

Introduction to Video Editing I

Queens College Art Department | Fall 2018

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Week 05: 09/29/2018

ARTS 207 - 01

Saturday 1:00 pm - 4:50 pm

IB 212

introvideo1.copperbluemedias.com

Storyboards | Editing Basics

Project 1 - Steps:

Project 1 Due: Sequence Stories. Imagine you are making an in-camera edited film. With a camera of your choosing shoot a story in **10-18 still frames**. Describe the action in each shot.

Steps to accomplish Project 1:

1. Choose a story – choose a simple/complex enough story to be able to cover it successfully with 10-18 frames (short form, not a feature length story)
2. Shoot the story – 18 shots that represent the narrative, Use camera angles that help tell the narrative
3. Edit the frames together into a storyboard (1-3 pages)
Use Close-ups where appropriate to intensify drama & emotional identification with character

Project 1 – Step 1:

1. Choose a story:

- choose a simple/complex enough story to be able to cover it successfully with 10-18 frames (not a feature length narrative)
- 10 to 18 shots typically cover about 12 to 20 seconds of action on screen. Limit your story to suit the length of this short story format.
- Your story should be able to be described in a few paragraphs on a single page.

Project 1 – Step 2:

2. Shoot the story:

- Choose 10 to 18 shots that cover the action in the narrative
- Use camera angles that help tell the narrative, establishing shot, long shots, medium shots, POV, high angles, low angles, extreme long shots, where effective, close-ups and extreme close-ups where appropriate.

Project 1 – Step 3:

3. Edit the story:

- Edit the frames together into a storyboard
- Use close-ups where appropriate to intensify drama and emotional identification with character
- Each page should have 6 to 12 frames with information on each shot:
 - Description of the action
 - Camera angle eg, MS
 - Camera movement if relevant
 - Sound description and dialogue

Storyboards

- **In Advertising:**
23 shots would cover about 30 seconds narrative on broadcast TV. On a storyboard 23 shots could be 2 to 4 pages. Shots are 1-2 seconds long.
- **In Film:**
A **one page script** with dialogue translates to **1 minute** on screen. A 110 page script is a 1 hour and ten minutes length movie. A feature length movie storyboard would be hundreds or thousands of shots. Shots often last longer than 2 seconds.
- A **storyboard** usually contains 8 to 12 frames per page. For example, a **90 minute** feature length movie has **1800 shots** and a **150 page storyboard** with 12 frames on each panel.

What is a Storyboard?

A storyboard is a graphic organizer in the form of illustrations or images displayed in sequence for the purpose of pre-visualizing a motion picture, animation, motion graphic or interactive media sequence.

Storyboard samples

"CS2C: Fun with Storyboards" by Kenneth Chan



Establishing shot of classroom.
One student snoring. One sits up
in alarm over assignment.



Student feels overwhelmed.
Voiceover: "I've never done this!"
Camera pans slowly to make space.



Ideas surrounded by blurry thought
bubble. Brainstorm may also be video
montage surrounded by blurry frame.



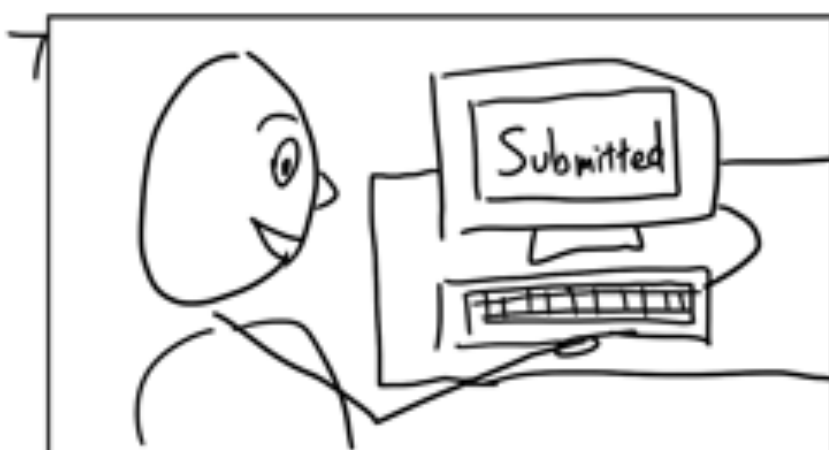
Moment of clarity. "Aha!"
Ding or chimes; lightbulb moment.



Working in a dark dorm room.
Sounds of clock ticking and pencil
scratching on paper.



Proudly shows off finished
storyboard. Wipes sweat off brow.
Victory music. Zoom in on storyboard.



Submitting via Coursework.
Fade out as if ending.



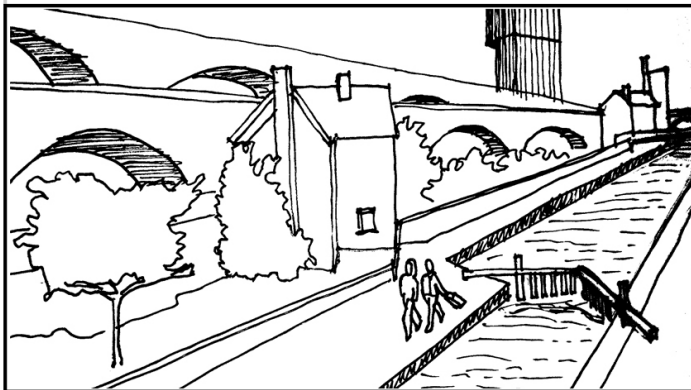
Back to the classroom. Keep as
similar as possible to original.



Back to the drawing board.
Looking haggard but determined

Title: PEARS FROM AN ELM TREE	Scene	3. EXT. CANAL BASIN	Number Of Shots	FIVE
	Daytime	MORNING	DP	

VERY WIDE SHOT



SHOT 1 - still image / Slight pan on the city
ACTION: Both walking by the canal basin.
SOUND: No dialogue / slight ambient noise

TWO-SHOT / FRONTAL MID-SHOT



MASTER SHOT

SHOT 2 - Pull-back shot
ACTION: Rosario breaks the ice
SOUND: Dialogue

OVER-SHOULDER SHOT



SHOT 3 - still image
ACTION: Rosario finds out Akio is not from Japan
SOUND: Dialogue

MEDIUM CLOSE-UP



SHOT 4 - Still image
ACTION: Akio tries to convince Rosario
SOUND: Dialogue

FRONTAL MID-SHOT to CLOSE-UP OF ROSARIO



SHOT 5 - still image / no movement
ACTION: Rosario walks towards the camera
SOUND: No dialogue

TWO-SHOT / FRONTAL MID-SHOT



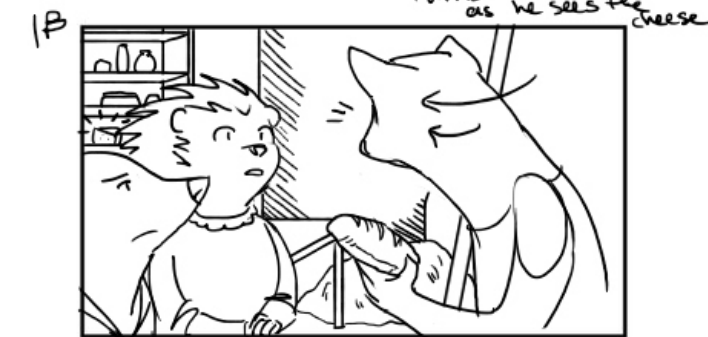
MASTER SHOT

SHOT 2 - Pull-back shot
ACTION: Rosario tries to convince Akio
SOUND: Dialogue

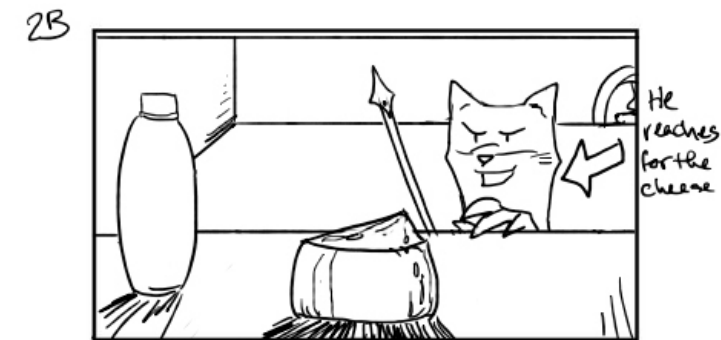
Storyboards

SCENE 2: INT. STICKLE HOME - NIGHT
PAGE 6

RafR 09/16/10



SPLITNOSE: "OY! BLACKTOOTH!"



SPLITNOSE: "THESE TWO ARE RIGHT PROPER MISERS! BREAD AND CHEESE!"



URTHCLAW bum rushes Splitnose



URTHCLAW: "DON TOUCH IT, YOU'M BURT BULLY!"



SPLITNOSE: "OR WHAT? STAY BACK IF YOU KNOW WHAT'S GOOD FOR YOU!"



SPIKE: "YOU LEAVE HIM ALONE!"



CAMERA PANS RIGHT TO FOLLOW SPLITNOSE. SPLITNOSE: (LAUGHING) "WATCH YOURSELF BLACKTOOTH,"



SPLITNOSE: "-THERE'S MORE OF THE LITTLE TERRORS."

transition that shows the blanket before Splitnose lifts it

Shot Types

EWS/XLS

WS/LS

MLS

MS

MCU

CU

ECU/XCU

TWO-SHOT

OVER THE SHOULDER SHOT

POV

<http://tolgatinkera2.blogspot.com/2015/10/what-storyboard-needs.html>

<https://learnaboutfilm.com/film-language/picture/camera-position/>

Shot Types

WS/LS

Long/wide shot used to establish a character –
Body language, location ect.

MS

Medium shot – waste up – can be used to show
conversation – character shown closer, more detail.

MCU

Medium close up – used to show even more detail on
face, facial expressions, emotions – normally taken
shoulder upwards.

Shot Types

CU

Close Up – shows only a specific object e.g. a face, showing even more emotion and facial expressions.

ECU/XCU

Extreme Close Up – only eyes and very specific and narrows on one thing, e.g. a face that is angry.

TWO-SHOT

Two Shot – two characters in the scene – showing them from a medium shot or even wide shot. Used to show relationship between two characters.

Project 2

Project 2 is 1-3 min with sound due week 7. The theme is "Personal Diary". This diary can be an activity or aspect of your life (for example, doing martial arts, or walking your dog where something interesting happens beyond just walking the dog, such as falling in love with another dog owner), a fantasy (winning the lottery), a dream (going to the moon) or a fear (being hacked on social media - this can be funny or nightmarish).

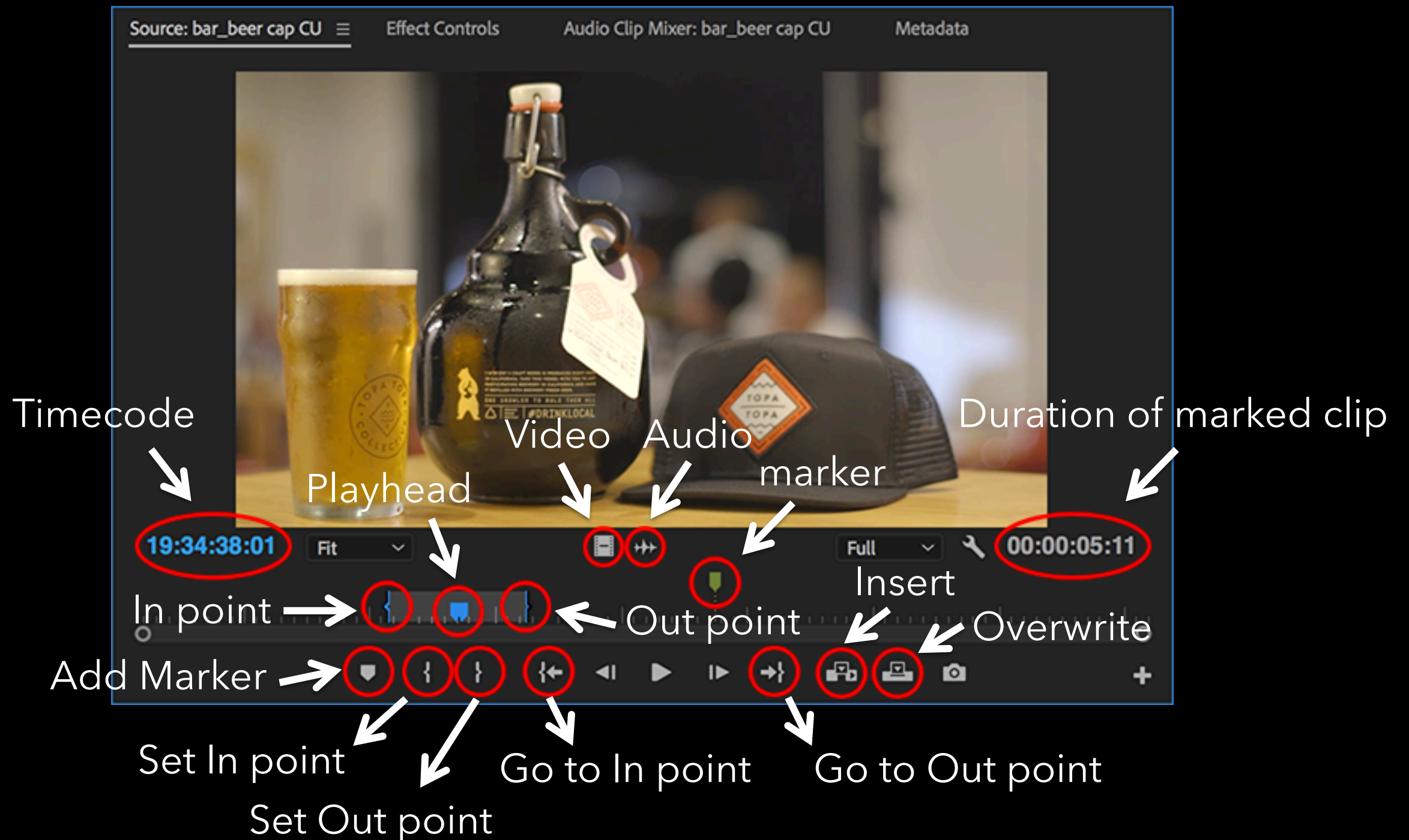
Project 2

A 1 - 3 min long storyboard would be:

- 4 - 12 pages if panels of 12 were used,
- 4 - 15 pages if panels of 10 were used,
- 5 - 18 pages if panels of 8 were used.

Editing in Premiere Pro

Source window



Program window

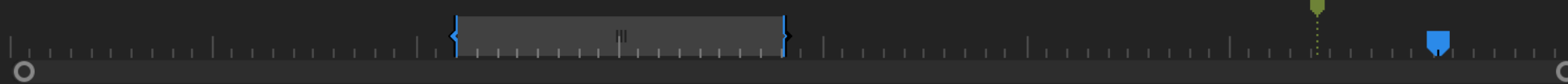


00:00:35:01

Fit

Full

00:00:08:01



Step Backward 1 Frame (Left) ↗ ↗ ↗ Step Forward 1 Frame (Right)
Play-Stop Toggle (Space)

00:00:35:01



00:00:00 00:00:04:23 00:00:29:23 01

The main timeline interface showing multiple tracks (V1, A1, A2, A3, Master) and video clips. The clips are labeled with names like 'jack_craftsmanship qualif', 'bar_topa sign be', and 'bar_beer cap'. The interface includes a grid for editing and a playhead for navigation.

Timeline

Program window



Timecode

00:00:35:01

In point

Out point

Duration of marked clip

00:00:08:01

Extract (')

Lift (;

Add Marker

Marker

Playhead

Timecode

00:00:35:01

Set In point

Set Out point

Go to In point

Go to Out point

Snap

Linked Selection

Add Marker

Marker

Playhead

Targeted Video Track

V1

V1

Targeted Audio Track

A1

A1

A2

A3

Master

0.0

In point

Out point

Clip Marker

Timeline

Tools Palette

SHORTCUTS

	V	Selection Tool
	A	Track Select Forward
	Shift+A	Track Select Backward
	B or  + Cmd	Ripple Edit Tool
	N or  + Cmd	Rolling Edit Tool
	R	Stretch Tool
	C	Razor Tool
	Y	Slip Tool
	U	Slide Tool
	P	Pen Tool
	H	Hand Tool

Marking Clips

Setting a clip's **In** and **Out** points

SHORTCUTS

I	Mark In
O	Mark Out
Shift+I	Go to Out
Shift+O	Go to In
Opt+X	Clear In to Out
Opt+K	Play In to Out
Ctrl+Space	Play from Playhead to Out Point
X	Mark Clip or Gap in Timeline

Note* Assign **Track Targeting** for Video & Audio correctly in timeline to measure Clip or Gap with keyboard shortcut X.

Editing Clips | Track Targeting

Choose the layer in the timeline you are inserting clips on.
Assign **Track Targeting** for Video & Audio correctly in the
timeline for keyboard shortcut editing commands to work.

Trimming Clips

Adjusting a clip's In and Out points after it is already edited into a sequence

SHORTCUTS

V	Selection Tool
B	Ripple Edit Tool
N	Rolling Edit Tool
Y	Slip Tool
U	Slide Tool

Trimming Clips

<https://helpx.adobe.com/premiere-pro/using/trimming-clips1.html>

Editing Techniques

Ripple & Roll

Insert Vs Overwrite

Lift Vs Extract

Slip & Slide

Handles - Head and Tail frames

Ripple & Roll

Ripple Edit Tool: Trims clip and deletes gap without trimming adjacent clips

Roll Edit Tool: Trims clip and affects Out point of previous or In point of next clip

SHORTCUTS



B or  + Cmd



N or  + Cmd

Editing with the Ripple and Rolling edit tools

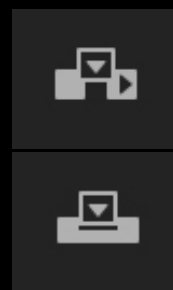
<https://helpx.adobe.com/premiere-pro/atv/cs6-tutorials/editing-with-the-ripple-and-rolling-edit-tools.html>

Insert Vs Overwrite

Insert Edit: Inserts a clip in the timeline in between other clips, expanding the duration of the sequence

Overwrite Edit: Replaces clips in the timeline and keeps duration of sequence the same

SHORTCUTS



, (comma)

Insert

. (period)

Overwrite

Insert Vs Overwrite



Insert: (, comma)

- Mark **In** and/or **Out** points in timeline (I, O, X) and Insert (, comma)
- Drag or Shift+Drag **Playhead** to Snap in timeline and Insert (, comma)
- Cmd+Drag clip from Source window to insert in timeline



Overwrite: (. period)

- Mark **In** and/or **Out** points in timeline (I, O, X) and Overwrite (. period)
- Drag or Shift+Drag **Playhead** to Snap in timeline and Overwrite (. period)
- Ctl+Drag clip from Source window to overwrite in timeline

Lift Vs Extract

Lift: Remove clip from timeline and leave gap

Extract: Remove clip from timeline and close gap - **Ripple Delete**

SHORTCUTS



; (semicolon)

Lift

' (apostrophe)

Extract

Note* Assign **Track Targeting** for Video & Audio correctly in timeline for keyboard shortcuts to work properly/

Lift Vs Extract



Lift: (; semicolon)

- Mark clip in timeline (X) and Lift (; semicolon)
- Mark or Select clip in timeline and Delete



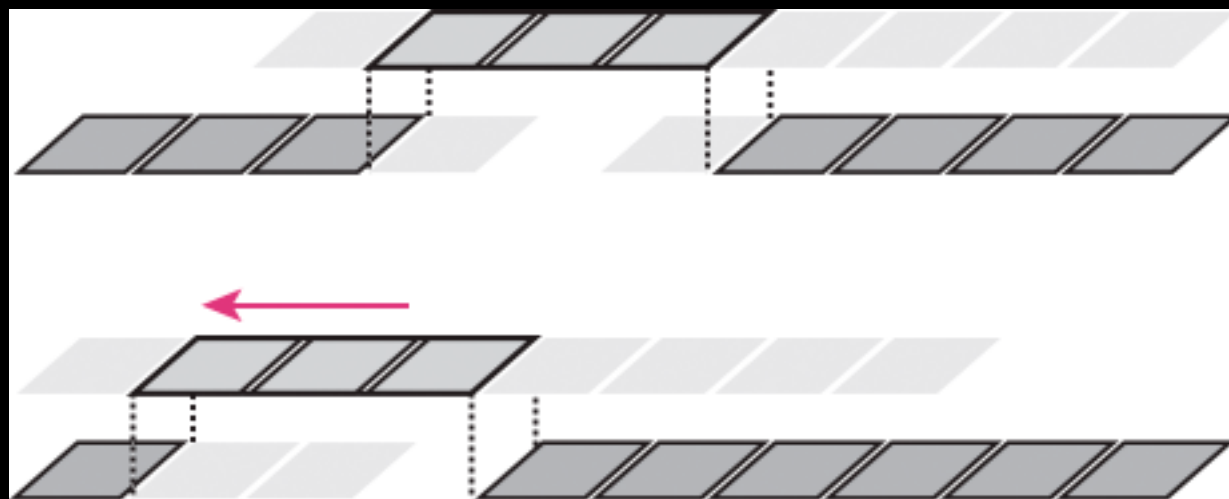
Extract: (' apostrophe)

- Mark clip or gap in timeline (X) and Extract (' apostrophe)
- Select clip or gap in timeline, right click and select Ripple Delete from menu
- Select gap in timeline and delete (Premiere Pro CC 2018)
- Select clip in timeline and press Opt + Delete key

The Slip & Slide Tools

Slip and Slide tools affect two edits at the same time

Slip Tool: A slip edit shifts a clip's In and Out points forward or backward by the same number of frames, without changing its duration or affecting adjacent clips.



SHORTCUTS



Y

Slip Tool



U

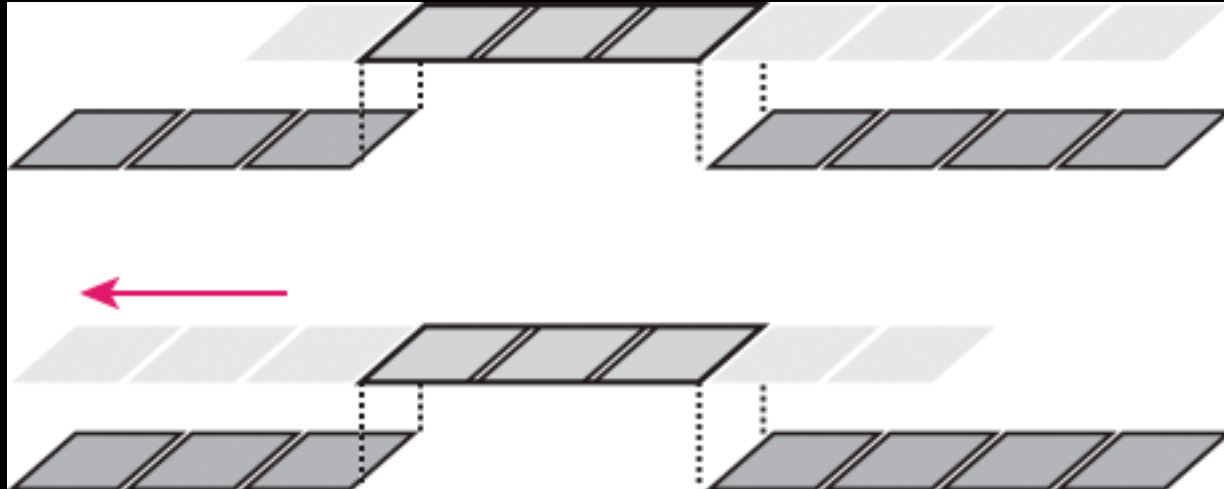
Slide Tool

The Slip & Slide Tools

https://library.creativecow.net/articles/devis_andrew/Learning-the-tools-4/video-tutorial

The Slip & Slide Tools

Slide Tool: Trims clip and shifts the Out point of the previous clip and the In point of the next clip by the number of frames you slide the clip forward or backward, without changing the duration of the clip.



SHORTCUTS



Y

Slip Tool

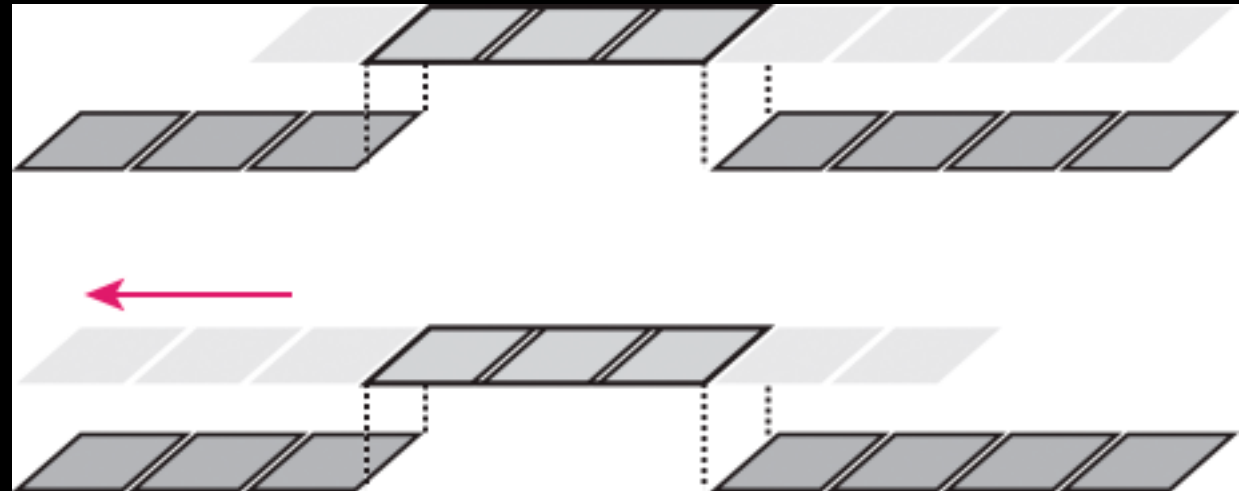


U

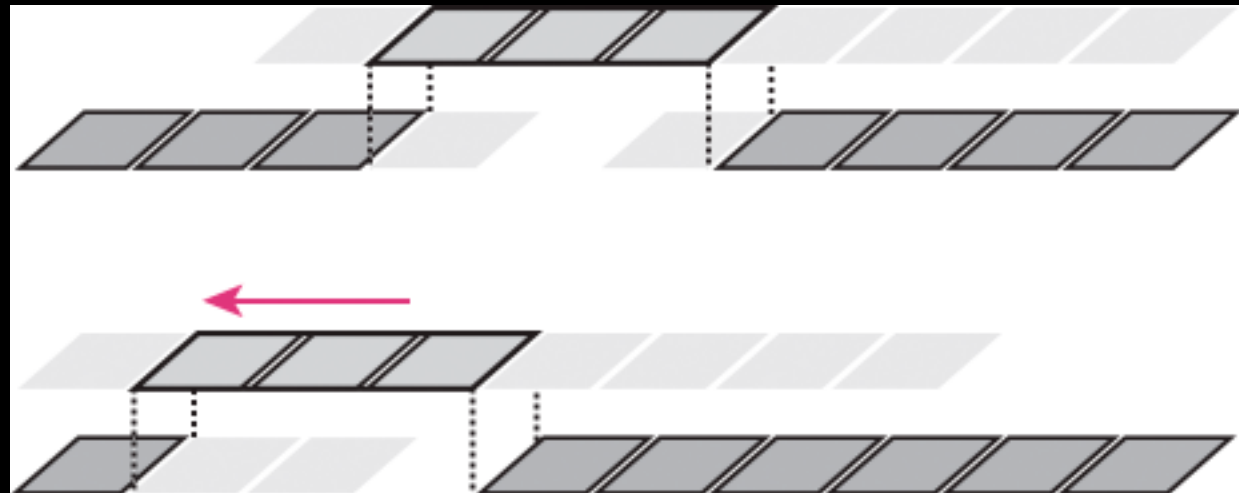
Slide Tool

Slip & Slide

The Slip Tool



The Slide Tool



Keyboard Shortcuts

Keyboard Shortcuts

Keyboard Layout Preset: Adobe Premiere Pro Default

Save As...DeleteCopy To Clipboard

Layout: en

Commands: Application

F1F2F3F4F5F6F7F8F9F10F11F12

`1234567890-_=Delete

TabQWClose ProjectEEnableRight Alignm...Tab Stops...YUIO[Send to BackBring to Front\

Caps LockADSave As...DApply Audio T...FUngroupSelection..HJKAAdd Edit to All Tr...LLeft Alignm...;'\Return

⇧ ShiftZRedoXCCenter Alignm...VPaste InsertBNMGo to Previou.../Duplicate⇧ Shift

⌘ Ctrl⌥ Opt⌘ CmdSpace⌘ Cmd⌥ Opt⌘ Ctrl

Forward DeleteHomePage UpEndPage DownUpDownLeftRight

Key:

CommandShortcutModifiersCommand

B-roll

Secondary shots used in addition to main action shots.

B-roll shots are similar to cutaways in that they help break up the static interview shots, but B-roll plays a more major role in telling a visual documentary story.

For example, a soldier could tell us what it's like to be in combat, but when we cut in a shot of explosions and a chaotic firefight, his story is elevated.

Notes

30 degree rule

Eyeline match

Additional Resources

The Razor & Rate Stretch Tools

https://library.creativecow.net/articles/devis_andrew/Learning-the-tools-3/video-tutorial

Change duration and speed of clips

<https://helpx.adobe.com/premiere-pro/using/duration-speed.html>

Add Clips to Sequences

<https://helpx.adobe.com/premiere-pro/using/adding-clips-sequences.html>