VIDEO EDITING RESOURCES

Editing resources

Includes links to software, editing tips and how to videos. The editing process has two aspects; mechanical, the technical process and narrative, the storytelling process. Exploring, manipulating and integrating both aspects is what enables successful video / film production.

Editing Theory

What is post production / editing? Post-production is part of the process of filmmaking, video production, and photography. Post-production includes all stages of production occurring after shooting or recording individual program segments. Traditional (analogue) post-production has mostly been replaced by video editing software that operates on a non-linear editing system.

Mechanical: This is what maintains the flow of a film or video.

- Scene
- Screen direction
- Timing
- Pacing
- Continuity
- Jump cut good (style) and jump cut bad (similar shots)
- Types of cuts J cut, L cuts, match cut, cuts linking movement, hand movement

Narrative; This how to tell a story

- Shot
- Arrangement
- What one shot means next to another
- Action
- Contrast cut – symbolism between two shots
- Cross cut – to show two different scenes/timelines at once, be it at the same time or different times, it's used to build tension or progress
- Inserts
- Scale
- Background and Foreground
- Space
- Colour

    - Summary shots - https://www.youtube.com/watch?v=4316BUEVYkE

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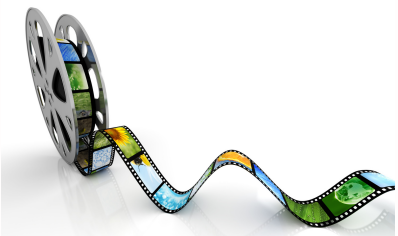

Editing Theory

Scene- A scene is a unit of story that takes place at a specific location and time.

- The 4th Wall and Split scene - Annie Hall, Alvy to camera and then Alvy's Family and the Hall Family

Screen Direction - is the direction that actors or objects appear to be moving on the screen from the point of view of the camera or audience. In general, movement from one shot to shot maintains the consistency of screen direction to avoid confusion.

- Exception to the rule https://www.youtube.com/watch?v=EeUG_zzu3Y0

Continuity - Continuity is the principle of making sure that all details in a film or TV show are consistent from shot to shot and from scene to scene. If a scene upholds the standards of continuity, each shot feels as though it seamlessly flows from the previous shot, reinforcing a sense of realism in the story

- Some continuity mistakes https://www.youtube.com/watch?v=WibfRyQK0kY

Pacing - The purpose of the one, two, three, four count is to show you the foundation of what pacing actually is in a film. The four principles of pacing are Pattern; Symmetry; Flow; Timing.

- Bad pacing examples https://www.youtube.com/watch?v=tcYbjU4yHDw

Timing - Timing is the attribute of rhythm that arises as an editor determines when cuts and shots occur. There are three aspects of timing to be considered when discussing rhythm in film editing: choosing a frame, choosing duration, and choosing the placement of the shot.

Jump cut good (style) and jump cut bad (similar shots) - A jump cut is a cut in film editing in which a single continuous sequential shot of a subject is broken into two parts, with a piece of footage being removed in order to render the effect of jumping forward in time.

- Shocking jump cuts in film history https://www.youtube.com/watch?v=4t2oxqnsunM
- Types of cuts J cut, L cuts https://www.youtube.com/watch?v=eyH-a964kAs
- Match cut - graphic match cut, movement match cuts, audio match cuts https://www.youtube.com/watch?v=ptXlYulVAsM

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Editing Theory

Narrative -This is how to tell a story and the devices that editors use to do this.

Shot - In production, a shot is the moment that the camera starts rolling until the moment it stops. In film editing, a shot is the continuous footage or sequence between two edits or cuts.

- Opening shots as story-telling https://www.youtube.com/watch?v=CZhFtd1QZWc

Establishing shot, (Extreme Long Shot.) often a long shot, usually placed at the beginning of a scene to establish the general location of the specific action to follow.

Arrangement - Composition is the arrangement of your objects and actors in a frame and adds to the storytelling by emphasising some objects and de-emphasising others.

- The Golden Spiral https://www.youtube.com/watch?v=a8g3dC1bHNM

Action - Good action scenes have relatable human and emotional stakes to cement the illusion that these are people to suspend our disbelief over and worry about

Flashback - A scene or sequence inserted into a scene set in the narrative present that images some event set in the past.

Contrast cut – symbolism between two shots, what one shot means next to another

Cross cut – to show two different scenes/timelines at once, be it at the same time or different times it's used to build tension or progress Cutting between different events occurring simultaneously in different locations.

Inserts - In film, an insert is a shot of part of a scene as filmed from a different angle and/or focal length from the master shot. Inserts cover action already covered in the master shot, but emphasize a different aspect of that action due to the different framing.

Scale - is essentially the size of the subject in your frame. For example, are you shooting a very close up shot of just your subject's eyes or is the shot wide enough to include the entire room and everyone else in it?

Space - is simply the idea of where your subject is placed within your frame. Where you place your subject in the frame is a subjective concept, however, there are standard conventions that are widely accepted.

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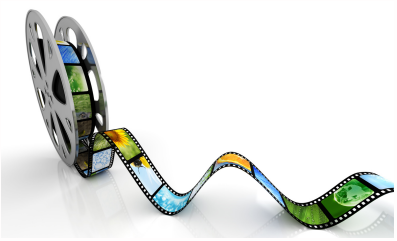

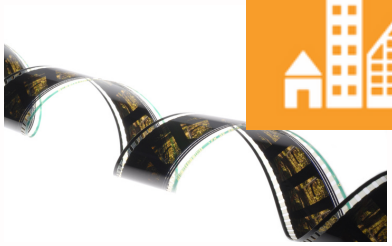

The angle of the camera in relation to your subject is extremely important in conveying an emotion and intent for your shot as well as directing a viewer's focus.

Background and foreground. Backgrounds should complement your subject not distract you away from it. Foreground adds realism to your image as this is how life is.

Editing Theory

- Basic editing theory - https://www.youtube.com/watch?v=t7OHvkQtaME
- Visual storytelling https://www.youtube.com/watch?v=iWQQgZh9EyE
- Composition https://www.youtube.com/watch?v=s61bOfqetcU
- Composition https://fstoppers.com/commercial/keys-composition-filmmaking-183577
- Basics in cuts - https://www.youtube.com/watch?v=RzgLbuj6dHM
- 8 essential cuts every editor should know https://www.premiumbeat.com/blog/8-essential-cuts-every-editor-should-know/
- Different Cuts / edits - https://www.youtube.com/watch?v=Wv3Hmf2Dxlo
- 5 Basic Principles of Video Editing - How To Edit Video https://www.youtube.com/watch?v=yXcD4KVShO4
- 7 rules of composition and framing https://www.youtube.com/watch?v=fM64ycm7tz4
- Continuity https://www.youtube.com/watch?v=U6B4COAnizc
- Action https://blog.frame.io/2019/01/31/editing-action-scenes/
- Pacing tips https://www.youtube.com/watch?v=IG683SXcal4
- Pacing https://www.peachpit.com/articles/article.aspx?p=2233986
- Timing https://www.youtube.com/watch?v=4Y9glc3DnA8

Editing Software

- Davinci Resilve https://www.shutterstock.com/blog/video-editing-for-beginners-davinci-resolve
- Adobe Spark - Easy video making https://www.youtube.com/watch?v=oS_ZTsv_edw
- Free Editing software https://www.shutterstock.com/blog/best-free-video-editing-programs

Editing Tools

- Editing tools https://www.youtube.com/watch?v=madqcMVhvrQ
- Advanced editing tools - https://www.youtube.com/watch?v=p7oJ1E_S66Q
- Audacity Audio editing - https://www.youtube.com/watch?v=OfcmJJALXjg