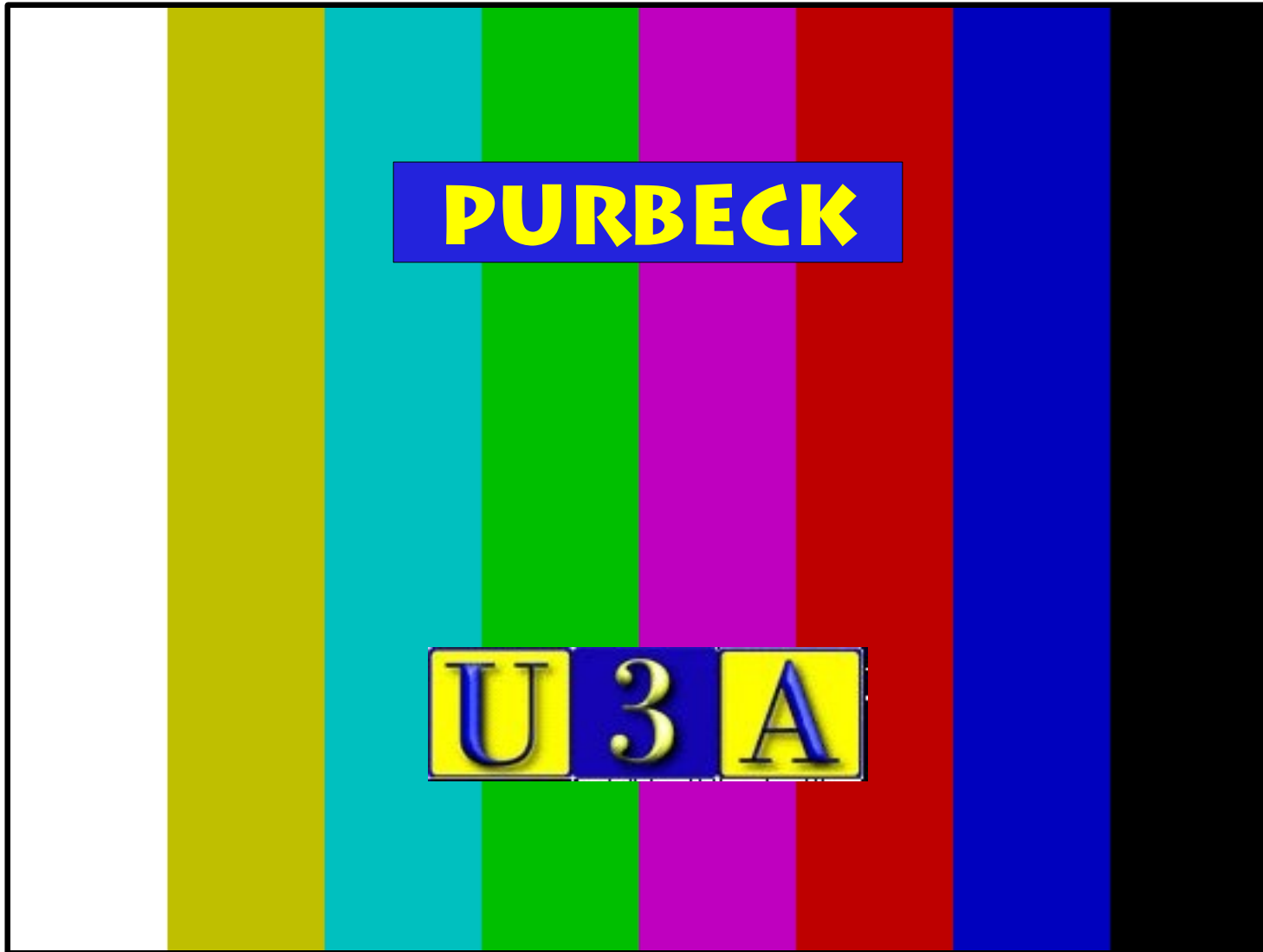
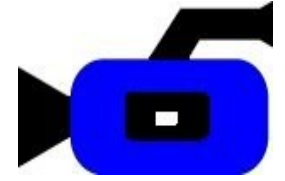
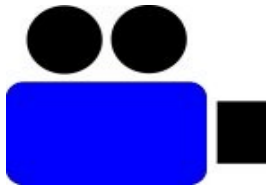


Video Editing

Intermediate Computing





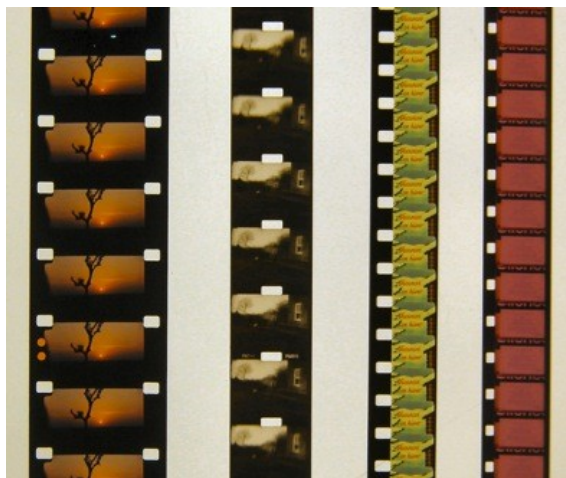
Video Editing History



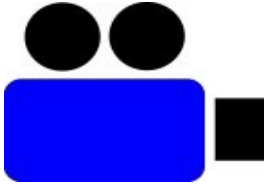
B&W film negative with separate sound

News: camera original picture phase reversed on TX

Cut & splice editing used throughout



Colour film negative, or reversal, with separate sound



Video Editing History



Video Tape Editing

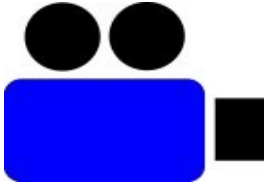
2 inch Ampex Quadruplex VT recorder >



Physical editing of tape: [Cut & Splice editing clip](#)

Dub-Editing using two machines: [Dub-Editing clip](#)

Edits could take place only at blanking period every four fields



Video Editing History



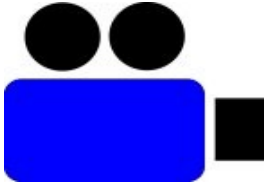
Off-line Dub-Editing (Linear Editing) using low quality VHS machines

EDL timecode list produced “conformed” in main machine suite using master recordings

Non-Linear Editing (NLE) Using Computers

- Edit on any frame
- Edit at any timecode
- Mixed formats accepted
- Multi-layered for video and audio
- Master video from camera remains intact and unedited
- Re-conform from original can be carried out using EDL
- Re-edit many times without having generation loss



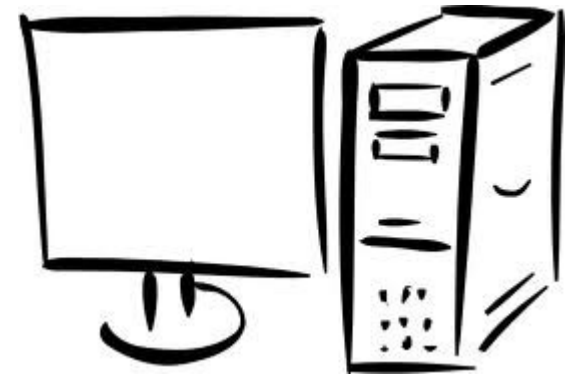


Video Editing History



Video Editing is very resource intensive use of computers, requiring:

- Large amounts of hard drive storage
- High processor speed
- Large RAM – Especially when Rendering



All this must be “invisible” to the operator so that the artistic values prevail!



Video Editing History



Tips when you are editing ...

Keep to cuts and simple dissolves unless special transition effects are important

Make sure the soundtrack is interesting with dialogue clear

Do not over-complicate production

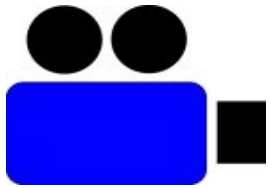
Make movie tell a story with a logical progression

Keep music relevant to story & sparse

Get someone else to preview your masterpiece
- and take on board their comments!

Trim out shots that are irrelevant –
eg one that was difficult to film so just *had* to go in!





Video Editing History



Basic video editing may be performed using ...

Windows Movie Maker:

