

## What is Video Editing?

- Video editing is the process of manipulating and rearranging video shots to create a new work. In the film industry editing is considered part of the post-production process—that is it is a process taking place after production, or the filming/collection of imagery. Other tasks included in post-production are color correction (adding a mood to the film using color, contrast, etc.), and sound mixing (this occurs after audio has been recorded).

## Why Editing? (The Goals of Editing)

- Remove unwanted footage
- Choosing the best footage (called selects)
- Creating a flow (telling a story, providing information)
- Adding effects, graphics, music, etc.
- Change the style, pace or mood of footage (found or created) speed, slow motion ex.
- Telling a specific viewpoint on a subject/topic

## History of Moving Pictures

- The Kinetoscope is an early motion picture exhibition device designed in the late 19th century. It was meant to view films by looking through a peephole.
- Play a recording of a sneeze 1894
- Although this is a precursor It's different from a movie projector in that you are viewing a 47-foot film on spools moving over a light source.
- It was invented by Thomas A. Edison and William Dickson of the US in 1891. It's said that Edison regarded his invention as an "insignificant toy" but when it was publicly exhibited in NYC it immediately took off.
- Several Kinetoscopes were sold in Europe, forming the basis for the first film projector.

## The Cinématographe & Optical Theatre

- The Cinématographe was invented by the Lumiere brothers in France inspired by Thomas Edison's Kinetoscope and Émile Reynaud's Optical Theatre in Paris. The optical theatre was known for its projection of animation by using ink on gelatin plates.
- In the last 200 years, video editing has evolved at a rapid pace, becoming a medium to craft films, edit music videos, or vacations.

## Analog Editing

- Filmmaking is now an art and more people are wanting to make films and tell stories. In the beginning video editing was only scissors and glue.
- The first use of editing was in the film, "Come Along, Do!" by Robert W. Paul, a 1898 British silent short film that was only 1 minute in duration. Only 38 seconds of it survived and the second shot is only available as stills.

<https://www.youtube.com/watch?v=InjbqE41K6k>

## Editing Software

- Windows Movie Maker & iMovie are free to use software but are very limited in being precise so I won't be covering these options. However I encourage you to apply what you will learn today to these free software.
- Premiere pro & Final Cut X
  - Premiere pro is Adobe software's master video editing software. It is free with a 7 day trial. Additionally you can pay month to month \$20.99 or as part of the Creative Suite \$29.99 to \$52.99. Mac & PC
  - Final Cut Pro X is available for a 90-day trial or \$299.99 from the app store. Mac only. FCP X is comparable to iMovie for its intuitive use, however its library/project/event structure is not flexible and the features are not as in-depth.

#### Premiere Pro User Interface Overview (Use CeramicBowl\_Skowhegan\_2019 file)

- **Media Browser** is where you import your video, image, and audio files
- **Project Panel** is where your video, image, and audio files are stored.
- Double-clicking on a video, image, or audio file will cause it to open up in the Source Monitor where you can make your selection and drag it into the Timeline.
- **Timeline** is where you build a sequence of video, image, and audio clips.
- As you play your sequence in the timeline you will see them in the Program Monitor. The top tracks will appear first.
- Workspaces
  - Assembly
  - Editing
  - Color
  - Effects
  - Audio

#### Video Codecs, Formats, & Resolution

- Video formats is a video structure where the file is stored.
  - MP4 this a standard format used primarily in websites like YouTube and Vimeo
  - MOV (Quicktime) high quality file but with a much larger file size. Difficult to play without a software
  - AVI a smaller file size created by Microsoft
  - MKV this is often used for movies or tv shows since it provides quality while also being able to be played without having to bring it through a software to view
  - FLV an Adobe file created for fast online video streaming
  - WMV works well on PCs and is a small size. The downside is that it also has a low quality
- A video codec is the compression or decompression of the formatted file. An example is that you can have an H264 Quicktime (MOV) file as well as an H264 MP4 file– the Quicktime file is hi-resolution and the MP4 is medium-resolution.
- In order to create a hi-resolution MP4 (for easy playback), the original file must be exported at a high enough resolution. The resolution of a video is the number of pixels that the image has.

- Ex. on Youtube you are able to select between different resolutions depending on the quality of the file uploaded. If you have a file that is uploaded with a 1920x1080 resolution, the quality of the image is clear and not blurred because there is more information.
- While you can make a video file into any dimensions you want there are standard resolution sizes that are recommended depending on the original footage's format.
- 16:9
- **Frame rates**
  - The number of individual frames or images, which are showcased per second in a film, computer game display, or TV.
  - The greater the number, the more even the image will appear to the human eye. The lower the number the blurrier the image will appear.
  - It is said that the human brain identifies the world at a rate of 40 frames per second.
  - The Society of Motion Picture and Television Editors (SMPTE) have standardized common frame rates.
  - Movies and films are almost exclusively projected at 24 frames per second. This is to ensure high definition. 23.98 is a slower frame rate that is easier to convert to 29.97 or 30 FPS which is an earlier standard and comparably blurrier one. This FPS was used when film only came as Black and White.
  - TV frame rates vary according to where you are in the world.
    - Europe uses 25 FPS and when converted to 24 FPS causes some funky inconsistencies.
    - Parts of the Americas and Japan use 30 FPS.

## Editing Techniques

- **Continuity Editing** is a classical form of editing where an edit can create a seamless action of events taking place.  
[https://www.youtube.com/watch?v=0-uLZi3KVFQ&list=RD7yR-i82mb\\_o&index=6](https://www.youtube.com/watch?v=0-uLZi3KVFQ&list=RD7yR-i82mb_o&index=6)  
Play until 4:32 by David Bettencourt
  - Shot reverse shot (countershot) is a film technique where one character is shown looking at another character (often off-screen), and then the other character is shown looking back at the first character. Since the characters are shown facing in opposite directions, the viewer assumes that they are looking at each other.
    - How this is done in film production is to film the same scene twice from either point of view, so that in post (editing phase) continuity is attained.
- **Montage Editing** is a technique of sequencing series of images, condensing space, time, and information (come tiktok montages could be a crude example of this)

- Sergei Mikhailovich Eisenstein was a Soviet film director and film theorist, a pioneer in the theory and practice of montage.
- <https://www.youtube.com/watch?v=i1JwgYdMJ5E> 3 min (watch all)
- <https://www.youtube.com/watch?v=NtnTs90knro> This link covers a filmmaker Eisenstein's methods of montage. (recommend)
- Montage is different from **Collage film** or **Experimental film**, styles whose roots are in the surrealist movement.

## Editing Styles

- **Experimental film** aims to re-evaluate cinematic conventions and explore non-narrative forms and alternative methods of narrative making. An old example of this is French filmmaker and writer René Clair's *Entr'acte* (1924) where Clair uses slow-motion, animation, and time reversal. <https://www.youtube.com/watch?v=ufSZglhMbJE>
- Contemporary works that are well known are works like *The Giverny Document* (2019) by filmmaker Ja'Tovia Gary <https://vimeo.com/355198303>
- **Collage film** is a style of film created by juxtaposing found footage from different sources. In 1936 artist Joseph Cornell cut and re-edited a 1931 film called *East of Borneo* (1931) into a short film called *Rose Hobart*. Cornell collected the 16mm film (*East of Borneo*), cut some parts, rearranged others, and added nature film excerpts. Cornell screened the film for the first time in a NYC gallery, projecting the film through a piece of blue glass and slowed to the speed of a silent film. Rumor has it that Salvador Dali was in the audience and knocked over the projector claiming that Cornell had stolen the idea of collage/experimental film from his subconscious. <https://www.youtube.com/watch?v=pQxtZIQITDA&t=23s>
  - Salvador Dalí was a prolific artist who worked in various mediums, including set design and film. Dalí's art is often associated with surrealism (a movement embracing their understanding of the unconscious as a means of creating art and experiencing life). Dalí was well known for his paintings which he used to develop languages and methods of examining human psychology, oftentimes depicting his dreams and inner thoughts through a combination of realism and symbolism.
- **Video Essay** is a piece of video content that, much like a written essay, advances an argument. While it has its roots in academia it is popular on Youtube and social media platforms. Frequently cited examples of video essayists and series include *Every Frame a Painting*, which is a series on the grammar of film editing by Tony Zhou and Taylor Ramos. This body of work features 28 video essays about film form, film editing, and cinematography by Tony Zhou and Taylor Ramos 2014-2016 [https://www.youtube.com/watch?v=3Q3eITC01Fg&list=PL2w4TvBbdQ3sMABf317ExCo\\_b\\_v6rW2-4s&index=4&t=0s](https://www.youtube.com/watch?v=3Q3eITC01Fg&list=PL2w4TvBbdQ3sMABf317ExCo_b_v6rW2-4s&index=4&t=0s) 3 minutes