

Editing

You have visualized your finished program in advance, created your storyboards and script, shot all the footage you need-with great performances - and have the raw tapes safely stored. Now it's time to edit. It doesn't matter what editing tools you use, the concept is the same. Editing requires you to assemble the footage in the correct order, add the additional elements of music, sound effects, titles, etc., then fine-tune your edit points for a finished product. Your final edit points may be shifted as little as one frame (1/30 of a second) to achieve a natural flow or pace. Editing is a detailed process

LOADING: The first step in editing is loading your footage. No matter what system you use, it will be helpful if you label your footage as you load it or after you have loaded it. Having the selections named specifically will help you sort your footage.

Things to remember:

1. Load your footage under specific file names.
2. Make sure the audio and video load correctly.
3. SAVE your project under a recognizable name.
4. PROTECT your tape. You may need to reload.

ROUGH CUT: The rough cut is the first assembly of your footage, in the correct order on the timeline. No attention is paid to levels or accurate in/out points, however you do need to make sure you have the proper levels and in/out points for use later in the editing process. In the rough cut, you get a good idea of what you have to work with and what is missing. Now you can look at the bones of your program and think about the placement of music, sound effects, text and other elements.

Things to remember:

1. The rough cut gives you a first look at all your elements.
2. See if there is anything missing – shots, levels, in/out points.
3. Determine placement of music, sound fx, text, and other elements
4. SAVE the rough cut file under a recognizable name.

AUDIO: During the edit you will assemble and fine-tune the audio portion of your story. You'll also add sound effects and natural sounds to smooth out the background sound and to make the audio believable. Remember, consistent audio is essential to effective story telling.

Things to remember:

1. Center the dialogue.
2. Set the levels so the dialogue is as clear as possible
3. Lay in some "room sound" in places where there is a noticeable break in the background sound
4. Identify any other sounds you might need (thunder, water, car sounds, etc.) and lay them in

SECOND CUT: Now it's time to tighten up the edit and make choices for flow, pace and match cutting. In the second cut you'll fine-tune every in/out point. The "match cuts" (like cutting to the close-up of the punch just when the fist lands on the face in the wide shot) must be perfect to be believable. In the second cut, the edit becomes "seamless" meaning the audience only sees the story – not the editing.

Things to remember:

1. Make the edit point disappear so only the story remains
2. Make the match cut edits seamless
3. Check all audio levels
4. Use music to tell the story. Remember that everything about the music should (and will) amplify the story.
5. Be careful about copyright infringement. Original music is always best
6. When using graphics or other artwork, make sure they fit the tone of the program you are creating. Color, size, font styles are all design choices, some of which you made during pre-production.
7. Check your SPELLING if you use text
8. Also check to make sure the text is READABLE.
9. SAVE this version under a new title.

FINISHED CUT: After you've finished all the fine-tuning, it's time to let someone else look over the cut before you release it. Watch them while they watch the program. See if they react in the right places. See how the program flows, looks and sounds on other screens. Make sure the text is readable and all spelling checked. You are about to complete the course you started back with the IDEA! Now SAVE, backup your computer and celebrate

DELIVERY: Don't forget to double check that the format you create is the right format for playback. Make sure to test your movie!