



YOUNG FILMMAKER COMPETITION

Guide 4: Editing



Royal Conservatoire
of Scotland



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Scotland's Anti-Bullying Service

Editing

Editing allows you to pick which bits of your film you like best and which bits you don't like and build your final film.

Step 1:

Import your film clips onto your computer from the device they were filmed on e.g. mobile phone.

Step 2:

Import those film clips into your editing programme.

Step 3:

Rename those clips to match the names you gave them in your shot list, or you can rename them to describe the type of shot they are. This process makes sure you can easily identify each of the clips. When you import them they may be automatically referred to as i.e. 0001, 0002, 0003 and so on. This can make it harder to identify them without watching the whole clip.

Step 4:

Pick the best takes, or your favourite shots to tell your story.

Step 5:

Mark your IN and OUT points - this allows you to trim the best of the clips you don't want to use. This is often done by lining the playhead to the points where you want the clip to start and pressing your 'I' key. This will mark an IN point. Move the playhead where you want the clip to end and press your 'O' key. This will mark an OUT point. Now you have the clip you want to use for your film.

Step 6:

Click on one of the clips. Drag it and drop it on the timeline.

Step 7:

Repeat steps 5 and 6 for the rest of your clips until you have your final film.

Step 8:

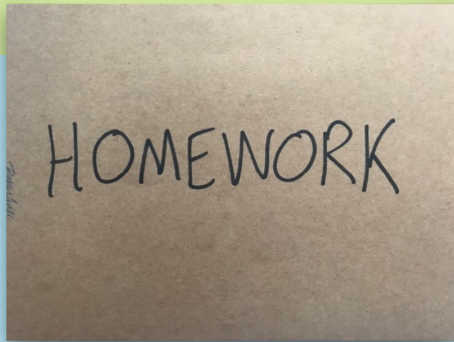
Regularly save and back up your work.

Music

You can import music the same way you import clips and the track to your timeline. Select the section you want to use and mark an IN and OUT point and place it on your timeline.

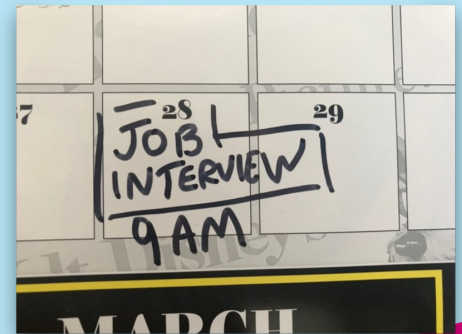
Credits and Title Cards

These can be added by using your chosen editing software (refer to the accompanying video guide). If you are not comfortable doing this, you can do them practically while you are making your film. The simplest way to do this is to write the title sheet on a sheet of paper and get a shot of it while filming.



Title on a sheet of card

If you wanted to be more creative you could add another option. Let's say your film is called 'Job Interview'. Your character might have written 'Job Interview' on his calendar. You could then have them look at their calendar, leave the room, and then zoom into the text on the calendar and then you have your title card.



The same goes for credits. You could write out the cast and crew on a sheet of paper and film that, but maybe there is a more creative way to incorporate credits into your film?

Once your film is finished you will need to EXPORT it. This is usually done by clicking on FILE and then select an option for EXPORT. Different software will have different formats and ways to export. Make sure that you export your actual film and not a clip or another film by accident.

Exporting can take some time. Double check and make sure you have saved the final version before finally exporting your film entry.

Things to remember

- **Make sure the film clips and music are already on your computer or saved to a hard drive. If you import your clips from a memory card you will need to have that memory card every time you want to edit your film.**
- **Create a folder on your desktop and save all the files in there - this keeps everything together and means it is less likely that you will lose clips.**
- **If you hover your mouse over any icons and leave it stationary, the software will often tell you what that button does.**
- **Regularly save and back up your edits - if the software crashes you could lose all your hard work that day.**
- **Preview video: Allows you to view your unedited clips (they are the clips you shot on your devices).**
- **Timeline: Where you build your edit, add effects and music etc (you may have to create a 'new timeline' when you begin your edit).**
- **Timeline video: This is where you can watch the film as you have laid it out in your timeline (the edited version of the film).**

Software

Editing programmes

Openshot - www.openshot.org

Black magic design -

<https://www.blackmagicdesign.com/uk/products/davinciresolve/>

Music and Sound Effects

<https://freemusicarchive.org>

<https://sound-effects.bbcrewind.co.uk>

<https://freesound.org/browse/tags/sound-effects/>