

Video Editing Course

Duration : 3 Months, 2 hours- 3 days a week

Fees:

Understanding the Basics

You'll explore the main features in your NLE (non-linear editing) program and learn important foundation concepts every editor should know. The transition between analog and digital media is analyzed to give you a context for today's editing environment. Finally, you'll learn about the different stages in a digital editor's workflow. In a two-part project, you'll assemble multiple clips into a video sequence, and also edit a commercial into a 30-second segment.

Shooting and Editing Video

Understanding how videos are produced (shot, captured, edited, and output). You'll learn the basics of how directors set up and frame shots, exploring the impact of framing and camera angle, height, and distance on the viewers' perception of the sequence. You'll learn key terms that video editors use as well as creative concepts for your projects. In the exercise, you will set up and shoot a short interview sequence, with you as both the interviewer and the interviewee, and edit your clips into a coherent interview.

Editing Techniques

Examines the finer points of video editing, exploring techniques that can make or break the continuity between one shot and the next. You'll explore classic techniques for connecting shots such as graphic match, rhythm, movement, and spatial relations. A secondary focus will be on different ways in which editors compress time. Finally, you'll examine experimental techniques that break the rules of continuity editing. In the exercise, you'll take part in a collaborative editing project, then shoot and edit a short narrative piece working from a storyboard.

Rhythm, Motion, and Effects

Different techniques for manipulating time through rhythm, motion, and effects. You'll explore how overrunning and under running time—slowing or speeding motion—can influence the viewers' perception of time. You'll learn how editing programs alter the frame rate through interpolation and how transition effects and other visual effects can be used to communicate the passage of time and other changes from shot to shot. In the exercise, you'll explore these concepts by editing a short music video, syncing visual images to a soundtrack of your choice.

Titles and Output

Polishing and publishing your work. You'll explore adding introductory titles and text graphics to your videos and animate them using keyframes. You'll also take a look at file compression and formats for output so you can start showing off your projects. In this exercise, you will create a short animated film sequence using titling and text tools.

Who Shall do this course

Everyone who is interested in making career as video editor. BMM / Media Students.

Course content

Photoshop Basic

Final Cut Pro

Live Type

FINAL CUT PRO

- Understanding Clips, Media Files and Sequence.
- Starting a new Project.
- Importing & open Files
- The Timeline Overview
- Editing Clips into Canvas & Timeline
- Overwriting and Inserting Edits
- Timeline Buttons and Controls
- Razor Blade Tools
- Zoom and Hand, Crop, Pen tool
- Effects: Dissolve, Fade in fade out, Iris, Page peel, wipe,
- Glow, Color Correction, Image control
- Brightness Contrast, Tint, gamma correction.
- Rendering Settings
- Text Effects
- Export Movie