

# POST-PRODUCTION VIDEO EDITING



**Basic Bites II**

A process in Post Production that allows creators to put together and assemble their ideas on a digital platform, to bring the story they filmed on camera to life.

Video Editing allows us to put together the idea we filmed into one pot of good story telling.

Regardless of the length, size and format we choose to go with, Adobe Premiere Pro affords us all the necessary functions and features to be able to create and assemble visual master pieces.

Bare in mind there are other Video Editing platforms you can use such as Da Vinci Resolve or Avid.

# POST-PRODUCTION VIDEO EDITING



**Basic Bites II**

# Windows

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- **1** Program monitor elements in the timeline playback and display in the **Program Window**.
- **2** Here you can change the quality the footage plays back in, this saves processing power.
- **3** This is the **Playback Bar** for the Program Window.



# Windows

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- ❑ **1** The **Preview Monitor** previews the file selected here, which is not in your sequence yet. You can still preview files that are in your **sequence** for purpose of planning out a different clip portion selection to drag and drop in your timeline.
- ❑ **2** The **playback bar** of the preview monitor.
- ❑ **3** These are **Selection Markers** of the clip portion selected.

# Tools & Shortcuts

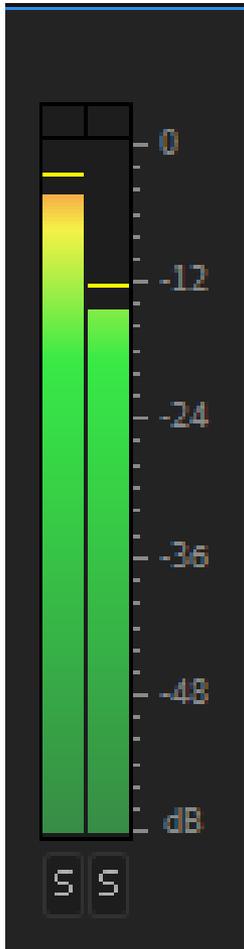
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- Selection Tool **V**
- Track Select Tool **A**
  - Ripple Edit Tool **B**
- Razor tool **C**
  - Slip tool **Y**
- Pen tool **P**
  - Shape tool click **ctrl+alt+k** to allocate
- Hand tool **H**
  - Text tool **T**



# Audio Meters

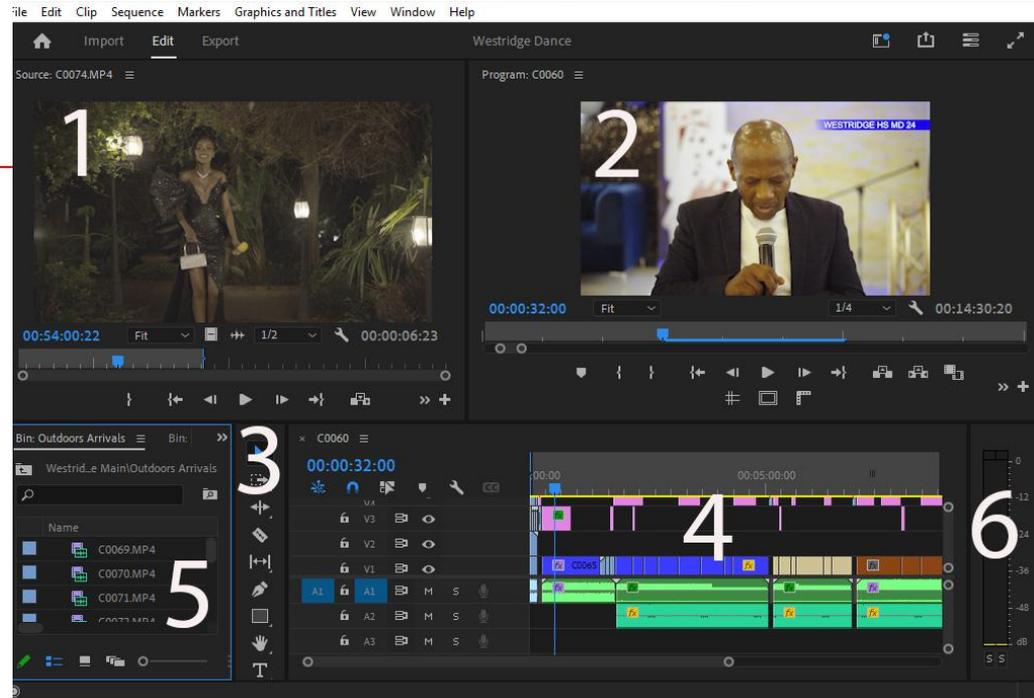
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- ❑ Stereo Audio Meter display.
- ❑ Represents the levels of the sound signal that we are playing back.
- ❑ Allows us to see how loud or how low the signal is so we can make necessary adjustments.
- ❑ Levels peaking below zero are safe
- ❑ Levels peaking above zero may be distorting if a limiter is not set on the master channel.
- ❑ **dB** is the measurement of the loudness of sound.

# Production The Camera...

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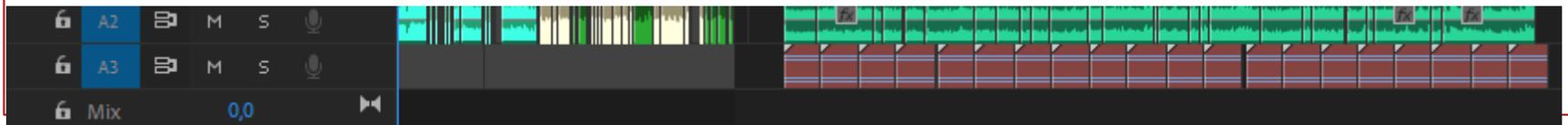


- **1** Preview monitor.
- **2** Program Window.
- **3** Edit Tools
- **4** Timeline (Sequence)
- **5** Media Browser Window
- **6** Audio Meters

# Linking Media

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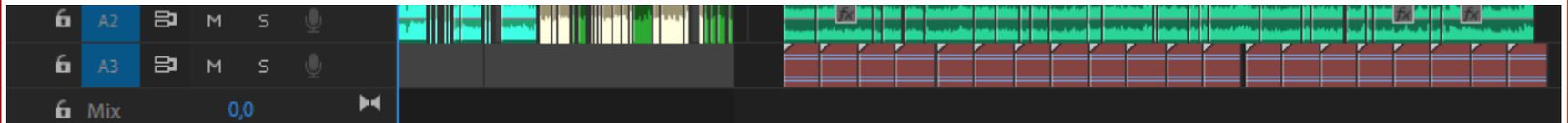
- **Media** refers to any files that don't come as a feature within Premiere Pro.
- These are all the elements you used to assemble your project that were/are stored on your hard drive, local or external.
- If some files are red when opening a project, the software is telling you to locate a file where it may have been possibly moved.
- Damaged, renamed or files moved into a new folder may cause this.



# ...linking media

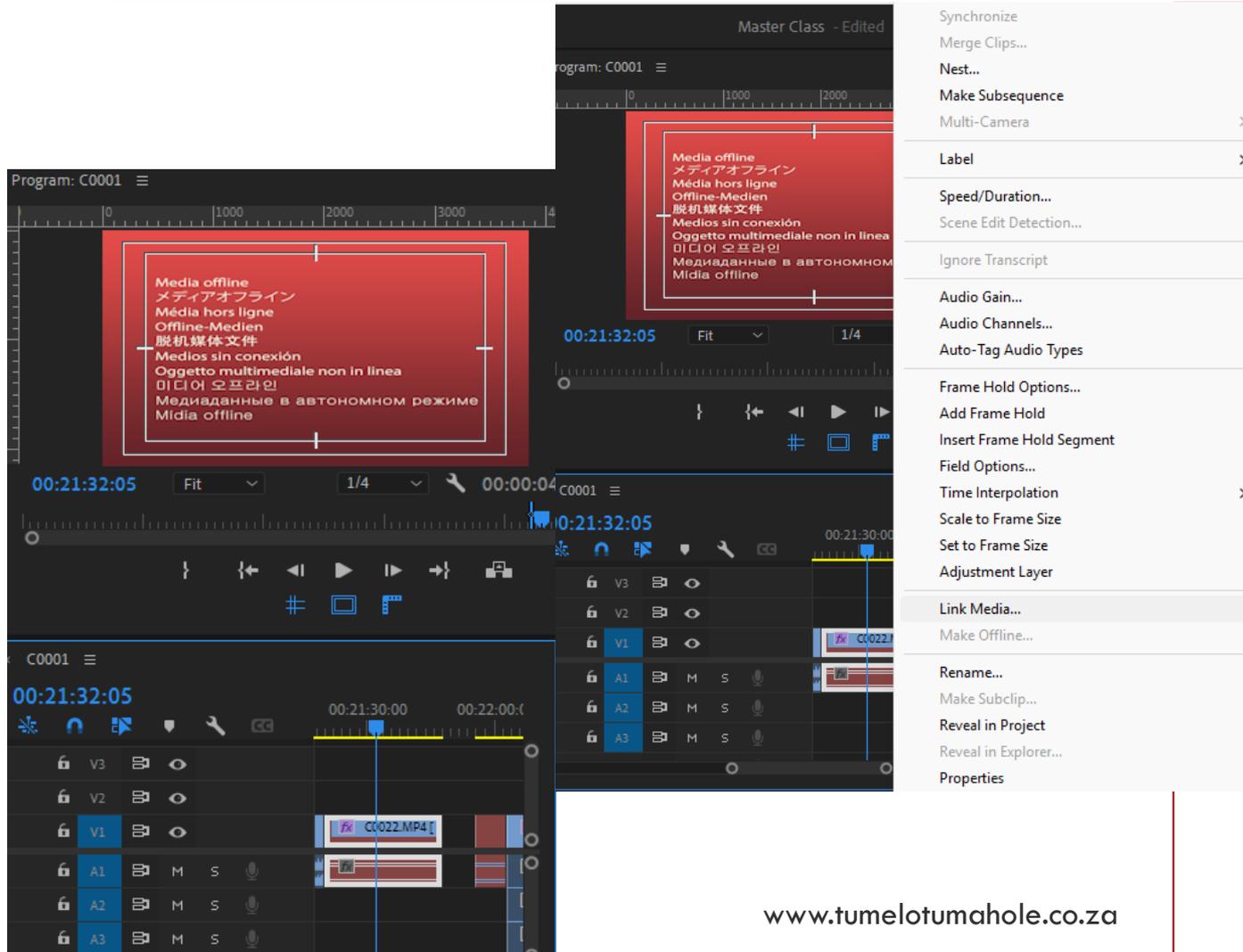
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- When opening the project and it asks you for missing media, click locate and navigate to the hard drive and folder the file is located in.
- Alternatively, you can right click on the file in the sequence and scroll down to link media. Then go to the file needed via your windows explorer.



# ...linking media

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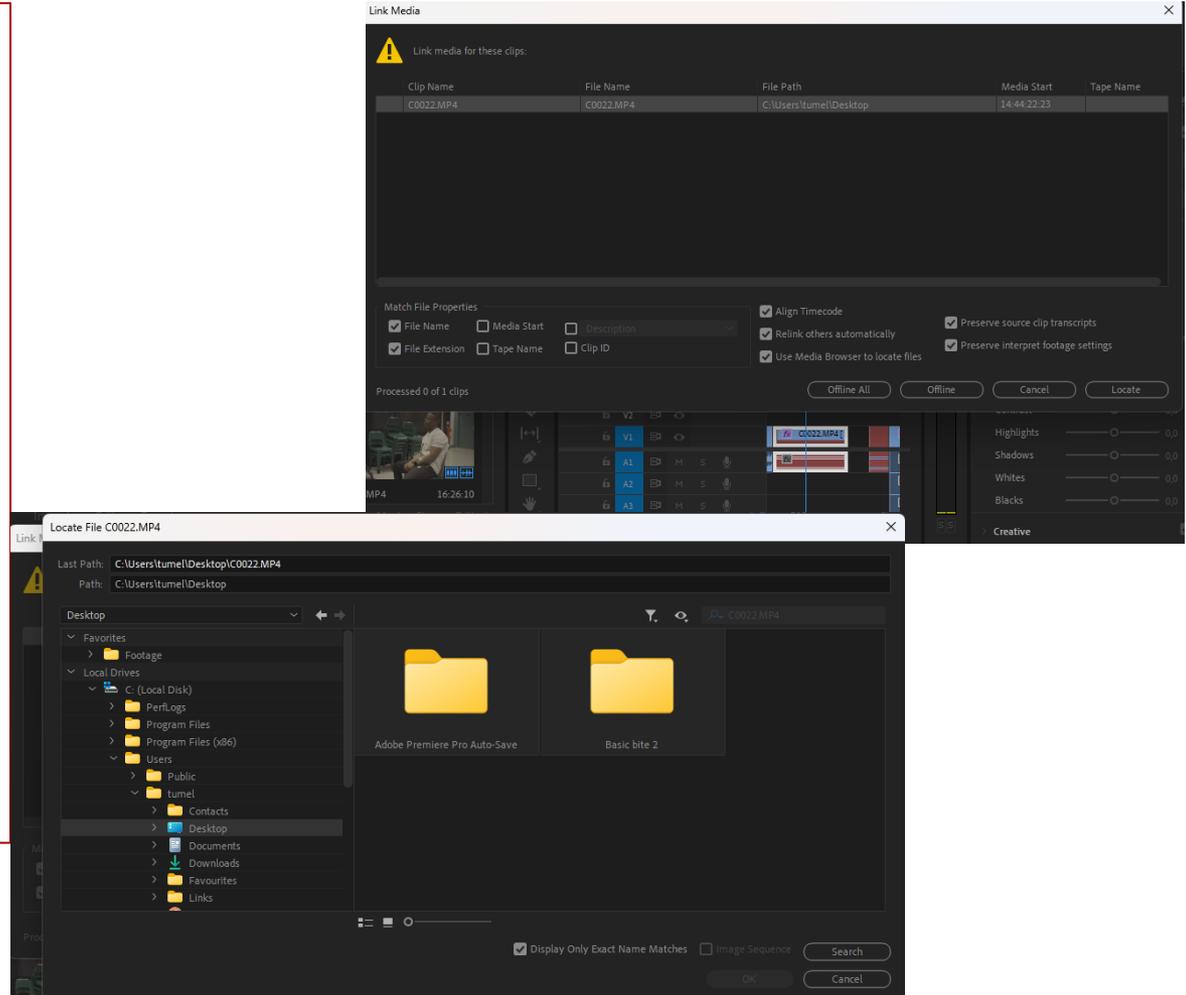


- ❑ In the preview monitor the red image in the diagram to the left represents missing media.
- ❑ These files will display like this until they are replaced or linked to the media which they belong to.
- ❑ The video will playback but on each missing file will display this red window.

# ...linking media

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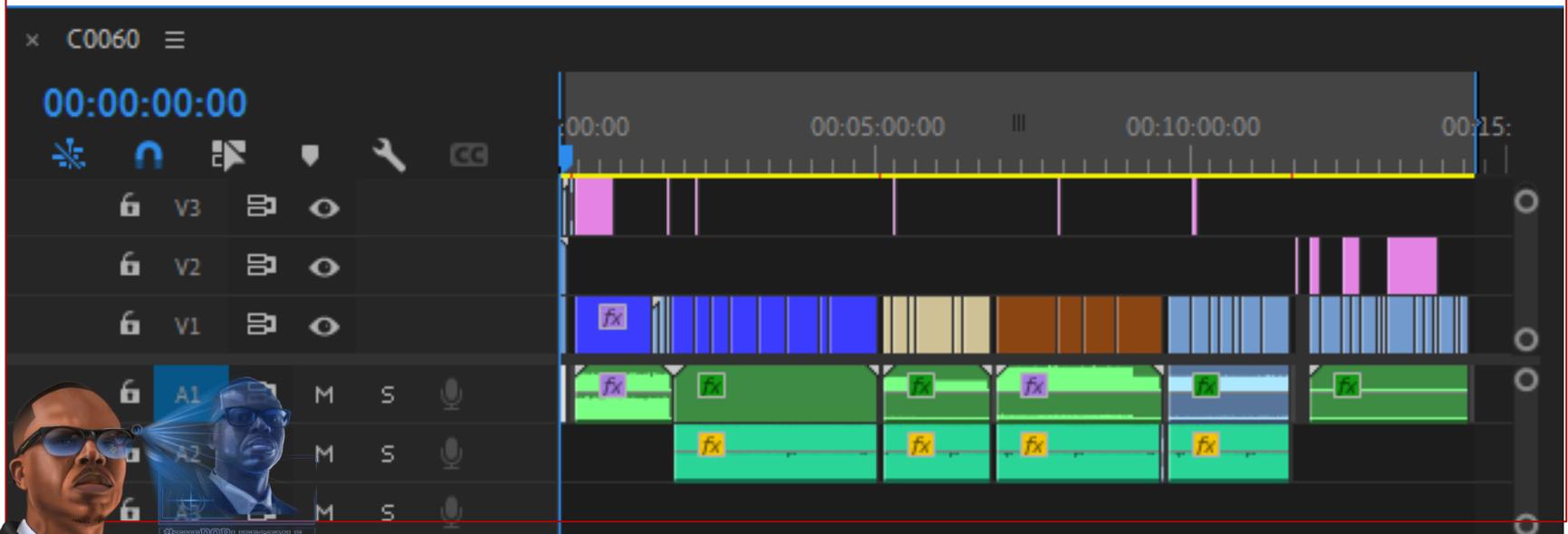
- ❑ Navigate to the recommended or file you find to be suitable through the navigation path displayed on the right of the preview monitor.
- ❑ markers of the clip portion selected.



# Sequence

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All elements in the timeline can be colour coded based on preference. This includes audio files, video files as well as any other types of elements such as images, lower thirds and adjustment layers. This can help you manage your workflow.



# Media Management - Bins

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Bin: Dancing Inside

Bin: Student Voxies

Bin: Couch Interviews

Bin: Westridge Dance Main

Project:

- Bins are found within Premiere Pro. They work similar to folders but are specific only to the platform.
- Bins help us manage files on the platform by separating the different elements of the project into labeled and specified bins.
- You can create bins for each scene. Then bins for the different frame setups with their takes.
- For story based shoots – example 1 - Bin 1 scene 1 Bin2 scene 2... with each have additional bins labels establishers, close ups etc.
- For event based shoots - example 2 – Bin 1 Couch Interviews. Bin 2 Students Voxies. Bin 3 Dancing Inside etc.

# Media Management - Bins

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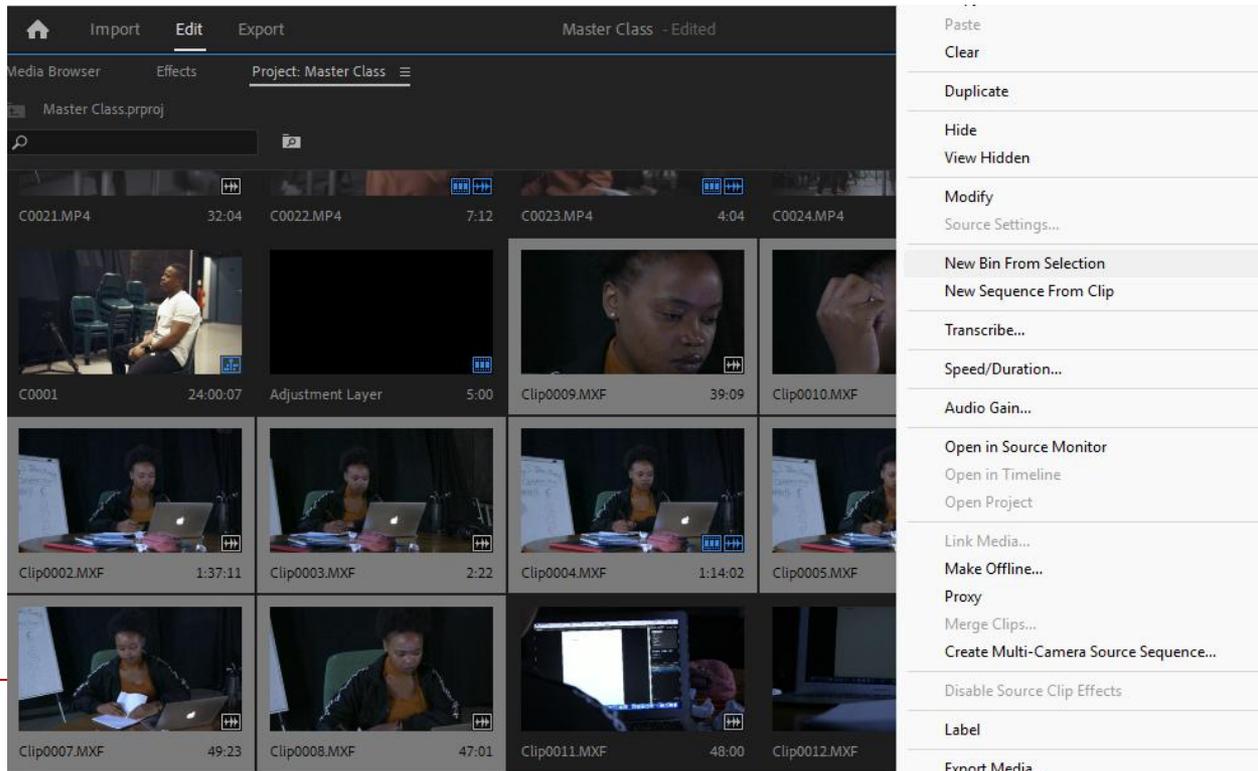
## ■ Creating bins step by Step Process;

- Open a new project with in Premiere Pro.
- Import your footage in Premiere Pro.
- Create several bins based on the different categories you would like to logically have within the project to assist your workflow.
  - You can highlight several files that you want to create the bin for, right click on one of the files while the selection is still highlighted and scroll to **create new bin from selection**.
  - Alternatively once you've highlighted the files click the short cut **shift+B** on your keyboard to create the bin and move the files into at the same time.
  - You can go to –File –New –Bin (**ctrl+b**) to create a bin and then make your selection after.
  
- View next page for image illustration.

# Media Management - Bins

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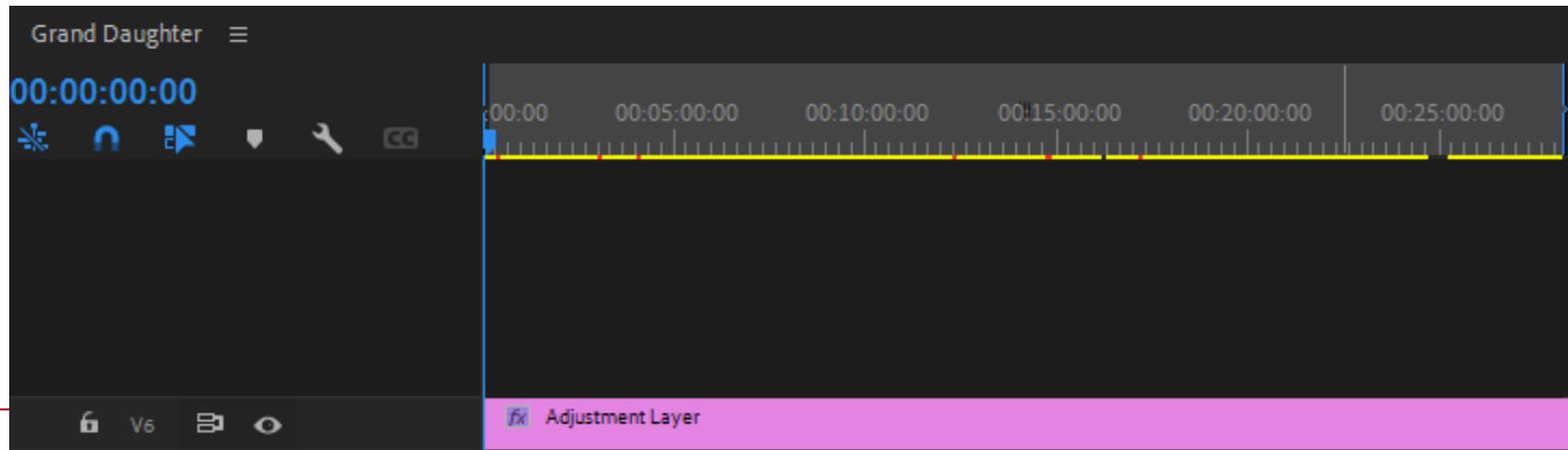
You can highlight several files that you want to create the bin for, right click on one of the files while the selection is still highlighted and scroll to **create new bin from selection**. Then text to name the bin will be active.



# Adjustment Layer

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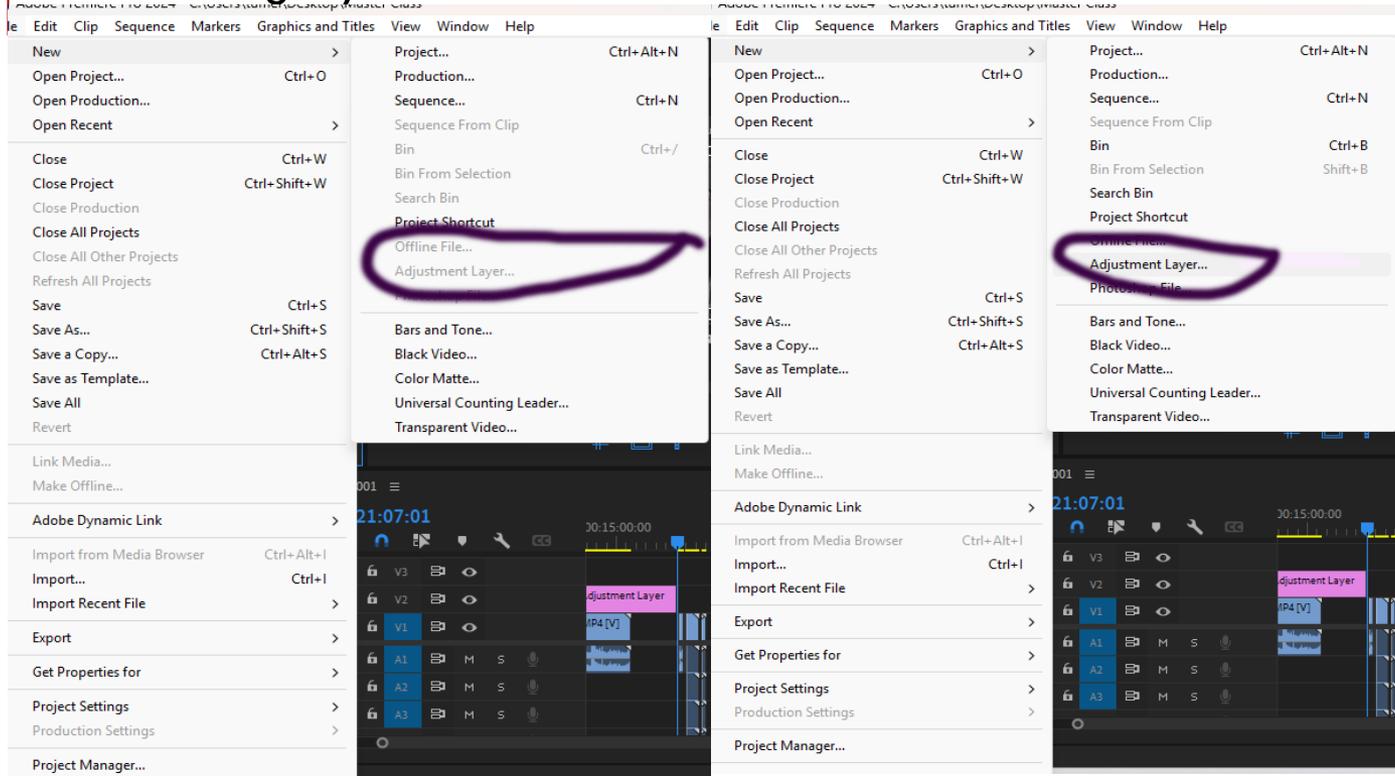
This is added to a video channel and can be treated like a video file can with adding a colour look, making basic correction adjustments such as increasing or reducing exposure. You can then take the adjustment layer and use it to affect the changes on several video files that are placed beneath it.



# Adjustment Layer

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Select **-File** then **-New** then **-Adjustment layer**. Adjustment layer is only selectable when you start the process with the Media Browser Window selected, if not adjustment layer will be grayed out.



- ❑ Warp Stabilizer smoothens out shaky footage there will be a loss of quality to the degree at which it shakes.
- ❑ H264- Compresses the video file into a manageable file size output. It also retains a lot more image quality and has been used as a standard for rendering most videos.
- ❑ HD – High Definition video also known as 1080p.
- ❑ The cut is cutting from one point of a scene to another scene.

# Terms

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- ❑ **Automation** - is programming movement of controls that can move up and down left or right, on or off, taking it from one position to another. This can be done with volume controls, panning, or an application of an effect.
- ❑ **Lead room** - The area or space in front of where your subject is moving or facing.
- ❑ **Scale** – The overall video window size and how it fits in its respective aspect ratio.
- ❑ **Contrast** - The visually clearest parts of a moving or still picture.
- ❑ **Crop** – This is to trim out the top, bottom or left and right edges of a frame.
- ❑ **Building a scene** – Using enough coverage of footage to make a scene visually look complete.
- ❑ **Latency** - a digital delay between the source and it being audible. The sound is not being heard in real time due to the digital delay.
- ❑ **Colour Balance** – Adjusting the colour spectrum to look as natural as possible and pleasing to the eye.

# Post-Production Video Editing Summary

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- ❑ Learn and understand the rules.
- ❑ Practice makes permanent.
- ❑ Be experimental within the bounds of the knowledge you have learnt.
- ❑ Break the rules. You are a creative.