

Post-Production Editing

Footage is caught in Production but a movie is made in Post-Production



What Will Be Covered

- 3 Problems of Editing
- Continuity Editing
- Tradition of the Transition
- Next Level Editing Techniques



3 Problems of Editing



1. Identifying a series of potential cutting points.
2. Determine what effect each cut point will have upon the audience.
3. Choose which effect will be most appropriate for the film.

- Film (especially Narrative Fiction) requires a the viewer to be engrossed within the film and requires the audience to maintain suspension of disbelief.



- strives to make edits as seamless as possible to reduced any breaks in the audience's emersion.

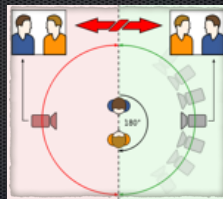


Continuity Editing

- 180 Degree Rule
- Shot/Reverse Shot
- Eyeline Match
- Match on Action
- Graphic Matching
- 30 Degree Rule



- To maintain spacial continuity between subjects in relation to the screen, make sure the camera doesn't cross the
- 180 degree rule is used to make sure that subjects stay on their respective sides of the frame.



- Uses the 180 degree rule to establish both characters in a conversation while cutting between them.



- Used to establish the connection between subject and the object of their gaze.



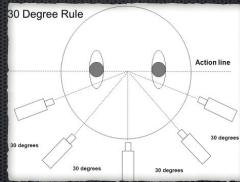
- Used to cut seamlessly between two angles of the same action.



- Used to connect two shots that vary great spans of time and space. Often used with a dissolve.



- Jump Cut : A cut between two shots where the camera seemingly lurches forward.



- To avoid a jump cut make sure that every shot is moved at least 30 degrees from the previous shot.

Continuity Editing Review!

- Used to cut seamlessly between to angles of the same action.

Continuity Editing Review!

- Used to make sure that subjects stay on their respective sides of the frame.

Continuity Editing Review!

- Uses the 180 degree rule to establish both characters in a conversation while cutting between them.

Continuity Editing Review!

- A measured distance from the previous shot used in order to avoid a jump cut.

Continuity Editing Review!

- Used to establish the connection between subject and the object of their gaze.

Continuity Editing Review!

- Used to connect two shots that vary great spans of time and space. Often used with a dissolve.

Tradition of the Transition

- Fade-in
- Fade-out
- Dissolve
- Wipe
- Cut



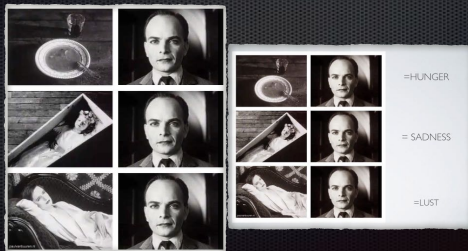
Dissolves

- - A dissolve transition from black to footage
- Something begins
- - A dissolve transition from footage to black
- Something ends
- - A transition where one layer is superimposed over another layer
- A change in time or location

- - A transition between footage using a moving boundary
- A change in location or a transition in a memory/fantasy



- The juxtaposition of two images to prompt the audience to make a correlation between the two.



Cheat Cut & Parallel Editing

- **Cheat Cut** : The use of different framing and cuts between shots to "cheat" the continuity.
- **Examples** : Making characters get in each other's faces but the actors are very different in height -or- remove a whole wall for the sake of an establishing shot
- **Parallel Editing** : The use of editing to connect two points of action that are diegetically far apart.
- **Examples** : Showing the two sides of a telephone call -or- Showing a bomb timer ticking down as a car furiously drives

Associative Editing & Montage

- **Associative Editing** : The juxtaposition of two images so as to insinuate a third meaning.
- **Example** : Cut to a firework after a kiss to insinuate an "Explosion" of passion
- **Montage** : A series of images shown in sequence so as to insinuate an over arching connection.



- **Match Cut** : Actions and scenes combined through camera movement, often to cover a cut



