The Loop Head Peninsula
Digital Academy

Zucca Films

Digital
Training Institute

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WEEK 2

Introduction to Editing

Session Contents

- What is editing.

- Filmora v's Filmora Go.

- Tour of the interface and getting started on your edit.

- Some simple editing techniques.

- Trimming your footage in the timeline.

- Overview of editing workflow.

Polls

What is an Edit?

- Logical progression of ideas which build to tell a story.

- Each edit/shot replaces one idea with the next.

- Every shot should have a function - move the story along/nuance viewer's understanding.

- **Logical** - doesn't have to be chronological but it must be purposeful and logical.

- **Progression** - contract with the viewer.

Functions of Editing

When we cut we're moving from one point of view into another. Our cut can:

- Direct the viewer's attention.

- Manipulate the viewer's understanding/reaction.

- Collapse time.

- Hide mistake, something we don't want to show.

Filmora v's Filmora Go

Filmora 9 works on desktop or laptop

- A lot more functionality.

- More space to work with

- Better for more complex edits - easier to move things around, watch multiple clips, manipulate the images etc.

FilmoraGo - phone or tablet.

- Very easy to use.

- Good for simple, fast edits without many elements.

Demo

Editing Techniques

- Complementary cutting.

- Match on action.

- Cut on movement.

- Matching centre of attention.

- Wipes.

Complementary Cutting

When we're cutting parts of the same scene together we avoid accidentally creating 'jump cuts' by using the technique of complementary cutting.

- There must be a difference of at least 30° between the camera position between our two shots.
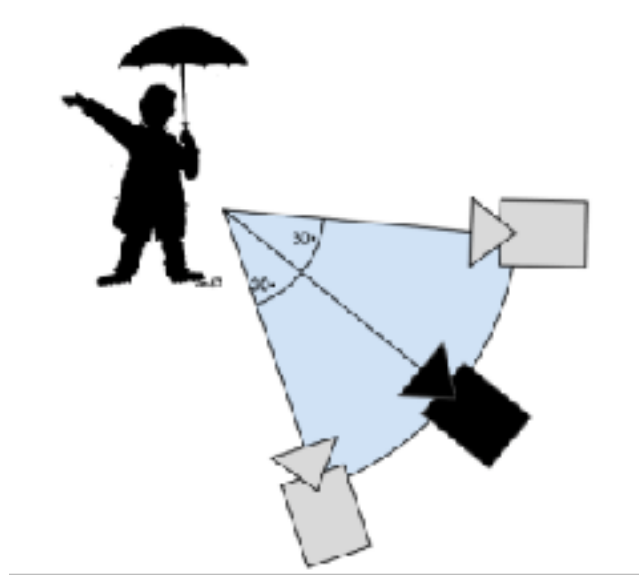
Complementary Cutting

- If two shots are on the same axis (ie filmed from the same angle) there must be a significant difference in size between them(eg MS to CU or WS to MS).

Complementary Cut

Jump Cut

Match on Action

- When we have two shots of the same action we can try to match the action across the cut.

- It's also possible to jump forward a bit in time when using this technique.

Cut on Movement

- We can choose a point where the subject is in the middle of a movement to give us a natural edit point.

Centre of Attention

If two shots have a similar 'centre of attention' (ie the main action or subject is in the same part of the frame) it creates a seamless edit point.

Wipes

We can use 'wipes' within our material as effective edit points - these include people, vehicles or any large object crossing the frame.

Demo

Editing Workflow

1. Editing Phase

• Prep

• Assembly

• Rough cut

• Fine cut

2. Polishing Phase

• Music & sound mix

• Colour grade & effects

• Titles & graphics

What We Covered

- What the purpose of the edit is.

- Filmora v's Filmora Go.

- Tour of the interface and first steps of your edit.

- Some effective editing techniques.

- Trimming your footage in the timeline.

- Overview of the editing process.

Q&A

THANK YOU!

See you on the next session…