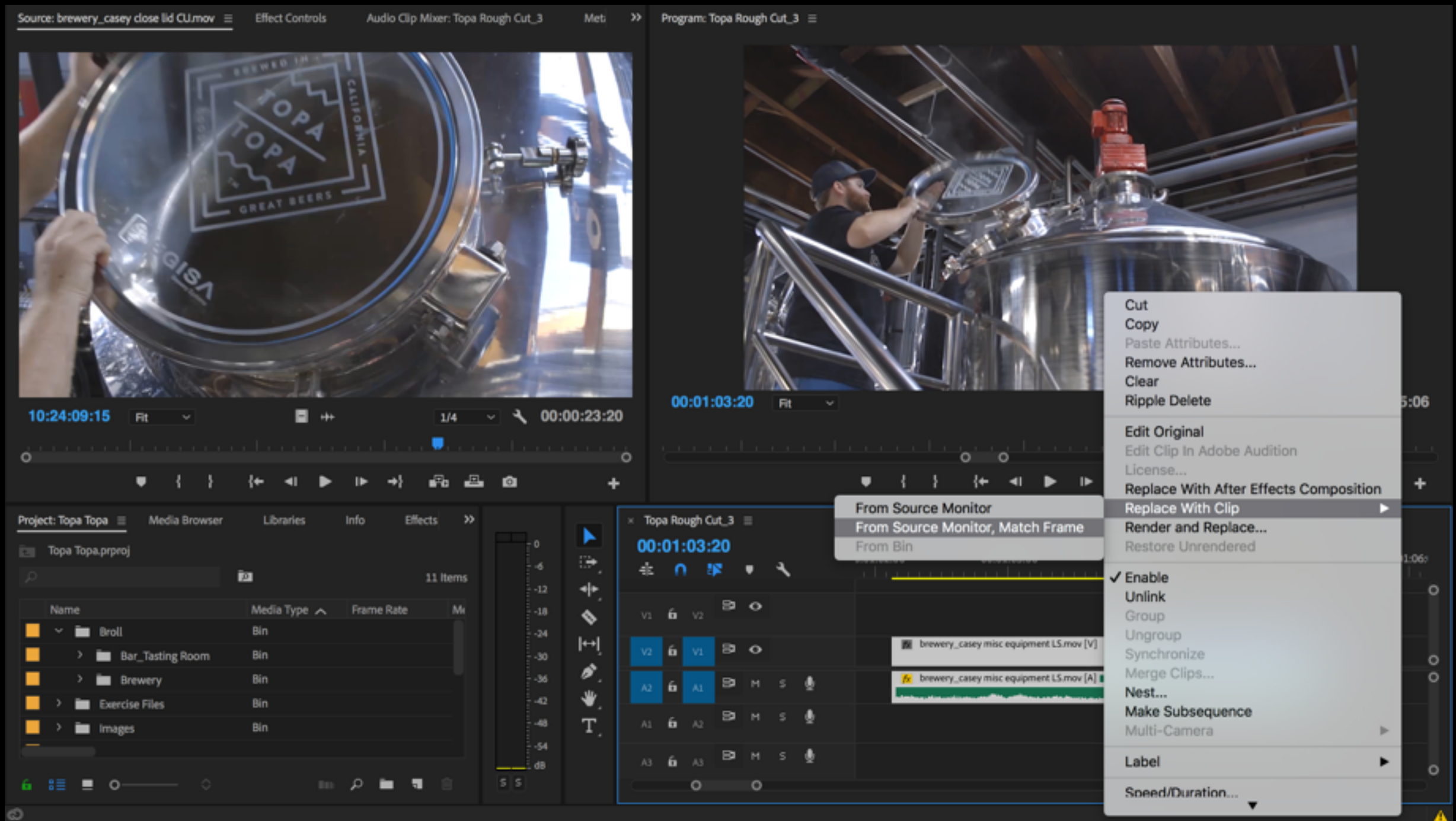
Match Frame Replace Edit

- In the Source Monitor find the footage with matching action
- Match the frame of the Playhead in the Source Monitor with the frame of the Playhead in the timeline.



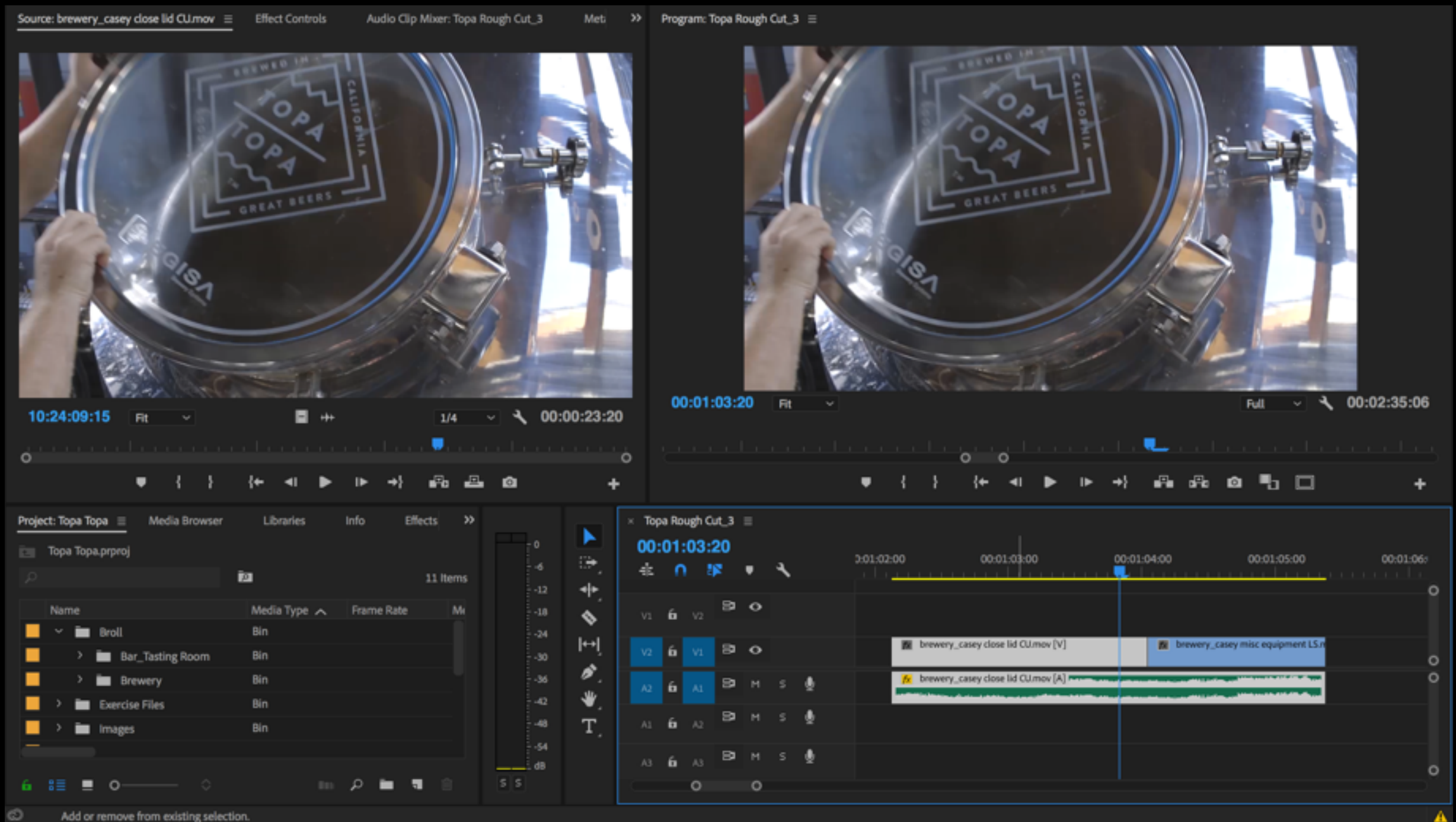
Match Frame Replace Edit

- In the timeline select the edit to be replaced, right-click and from the menu choose > Replace with Clip > From Source Monitor, Match Frame



Match Frame Replace Edit

The matching action edit is in place without affecting the audio.



Shortcuts

SHORTCUTS

E Extend Selected Edit to Playhead

- Click on the edit in the timeline with a trim tool
- Place the Playhead at desired location
- Press the E key to extend the edit where the Playhead is

Homework

Project 3 "Self Portrait"

Continue editing your Project 3 "Self Portrait" rough cut.
The rough cut is due next week and will be screened at your individual stations.