Videotape Editing

...she ended up on the cutting room floor...

Videotape editing

- Editing: Process of selecting, arranging, and shortening scenes.
  - Must decide needed shots, effects, sequence.
- Editing systems can run from simple (source to recorder) to complex (multiple sources, audio mixer, special effects to recorder).
- Most now are nonlinear editing systems.

Duplications

- End product is the “master” videotape.
  - Copies from the master are “submasters.” (Copies of copies degrade in quality = generation loss.)
- Each generation down is degradation in picture quality.

Duplications

- VHS worst for generations lost.
  - First generation: Good
  - Fifth generation: Bad

Editing or control room techniques

- Fade -- to black

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Editing or control room techniques

- Dissolve -- one shot to another

Editing or control room techniques

- Cut -- direct transition

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Editing or control room techniques

- Wipe -- one picture wiping off another picture

Editing or control room techniques

- Superimposition -- “super” -- placing one image over another.

Text over picture is a “super” or “CG.”
Editing or control room techniques

- Key -- two-source effect where a foreground image is cut into a background image and filled back in with itself.
  * (Example: chroma key -- cuts a given color out and replaces it with another visual.)

A- & B-Roll

- Convention from the film days.
- B roll is the visuals.
- A roll carries the voice.

Aesthetics of editing

- Content and program flow
- Pacing
- Continuity
- Audience perception
- Determining cut points
- Scene transitions

Content and program flow

- Contextual flow of the program.
- The flow of ideas in a program is normally determined by the script.
- Editor has discretion in some instances.

Pacing

- Speed or timing or rhythm of a program, as perceived by the audience.
- To maintain audience interest and involvement, pacing must be brisk.

Pacing

- Instructional use of television requires that the audience be given sufficient time to absorb new information.
  * One solution is to provide “break points” within a program to permit thought and/or discussion.
Continuity
- Each shot (edit) within a scene must connect to the shots preceding and following it.

Determining cut points
- Good editing can make a program easy to watch.
- Poor editing can make the viewer's job difficult.

Cuts vs. effects
- Cuts -- simplest, cleanest and most unobtrusive transitions available.
- Dissolves -- program changes.
  * Examples, changes in time, location
- Special effects -- wipes and other techniques, mainly digital effects

The “feel” of editing
- Stop every few minutes’ worth of program time to go back and watch the show so far, or at least a few minutes of tape leading up to the current point of progress.

El Fin

*Final! Lift with your knees, not your back!*