

Video For The Web

Class 3 & 4:Editing

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HISTORY

Linear



Non-Linear



HISTORY

Linear

1900 - 2000

Destructive

Workprint

Flatbed

Moviola

EDL

FilmPrint



Non-Linear

1990 - Present

Non-Destructive

Digitized Source

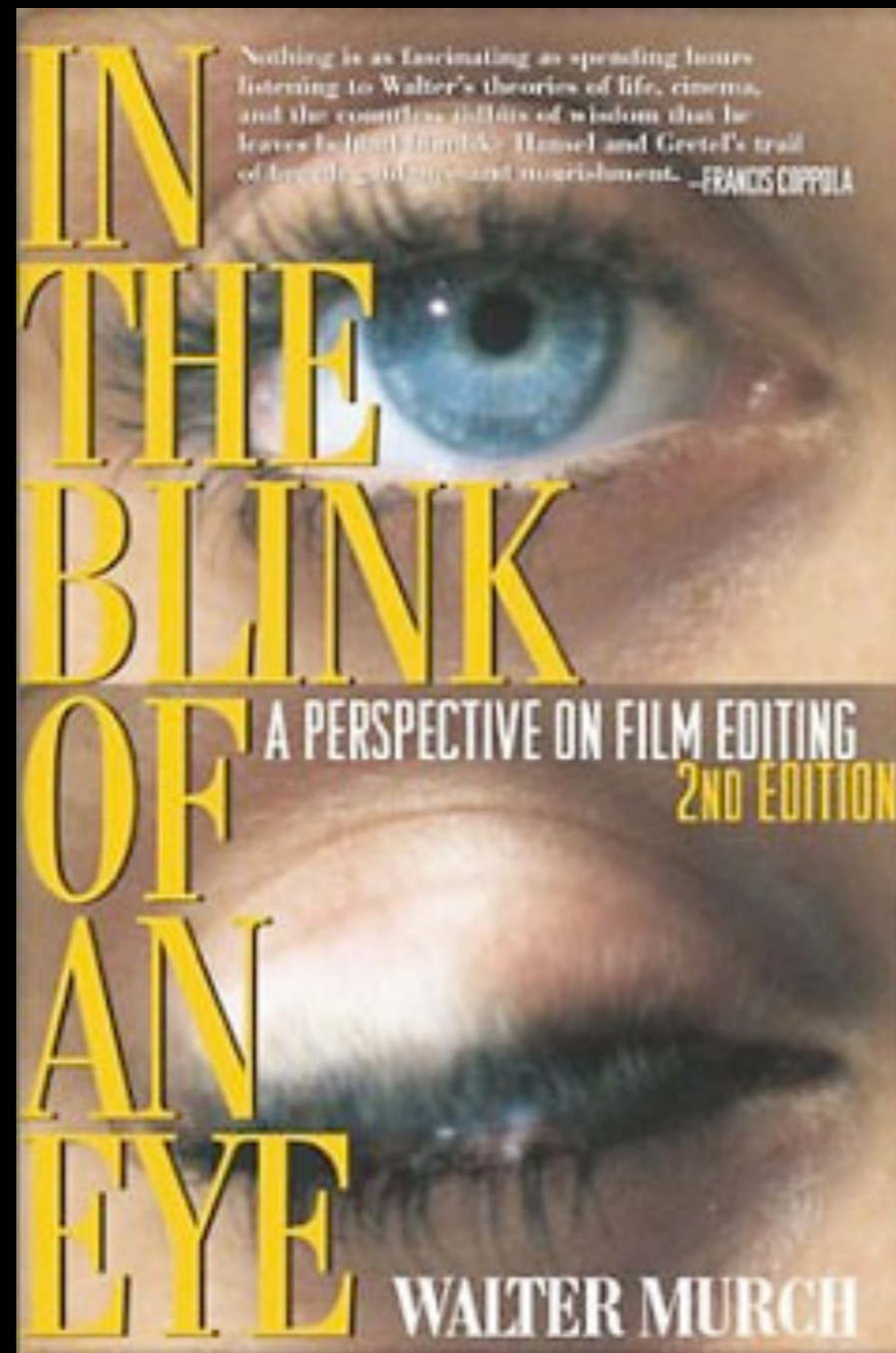
PC

Premiere Pro

Locked Sequence

Digital Export

WALTER MURCH



“How do you want the audience to feel?”

In The Blink Of An Eye, 1995

The Rule of Six

1) Emotion	51%
2) Story	23%
3) Rhythm	10%
4) Eye-trace	7%
5) 2-D plane of screen	5%
6) 3-D space of action	4%

SET-UP

Transfer Source Footage From Card To Drive



Import Source Footage Into Project



Label Clips & Create Bins



Create Stringouts

WORKFLOW

Watch All The Footage



Create Selects Sequences



Assemble A Radio Edit



Overcut Visuals

FINISHING

Final Sound/Color Pass



Render Entire Sequence



Export High Res Version



Create Compressed Versions

Create Within The Timeline

Stack Alternate Shots

Duplicate Sequences

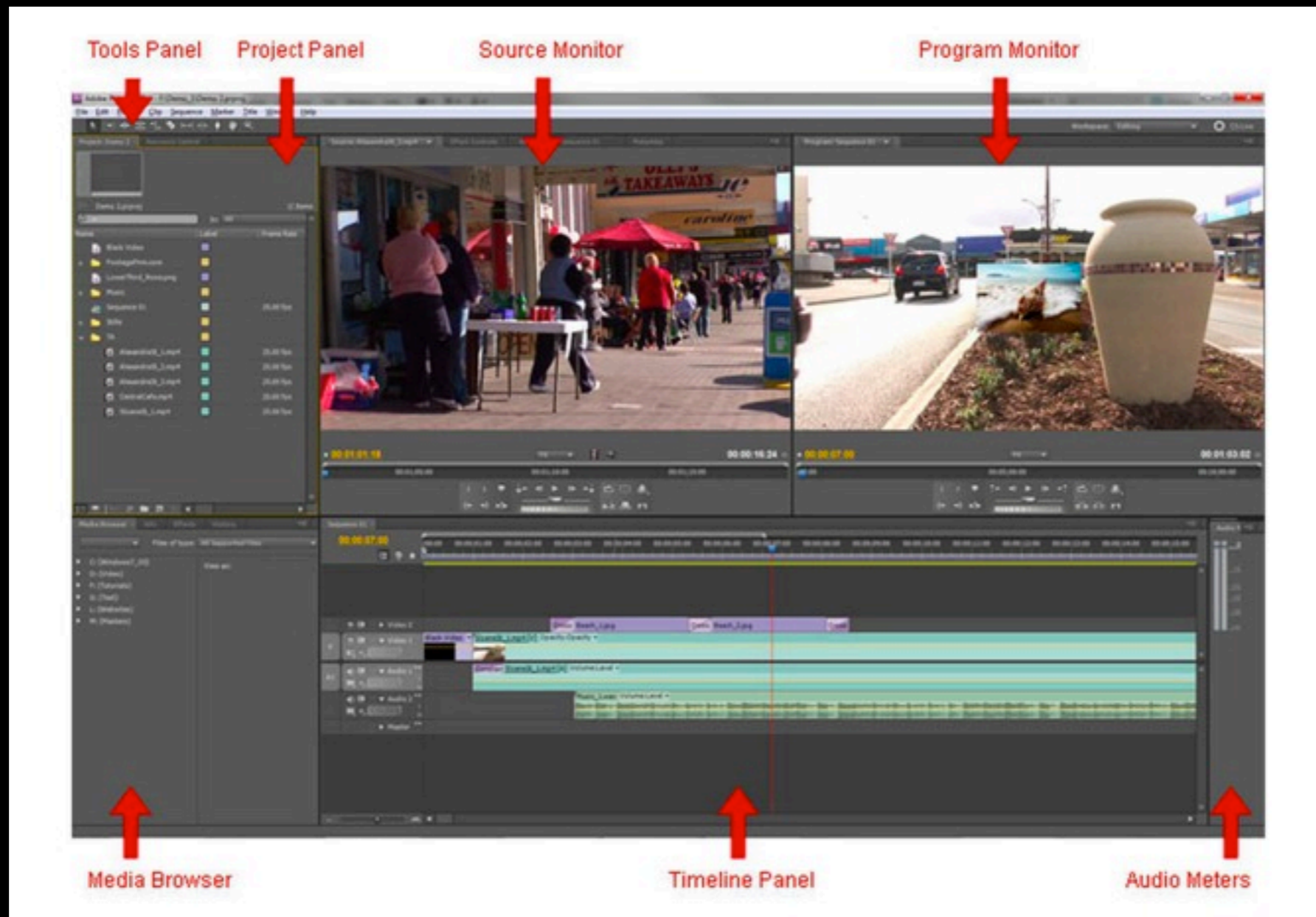
Multiple Music Cues

Take Breaks

Editing With Premiere Pro












[Adobe TV - Premier Pro](#)
[Adobe Premiere Pro CS6 Tutorial](#)

The Workspace



[Workshop Slides Courtesy Lia Martinez, ITP Residents Blog](#)

Keyboard Shortcuts

Button	Keyboard Shortcut	Description
	V	Selection tool The default tool, used to select clips in the timeline.
	M	Track Select tool Select all clips on a track from a given point, or select multiple tracks.
	B	Ripple Edit tool Adjust an edit point and move other clips in the timeline to compensate.
	N	Rolling Edit tool Adjust an edit point between two clips without affecting the rest of the timeline.
	X	Rate Stretch tool Change the duration of a clip while simultaneously changing the speed to compensate.
	C	Razor tool Cut a clip (or multiple clips) into two clips.
	Y	Slip tool Move a clip's in and out points by the same amount simultaneously, so the rest of the timeline is not affected.
	U	Slide tool Move a clip back and forth in the timeline, while simultaneously adjusting adjacent clips to compensate.
	P	Pen tool Create control (anchor) points.
	H	Hand tool Drag the timeline view left and right.
	Z	Zoom tool Click in the timeline to magnify the view, or drag and select a rectangular area to zoom into.

Prepare Files

- 1) Copy source to a drive
- 2) Create a file system
- 3) No need to transcode!

Setting Up A Project

- 1) File > New > Project
- 2) Name Project
- 3) Mercury Playback Engine
- 4) Set Scratch Disks to Same as Project
- 5) Preferences: Audio - Mono
- 6) Create New Sequence/Timeline by Dragging a Source Clip to the “new” icon in the project window
- 7) Adjust Window Layout

Editing

3-Point Editing: Set Ins/Outs

Insert: Add - Move Down

Overwrite: Add - Place On Top Of

Lift: Delete - Leave Gap

Extract: Delete - Close Gap

Editing

Drag Clips Around
Copy/Paste Clips/Sequences
Highlight Layers/Clips to Enable/Disable

WORKSHOP

Audio

Levels

Syncing

Transitions

Linking/Unlinking

[Workshop Slides Courtesy Lia Martinez, ITP Residents Blog](#)

Titles

- 1) Title > New Title
- 2) Still, Crawl, Roll
- 3) Enable/Disable “Show Video Background”
- 4) Color, Font, Shape
- 5) Saves to Bin, Edit like a Clip
- 6) Make a Photoshop File

Effects

- 1) Effects Control Panel > Video Transitions
- 2) Keyframes

Exporting & Output

- 1) Before you export, be mindful of the selected window
- 2) Export > Media > Export Settings
- 3) Can scrub to see video, choose in/out
- 4) Check the output tab
- 5) Click Export or Queue