Relevance And Key Principles In Video Editing And Video Transitions

1. Introduction

Professional editing could be a serious business and could mean the distinction between a triumph and a flop. Successful editing generates trust from commissioners and clients, which can effectively keep professional video production companies in the business. It is, therefore, unimaginable to think that editing wasn't always a part of the process. Within the time period of cinema, films were recorded in an exceedingly linear fashion and cameras were placed without thought to compositional or emotional considerations - even lighting wasn’t seen as essential. Of course, technology has come back an extended approach from sticking individual film cells together via a tape splicer. There are three basic stages to trendy video editing, that are just like the three-act structure of a film, the process of production includes a beginning, middle and an end:

- Beginning: Pre-production is the integrative stage, where the define of the video is made.
- Middle: the production stage is where cinematography takes place, recording the vision on screen.
- End: Post-production, maybe one among the most vital steps, is where the recorded footage is organized, then stitched along in an editing space and where the initial pre-production vision will be brought to life.

2. Relevance and Significant

If we look within the effects menu of most video editors, you'll be swamped with an overwhelming quantity of transition choices to choose from. a typical mistake that individuals make is incorporating all of those transitions and wipes, thinking that it'll create their final video look a lot of refined and tech savvy. generally using multiple of transitions can do the exact opposite and create that project look cheaper and poorly made.

2.1 What is Video Editing?

Video Editing is the process of digitizing recorded footage into a piece of editing software, rearranging the shots and scenes into an order of clarity and preference. Before the video edit viewing the rushes and organizing them into folders will help when it comes to locating and sourcing certain clips. This should be done before any cutting of footage is attempted and is normally done by the director, but possibly by the editor or edit assistant – as long as he or she has been fully briefed by the director beforehand on what they would like. Some directors have time to view all the rushes before an edit, but this is not always possible. Many people use the term editing to explain all their post-production work, particularly in non-professional things. whether or not you decide on to be meticulous about terminology is up to you. during this tutorial we are moderately liberal with our terminology and that we use the word editing to mean any of the following:

1. Rearranging, adding and/or removing sections of video clips and/or audio clips.
2. Applying color correction, filters, and different enhancements.
3. Creating transitions between clips.

There are many different ways to edit video and every technique has its pros and cons. although most editors prefer digital non-linear editing for many projects, it is sensible to have an understanding of how each technique works.

Film Splicing

Technically this is not video editing, it's film editing. however, it's worth a mention because it was the first way to edit moving footage and conceptually it forms the basis of all video editing.

Traditionally, the film is edited by cutting sections of the film and rearranging or discarding them. the process is extremely simple and mechanical. In theory, a movie could be edited with a pair of scissors and some splicing tape, though in reality, a splicing machine [Figure 1.a] is that the only practical solution. A splicing machine permits film footage to be lined up and control in place whereas it's cut or spliced together.

Tape to Tape (Linear)

Linear editing was the first technique of editing electronic videotapes before editing computers became out there within the 1990s. though it's no longer the popular choice, it's still utilized in some situations. In linear editing, a video is by selection traced from one tape to another. It needs a minimum of two video machines connected along — one acts because the source and therefore the difference is that the recorder. the fundamental procedure is kind of simple:

1. Place the video to be edited within the source machine and a blank tape within the recorder.
2. Press play on the supply machine and record on the recorder.

The idea is to record only those components of the source tape you wish to keep. during this approach desired footage is traced within the correct order from the first tape to a replacement tape. The new tape becomes the edited version.

This technique of editing is termed 'linear' as a result of it should be done in a linear fashion; that's, beginning with the primary shot and dealing through to the last shot. If the editor changes their mind or notices a miscalculation, it's nearly not possible to go back and re-edit an earlier a part of the video. However, with a little practice, linear editing is comparatively straightforward and trouble-free.

Digital/Computer (Non-linear)

In this technique, video footage is recorded (captured) onto a PC disk drive and then edited using specialized software system. Once the editing is complete, the finished product is recorded back to tape or storage device. Non-linear editing has several important benefits over linear editing. Most notably, it's a really versatile methodology that allows you to create changes to any a part of the video at any time. this can be why it's referred to as 'non-linear' — as a result

of you do not have to edit in an exceedingly linear fashion. One of the foremost troublesome aspects of non-linear digital video is that the array of hardware and software system options out there. There are also|are} many common video standards that are incompatible with one another, and setting up a robust editing system will be a challenge. The effort is worth it. though non-linear editing is tougher to learn than linear, once you've got mastered the fundamentals you'll be able to do way more, a lot of quicker.

Once all the clips have been brought together for the edit timeline, it’s then time to devise a rough cut. The sound and vision of the cuts should be parallel, and it will typically be significantly over length compared with the desired running time. This is normal, as the main job of the rough cut is to give the project some shape. The process from here on is the sifting down, tidying up, reorganizing and tightening-up of the project. Make sure to check at regular intervals that the flow of the edit is making sense and fits together as initially intended. It is best to have the skeletal structure of the rough cut viewed by an outsider once it has been devised. This will shed new light on fresh ideas or suggestions where it may lose pace or become boring, which at this stage can easily be changed and re-edited if it will benefit the final video.

2.2 What is Video Transition?

A transition is an effect used to change from one clip in the edited sequence to the next, and is achieved by mixing two video signals together. Depending on which editing software the project is running off will depend on what different transitions can be achieved, but there tends to be little difference between some of the more professional units.

Transitions are usually used to:

- Convey the passing of time between scenes;
- Fade-up at the beginning of a scene or fade-out at the end of a scene;
- Create a montage of images;
- Create motion graphic effects;
- Soften jump cuts (cuts between two different parts of the same footage).

Below is a list of the most common types of transitions:

- The Cut
- Fade-Out
- Cross Dissolve
- Wipe

The Cut is the most basic type of transition as it has no duration and no overlap. When a shot ends, another begins straight away. In comparison, the other transitions gradually replace one shot with another.

The Fade Out begins with a shot at full intensity and reduces until it disappears. There is also the fade-in – a shot beginning at no intensity that increases until it is at full resolution. These are commonly used for ‘fade to black’ or ‘fade up’ from black, which usually portrays the end of a sequence or the beginning of a new sequence or time frame.

The Cross Dissolve involves two shots. The first shot fades out while the second shot simultaneously fades in. During the cross dissolve, the two shots are superimposed as they fade.

A Wipe is where the screen physically splits, moving from one side of an image to the gradual reveal of the next shot. It is typically used to portray a quick change of pace.

2.3 Key principles in Video Editing & Video Transitions.

There are several reasons to edit a video and your editing approach can rely on the required outcome. Before you start you want to clearly outline your editing goals, that may include any of the following:

Remove unwanted footage

This is the best and most typical task in editing. several videos can be dramatically improved by merely obtaining eliminate the imperfect or unwanted bits.

Choose the Most Effective Footage

It is common to shoot way more footage than you truly need and select solely the best material for the final edit. usually, you'll shoot many versions (takes) of a shot and select the best one when editing.

Create a Flow

Most videos serve a purpose like telling a story or providing data. editing could be a crucial step in ensuring the video flows in an exceedingly method that achieves this goal.

Add Effects, Graphics, Music, etc

This is usually the 'wow' a part of editing. you'll be able to improve most videos (and have tons of fun) by adding additional components.

Alter the Style, Pace or Mood of the video

A good editor will be ready to produce subtle mood prompts in a video. Techniques like mood music and visual effects can influence however the audience will react.

Give the video a specific 'Angle'

The video will be tailored to support a specific viewpoint, impart a message or serve an agenda.

References

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