A guide to editing

Using an editing software package will enable you and your pupils to go beyond simple one-shot video performances to create more complex and interesting films.

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Postproduction

Having shot your raw footage, you now need to turn it into a finished film. This involves three stages:

1. Capturing – where you transfer (also referred to as ‘import’ or ‘capture’) footage from the video camera to a computer
2. Editing – the creative part where you shape the final video
3. Saving – where you prepare the final video for viewing on the internet

Editing software

There is a wide range of editing software available and your school might well have some editing software on its computers.

Windows Movie Maker (WMM) comes as part of Windows XP and Windows Vista.

iMovie is preloaded on Apple Macintosh computers.

(Many people prefer the earlier version iMovie 6 to the more recent iMovie ’08. Apple offers free downloads of the earlier version to those with iMovie ’08.)

Both WMM and iMovie are easy to use and well supported with useful help files and comprehensive online tutorials from Microsoft and Apple.

WMM: www.microsoft.com/windowsxp/using/moviemaker/default.mspx

iMovie: www.apple.com/support/ilife/tutorials/imovie/

CAPTURING

First you will need to connect your video camera to your computer. This site shows you how:

www.microsoft.com/windowsxp/using/moviemaker/getstarted/camera.mspx

Make sure your camera is set to playback mode.

A note on cables: If your video camera uses DV tape, you will need a FireWire or iLink cable to upload your video footage to a computer. Confusingly, there are two iLink connectors, the larger 6pin (which looks like a standard USB connector) and the smaller 4pin.

Most cables have the large connector at one end (for the computer) and the small one at the other (for the camera) but some laptops use the small 4pin in which case you will need to buy a 4pin to 4pin FireWire/iLink cable.

Once the cable is connected (make sure you have switched your video camera on), the computer will automatically recognise the camera.
In **WMM** the ‘Video Capture Wizard’ box will appear. If it doesn’t, and nothing else happens, check the cable is fully connected (you could try wiggling it a little bit to check the connection).

The first dialogue box of the Video Capture Wizard asks you to select your capture setting. Choose **Digital device format**, (DV-AVI.)

Click Next. The second dialogue box asks you to choose from two capture methods. Choose **Capture parts of the tape manually** as this allows you to omit any footage you won’t need.

Click Next. The third dialogue box shows a preview of the image on the tape. Here is where you capture the clips you want using **start capture/stop capture**.

Once you’ve finished, **WMM** automatically opens the collection folder containing your clips. The collection folder and the project file will be saved in My Video as the default. But collections and projects can be saved anywhere on your computer. To understand what is meant by **collections, projects and movies** see Key concepts in the **WMM** Help section.

**EDITING**

**Introduction**

As well as what is seen in the shots you have filmed, think about the pace of the film, or **cutting rhythm**. A cut is when you switch between shots. For example, your opening shot might be a performer on his or her own, and after the first verse of their poem, you might want the shot to stop there, and go straight to another shot of a group of children performing the chorus.

When you are editing you can use any of the shots you have filmed in any order, repeat them, use video effects on them (such as changing their speed to fast- or slow-motion) and overlay other visual shots over the soundtrack.

Music videos and commercials are cut very quickly, every one or two seconds. This is usually done so that the shots change in time with the beat of the songs. But this is probably not appropriate for your pupils’ poetry performances.

Think also about how you move from one shot to the next, or **shot transition**. The straight cut is standard, when one shot simply follows another, but you can also use **dissolves, cross-fades or wipes**.

In both **WMM** and **iMovie**, when you trim your clips you are not actually chopping out and discarding the original footage, only the ‘address’ to use it. This means you can chop it about as much as you like, and even use the same footage repeatedly if you want to.

The best way to learn to edit is to follow the instructions in the Help tutorials.

If you are using **WMM**, it’s a good idea to resize the screen before you begin to edit so that the Timeline, Storyboard and Preview windows are as large as possible. You do this by placing the cursor on the box frames of each window and dragging them outwards:
Sav[ing

When you have completed your videos make sure you have saved them somewhere safe and create a back up copy.

Other Editing Options

If you would like to use more sophisticated (but not overly expensive) editing software, you might consider the following:

PC users
Adobe Premiere Elements (now on version 7). This is regarded by many as the best non-professional package for the price (approx £65).

Mac users
Final Cut Express (approx £120-130). For not much more (£200) you can buy the more powerful industry standard Final Cut Studio, but you will need plenty of processor speed and RAM to run it effectively.
USEFUL SITES

Other Windows Movie Maker tutorials:

www.movies.atomiclearning.com/k12/moviemaker2
www.papajohn.org

A good instruction manual for iMovie 6 is produced by Los Angeles education at:

www.storiesforchange.net/resource/imovie6_tutorial

Extensive instructions for iMovie:

http://www.atomiclearning.com/?from_legacy=1

Advice on making films:

Film Street has a Filmmakers’ Pack for children on its Scrapbook page, packed with useful tips for young people making a film: www.filmstreet.co.uk

The BBC has two useful sites:

BBC One Minute Movie: www.bbc.co.uk/films/oneminutemovies/howto

MediaEd is a site for teachers making films with children: www.mediaed.org.uk/