

Chapter 12



✓ Post Production:

Linear and Non Linear Editing

Linear Editing System

Uses Video Tape as its Medium.

Popular during the 1980's



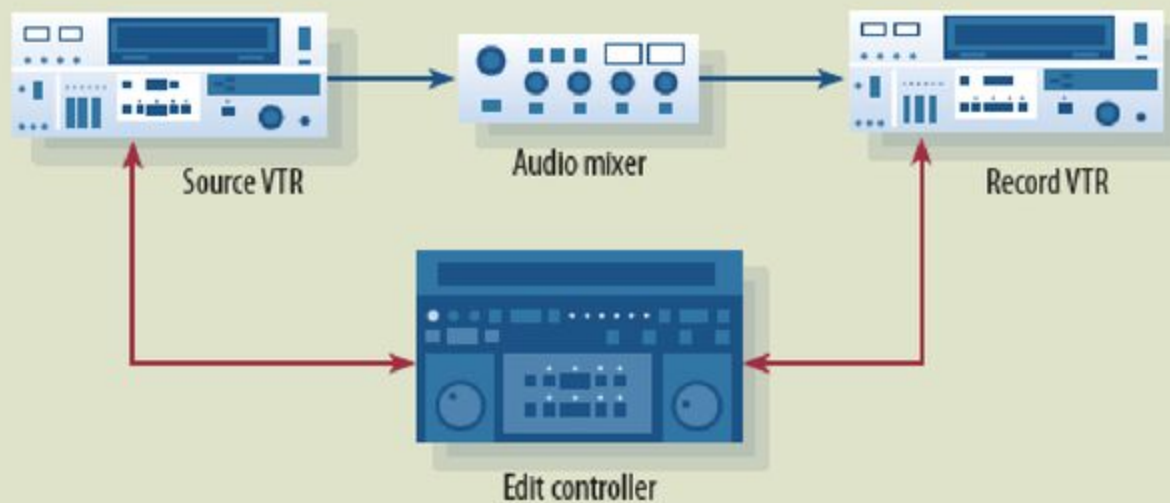
Linear Editing Controller

12.9 EDIT CONTROLLER

The edit controller has separate operational controls for the source VTR and the record VTR, such as search and shuttle controls. The controls in the center activate the preroll and editing functions.



Linear Editing- Flow



12.10 EDIT CONTROLLER IN SINGLE-SOURCE SYSTEM

The edit controller in a single-source system starts and synchronizes the source and record VTRs and locates the in- and out-points for both.

Non-Linear Editing

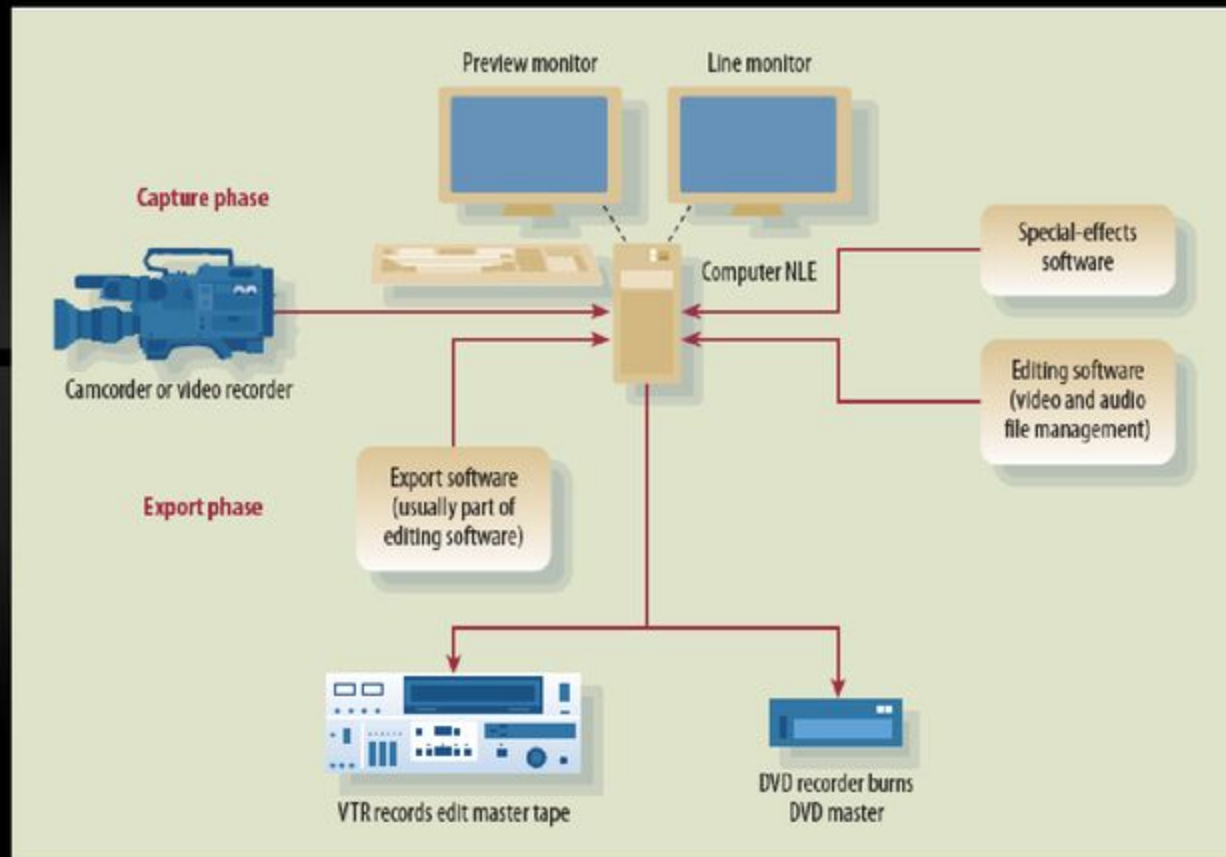
- ✓ Allows for random access to video clips. The video and audio information is stored in digital form on computer disks.



Non-Linear Editing Station



Non-linear Editing-Flow



Non-linear editing station interface



Capture/Digitize

Capture-

- ✓ Moving video and audio from an analog or digital videotape to the hard drive of a computer with a nonlinear editing program.

Digitize-

- ✓ Converting an analog signal from tape to a digital signal for storage on a computer's hard drive.

Importing/Exporting

- ✓ Importing- To bring video clips and media into the project.
- ✓ Exporting- To send footage/media out of the project. You can export to DVD, Digital Formats, Youtube and other web formats.

Editing Terms

- ✓ Rough Cut- Preliminary off-line edit.
- ✓ Off-Line Editing- In Non-Linear Editing the selected shots are captured in low resolution to save storage space.
- ✓ Online Editing- In Non-Linear editing it requires recapturing the selected shots in high resolution.

Timeline

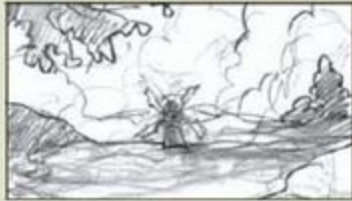
- ✓ Is where all the clips are placed to make the ~~sequence~~ sequence.

- ✓ Only cuts and music can be applied in a linear editing station. The editing of clips needs to be done in order chronologically.

- ✓ In non-linear editing clips can be moved around in any order at anytime. The graphics, animations, transitions can all be applied to enhance your timeline.

Post-Production-Storyboarding

shot 1



ACTION: LONG SHOT -- DRAMATIC

The SUN rises behind a picturesque WINDMILL.

shot 2



ACTION:

The light gleams through the windmill blades.
We hear: DISTANT JINGLING.

shot 3



ACTION:

MATCH CUT TO:

shot 3 continued



ACTION: CLOSE ON A SILVER HARNESS-BELL

Slightly tarnished. It JINGLES from the motion of the horse. The sun gleams on its surface, the cross-cut of the bell's face reminiscent of the blades of the windmill.

shot 4



ACTION: WIDE -- DRAMATIC

DON QUIXOTE and SANCHO PANZA ride "screen left." the bell on Don Quixote's harness JINGLING as his makeshift armor CLATTERS.

shot 5



ACTION:

D.Q. reacts dramatically to the windmill ahead.

DON QUIXOTE:
Let the enemy be sighted!

Non-Linear Products



- ✓ Avid
- ✓ Adobe Premiere
- ✓ Final Cut
- ✓ Imovie
- ✓ Windows Movie Maker

Vocabulary

assemble editing In linear editing, adding shots on videotape in consecutive order without first recording a control track on the edit master tape.

capture Moving video and audio from the recording media to the hard drive of a computer with a nonlinear editing program. Analog videotape signals must be converted to digital before they can be imported by the computer.

digitize Necessary step with analog source material whereby the analog signals are converted to digital signals prior to capture.

edit controller A machine that assists in various linear editing functions, such as marking edit-in and edit-out points, rolling source and record VTRs, and integrating effects. It can be a desktop computer with editing software. Also called *editing control unit*.

edit decision list (EDL) Consists of edit-in and edit-out points, expressed in time code numbers, and the nature of transitions between shots.

edit master The videotape or disc that contains the final version of an edited program. Subsequent copies are struck from the edit master.

insert editing Produces highly stable edits for linear editing. Requires the prior laying of a continuous control track by recording black on the edit master tape.

linear editing system Uses videotape as the editing medium. It does not allow random access of shots.

nonlinear editing (NLE) system Allows random access of shots. The video and audio information is stored in digital form on computer disks. Usually has two external monitors, small loudspeakers, and an audio mixer.

off-line editing In linear editing it produces an edit decision list or a rough-cut not intended for broadcast. In nonlinear editing the selected shots are captured in low resolution to save computer storage space.

on-line editing In linear editing it produces the final high-quality edit master for broadcast or program duplication. In nonlinear editing the shots listed on the edit decision list are recaptured at a higher resolution.

pulse-count system An address code that counts the control track pulses and translates that count into time and frame numbers. It is not frame-accurate. Also called *control track system*.

rough-cut A preliminary edit.

SMPTE time code A specially generated address code that marks each video frame with a specific number (hour, minute, second, and frame). Named for the Society of Motion Picture and Television Engineers, this time code is officially called *SMPTE/EBU* (for European Broadcasting Union).

VR log A record of each take on the source media. Also called *editing log*. When the recording media is videotape, the shot record is also called *VTR log*.

window dub A dub of the source tapes to a lower-quality tape format with the address code keyed into each frame.