

VIDEO EDITING

VIRTUAL WORKSHOP

SUPPLEMENTAL MATERIALS



Basic Terminology

B-Roll - Supplemental or alternative footage intercut with the main shot.

Background Noise - Any sound other than the sound being monitored that you want and is a form of noise pollution or interference.

Cut - Instantaneous change from one shot to another.

Editing - The process of rearranging, adding and/or removing sections of video clips. Also, creating transitions between clips.

Effects - Interesting transitions from one scene to another rather than just switching frames. They include fading or dissolving the frame, wiping one frame over another, and flipping the frame.

Frame Size - Describes the size of a single video frame: width x height, measured in pixels.

Post Production - Everything that happens to the video and audio after production, i.e. after the footage has been shot. Post production includes video editing, audio editing, titling, color correction, effects, etc.

Raw Footage - Footage that has not been edited yet, usually direct from the camera.

Razor Tool - Used to cut a clip in the timeline into two separate clips.

Render - The process by which a computer processes information from a coded data source and uses that information to produce and display an image. Video rendering can be one of the most hardware-demanding processes for a computer, especially when it is done in real time.

Shot - All video is made up of shots. A shot is basically from when you press record to when you stop recording.

Transition - Usually this is a simple cut, in which one shot changes instantly to the next.

Trimming - Refers to taking off either part of the beginning or ending of a video clip.

Zoom - In and out camera movement (i.e. closer and more distant).

Downloading the Software

[Seven Day Trial](#) - Free

[Individual Teacher License](#) (All Creative Cloud) - US\$19.99/mo.

Setting Up Your Project

1. Launch Premiere Pro and click New Project in the Start screen (or choose File > New > Project from the main menu).
2. In the New Project dialog box, name your project and click Browse to choose where you want to save it. Click OK when you are done.
3. Switch to the Editing workspace by selecting Editing at the top of the screen (or by choosing Window > Workspaces > Editing).
4. Create a Sequence. Got to File > New > Sequence (or Ctrl N).
 - a. Workshop Presenter Preference is using the DNX 1080p preset. It has a 1920x1080 frame size.

Importing Your Media

1. Locate the Project Panel on the left side of your screen.
2. If you do not see the Project Panel, choose Window > Project.
3. Drag and drop media files into the Project Panel (File > Import).

*Note: Remember that when you import media files, they are linked to the original file locations. If you move them to a different folder, files will not be seen in program. You can relink the files, however it is not always easy.

Editing Your Project

1. Drag and drop media files into the Sequence from the Project Panel.
2. Utilize the Razor Tool to trim unwanted video.
3. Render Selection in Sequence to review video without lag (Sequence > Render Selection).
4. After you play around with changing clip positions and their lengths, make sure there are no gaps in your sequence. (Right Click on Gap > Ripple Delete).

Add Transitions to Your Project

1. Browse for transition effects in the Effects Panel located on the bottom left of the screen (or by choosing Window > Effects). You can also use the search box in the Effects Panel to locate a specific transition.
2. You can apply a transition effect to the beginning of a clip, to the end of a clip, or between two clips. Drag a transition effect into place.

Add Text to Your Project

1. With your sequence already open, click Graphics in the workspace bar at the top of the screen (or choose Window > Workspaces > Graphics).
2. Browse in the Essential Graphics options and drag the present template onto a video track in the sequence, where it becomes a clip with the default duration.
3. Select a title clip in your sequence. It will appear in the Program Monitor. Select the Type tool and click once on the sample text so that you see a red bounding box. Now you can edit the displayed text.
4. Select a title clip in your sequence to access the Essential Graphic Edit Panel on the right of the screen to edit font, color, size, etc.

Exporting Your Project

1. To export a sequence as an H.264 file (the most popular option), make sure the timeline panel is active (click on your sequence) and choose File > Export > Media.
2. In the Export Settings dialog box, choose Format: H.264 and Preset: Match Source – High Bitrate.
3. To choose a filename and location, click the blue filename to open the Save As dialog box. Use this to choose an export location and a name for your new file, and then click Save.
4. When you are happy with your settings, click Export. The new video file will be created, ready to share with the world.

Miscellaneous Quick Tips

- Always capture more B-roll than you think you need. B-roll is the glue to every video, without them, your piece does not tie together well, and you will lose viewers.
- If you are shooting interviews, have the talent state their name, title and how it is spelled on film. Later your editor can easily add this info without hunting down emails and names.
- Although more emphasis is placed on the visuals, the importance of sound should never be overlooked. Having the right microphone positioned in the right spot makes all the difference in the world to the quality of your audio.
- When filming an interview, always take a moment to step back and listen to your surroundings. If you can hear wind, traffic, talking, etc., so will your mic. Background noise is hard to fix in post production, so you would need to change locations.
- Use a tripod unless you are going for a handheld effect, which can be dizzying for your audience.
- Do not use every video effect/transition in your software in the same movie. Sometimes, less is more.
- Take a break after your first round of edits. Fresh eyes may reveal something desensitized eyes did not see.
- Lighting is extremely important. The trick to great lighting isn't so much where you shoot, but how much light you capture in the image. Make sure your frame is not too light or too dark.

Additional Information Links

[5 Little Video Editing Tricks that make a Big Difference](#)

[How to Edit Vertical Videos in Premiere Pro?](#)

[Adjust Colors and White Balance](#)