ExplorNet's *Digital Media II*

Objective 206.02 10%
Select and utilize tools for digital video production.

Video Cables

❑ Composite (RCA) Cable
   ☐ Very common video (and audio) cable used in professional and consumer settings alike.
   ☐ Color coded system makes it easy to distinguish between audio and video plugs.
   ☐ Used for VCRs, DVD players, and other basic video connections.
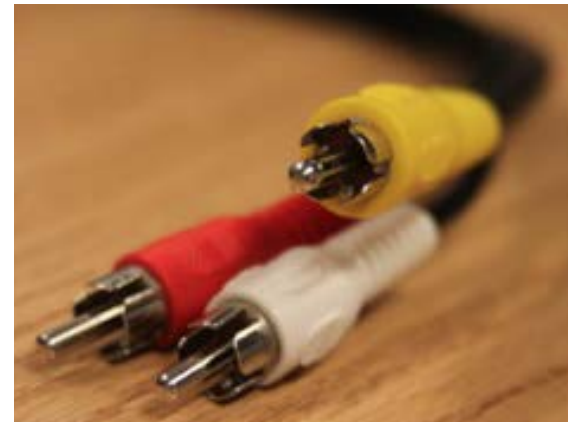
Video Cables

- ❑ Firewire Cable
  - ☐ High transfer speed digital cable used with computers.
  - ☐ Commonly used to capture audio or video from the recording device into the computer.
  - ☐ Depending on age of equipment, can be Firewire 400, 800, or 4-pin.

Firewire 4-pin

Firewire 800 (9-pin)

Firewire 400 (6-pin)

Video Cables

❑ HDMI Cable

    ☐ High-definition video cable.

    ☐ Carries digital audio and video.

    ☐ Combines audio and video signals into one cable to simplify connection.

Advanced Lighting Terms

- ❑ Key Light
  - ☐ The main source of light for the video production; pointed at the set to illuminate the subject(s).
- ❑ Fill Light
  - ☐ A less intense light used to eliminate or soften the shadows of the subject(s) in a video production.
- ❑ Back Light
  - ☐ Used to illuminate the subject(s) of a video production from behind; separates the subject(s) from the background itself.
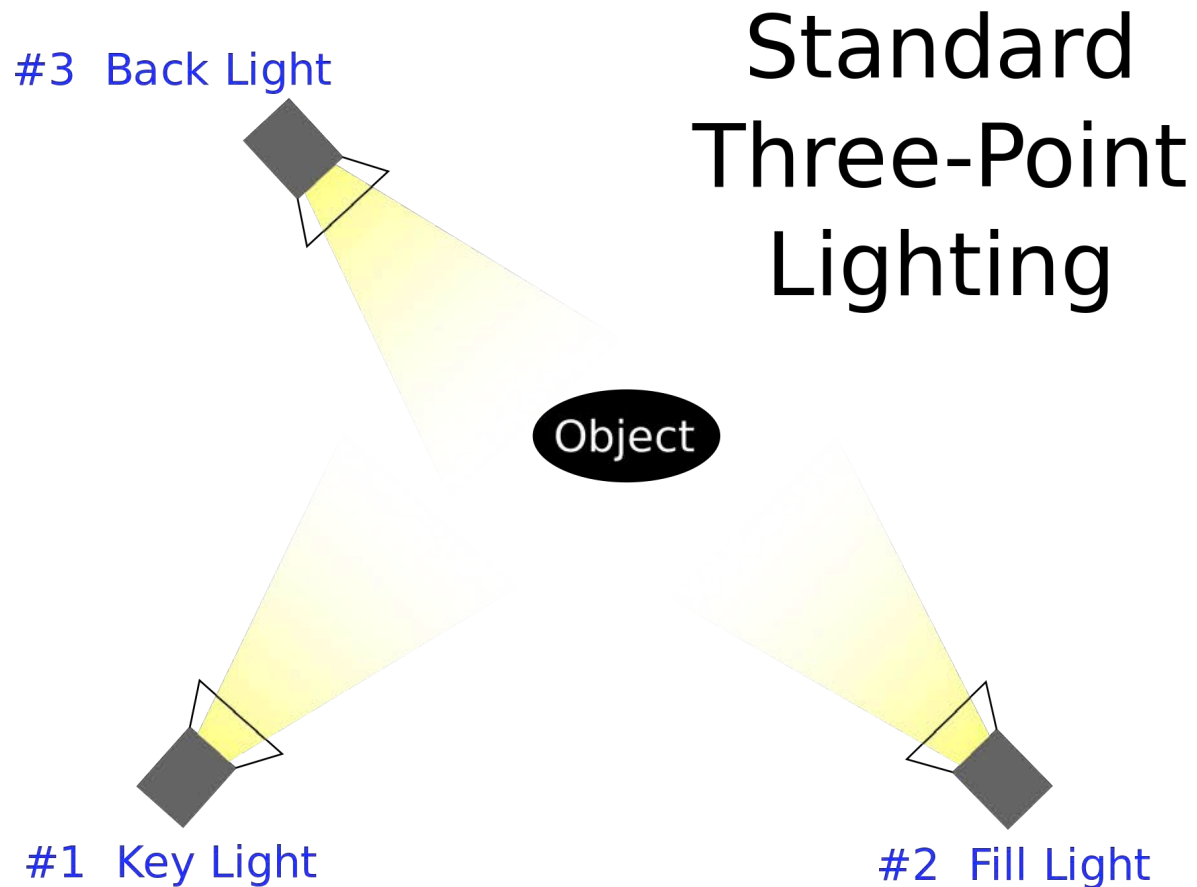
Video Production Lighting

Advanced Lighting Terms

Standard Three-Point Lighting

#3 Back Light

Object

#1 Key Light

#2 Fill Light

Advanced Camera Lens Terms

❑ Telephoto Lens

    □ Has a longer focal length than a standard lens; provides a more magnified image and narrower field of view; used for far away subject(s).

Advanced Camera Lens Terms

❑ Macro Lens

☐ A lens suitable for unusually up-close filming of the subject(s); shows a particular part of the subject in extreme detail.
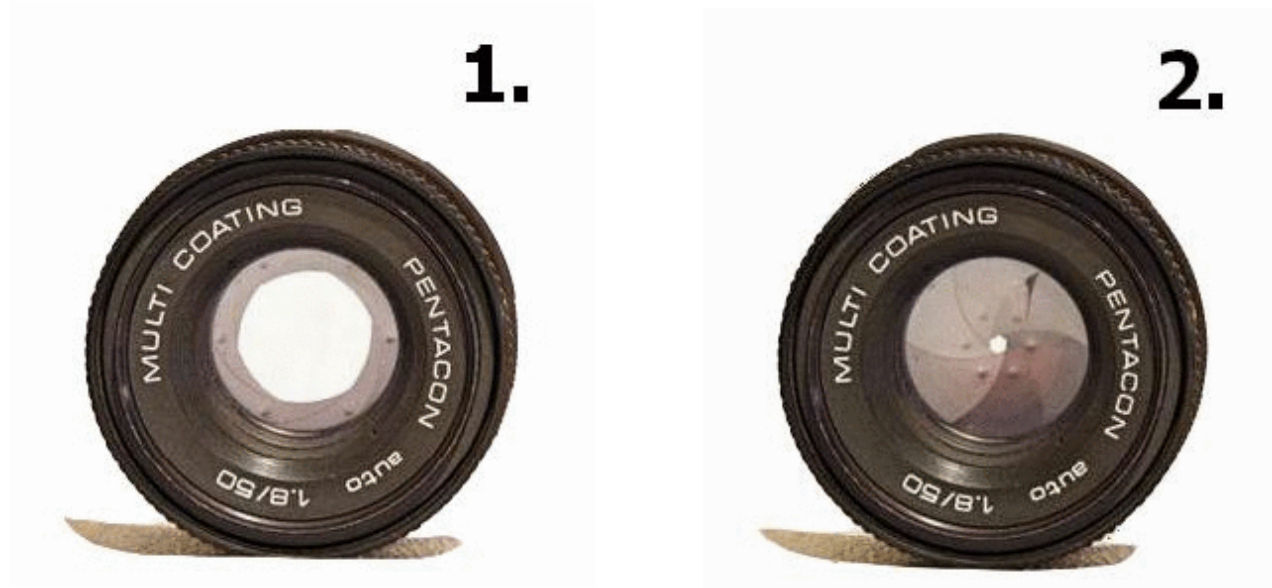
Advanced Camera Lens Terms

❑ Fisheye Lens

☐ A wide-angle lens that has a field of vision covering 180°; creates a circular image with visual distortion around the edges for visual effect.

Advanced Camera Lens Terms

❑ Aperture

  ☐ The hole in the lens by which light travels through to re-create the image being filmed; size of the hole is controlled by the iris.

Advanced Composition Terms

❑ Take

  ☐ A sequence of a video production that is recorded continuously, at one time.

  ☐ Some scenes may require several takes to complete correctly.

❑ B-Roll

  ☐ Supplemental or alternate footage that is mixed intermittently with the main shot during a video production.

Advanced Composition Terms

❑ Depth of Field
  ◻ The distance between the nearest and furthest objects in a scene that remain in focus.

ExplorNet's Digital Media II

Advanced Timeline Terms

❑ Rough Cut

 ☐ A stage of editing, when the video clips are edited down using the correct in and out points, and initial transitions or special effects are added.

❑ Final Cut

 ☐ Third stage of editing, when all of the transitions, special effects, and other editing techniques are finished; step preceding rendering and exporting.

Advanced Timeline Terms

❑ Nested Sequence

◻ Embedding multiple sequences of edited clips into a master composition to ease the overall editing and compositing process.

Premiere Pro Interface
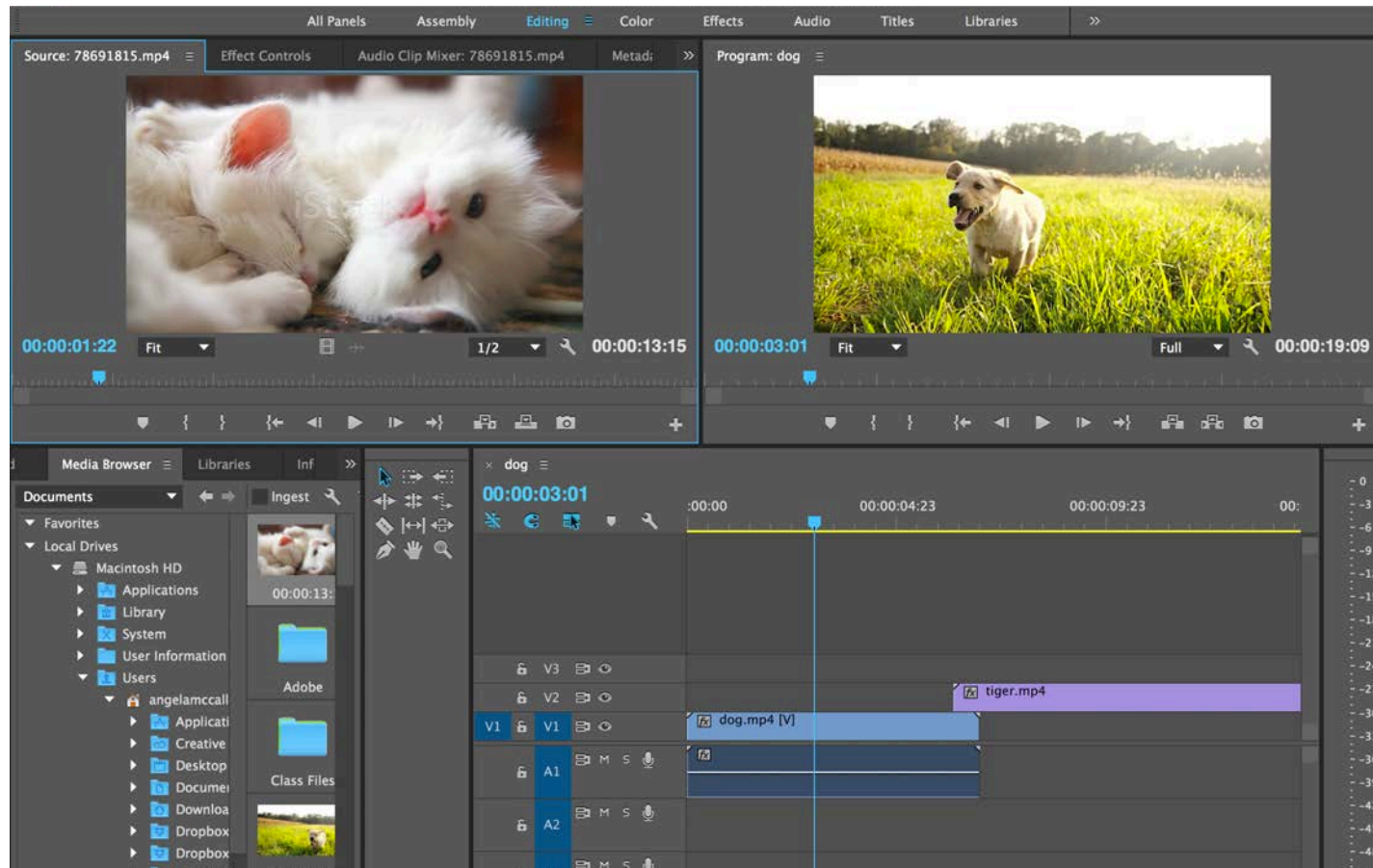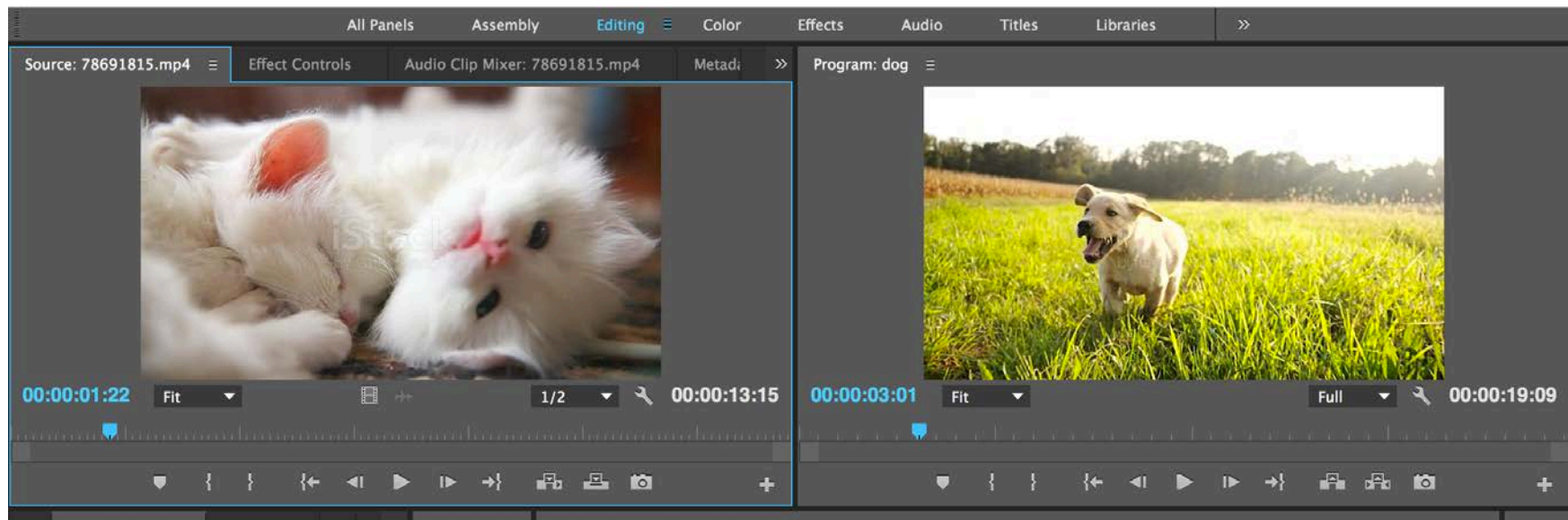
Panels in Editing Workspace

❑ Source Monitor

❑ Program Monitor

❑ Timeline

❑ Media Browser

❑ Tools

❑ Effects

❑ Effect Controls

❑ Audio Levels

Source vs. Program Monitor

❑ Source Monitor
  ☐ Used to edit clips before putting on timeline
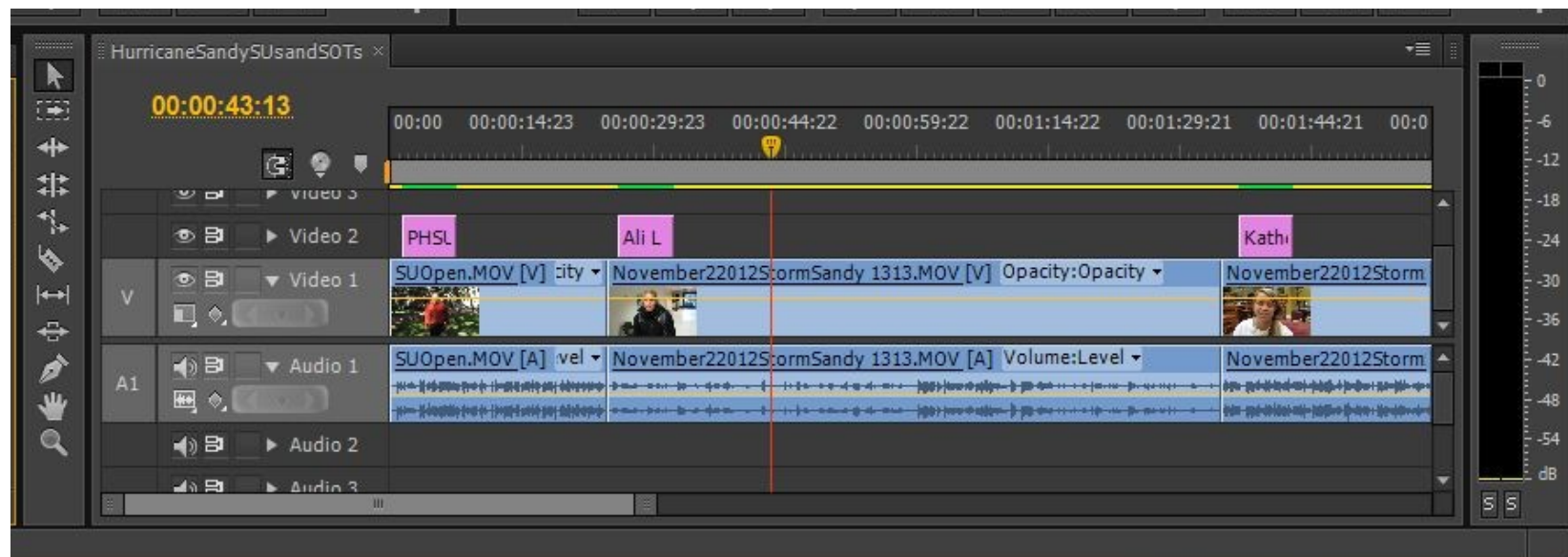❑ Program Monitor
  ☐ Used to view clip sequences in timeline

Timeline
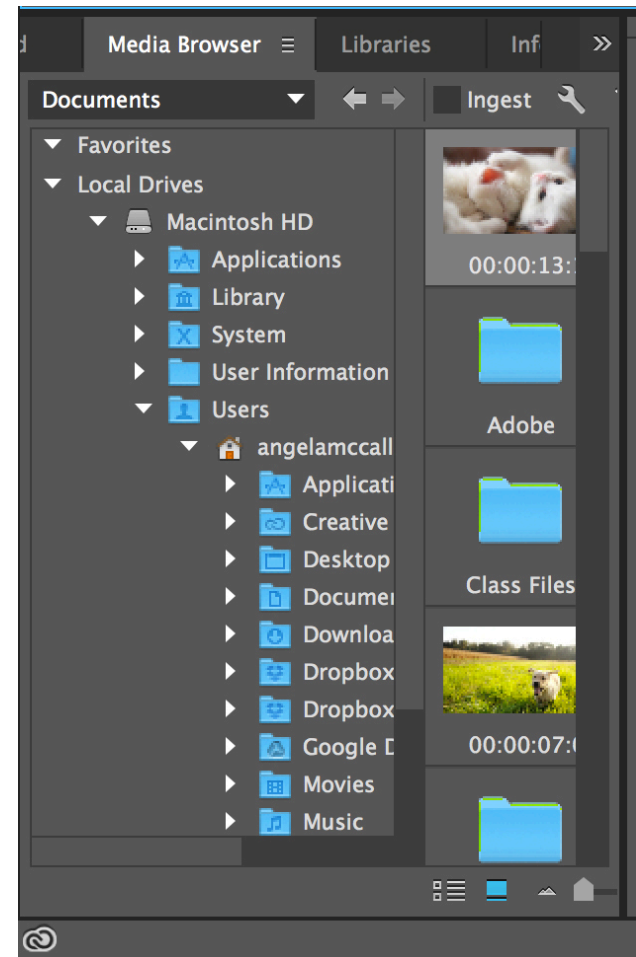
❑ Used to place and edit all media elements

Media Browser

❑ Media Browser provides access to video, audio and graphic files.

❑ Allows you to preview files.

Tools Panel

❑ Tools Panel holds several commonly used tools.

❑ The Selection tool is the default tool. It's used for everything other than specialized functions. If the program isn't responding as you expect, make sure that the Selection tool is selected
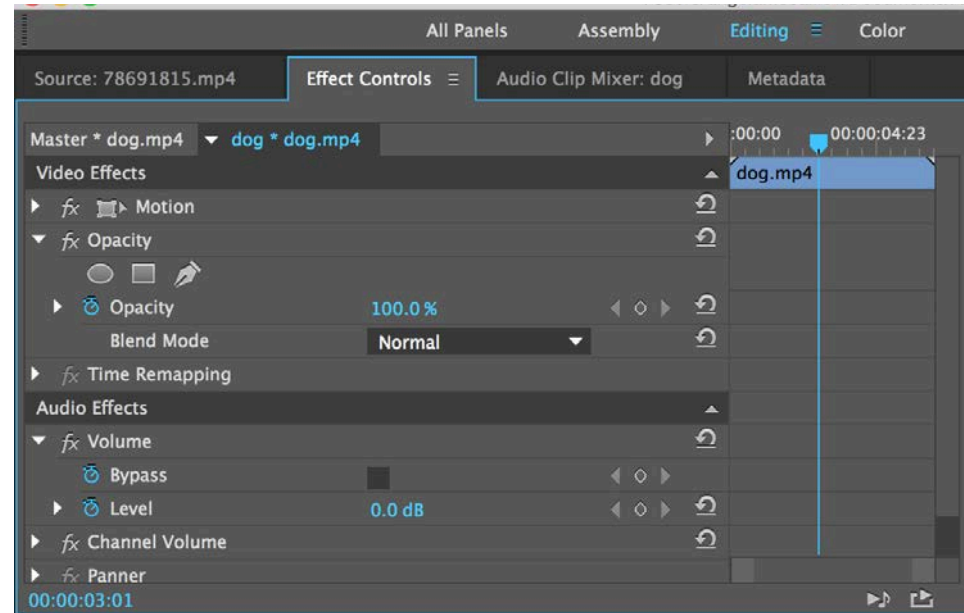
Effects Panel

❑ Contains bins with a variety of audio and video effects, as well as transitions which can be applied to clips.
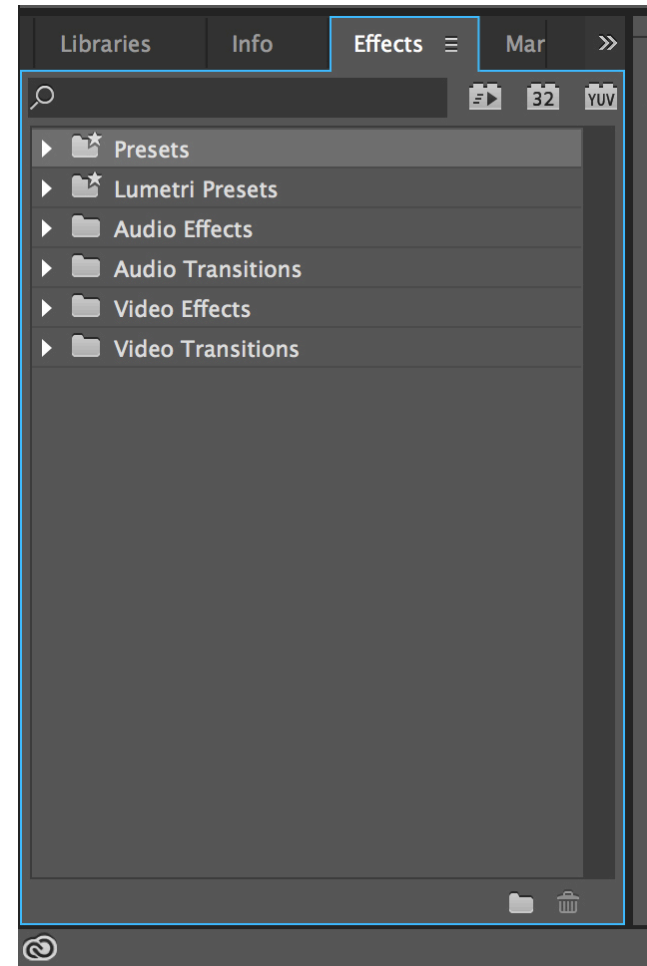
Effect Controls

❑ Lists all the effects that are applied to the currently selected clip.

❑ Fixed effects are included with every clip:

❑ Motion, Opacity, and Time Remapping for Video Effects.
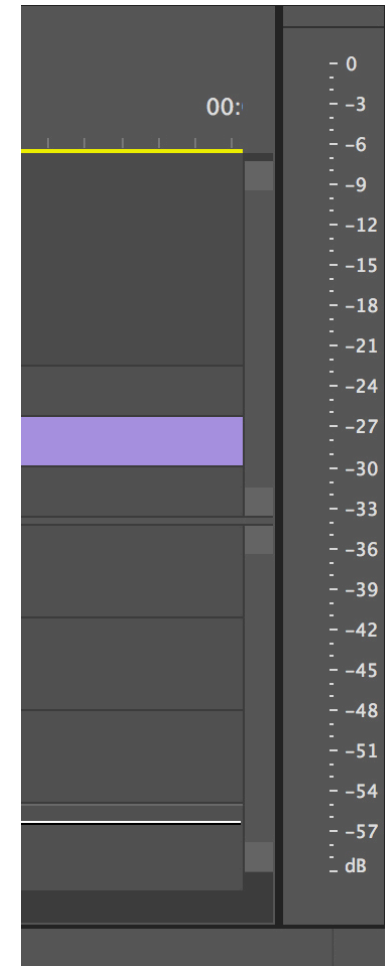
❑ Volume effect is listed in the Audio Effects section.

Audio Levels

❑ Can view the audio level while playing clip sequence.

Customize Workspace

- ❑ Your Premiere workspace can be changed to best meet your needs as a video editor.
    - ☐ Change document views
    - ☐ Rearrange/resize windows and panels
    - ☐ Add or remove tools on toolbar
    - ☐ Create and save custom workspace
- ❑ These same techniques can be used to customize other Adobe software.

Importing

❑ Importing is not the same as capturing.

❑ Import loads files that are already in your storage into the project.

❑ Many video, audio, and image formats can be imported into Premiere.

❑ Supported file formats: https://helpx.adobe.com/premiere-pro/using/supported-file-formats.html

Import Media Assets

❑ Files should be imported from the *hard drive,* so first move files from camera, cloud storage, etc. to the hard drive.

❑ Import files by using:

   ☐ Media Browser

   ☐ Import command

Import Command

❑ Choose File > Import.

❑ Select one or more files from the list of files.

❑ Files will be added to the Project panel.

❑ You may select an entire folder, which is added as a new bin in the Project panel.
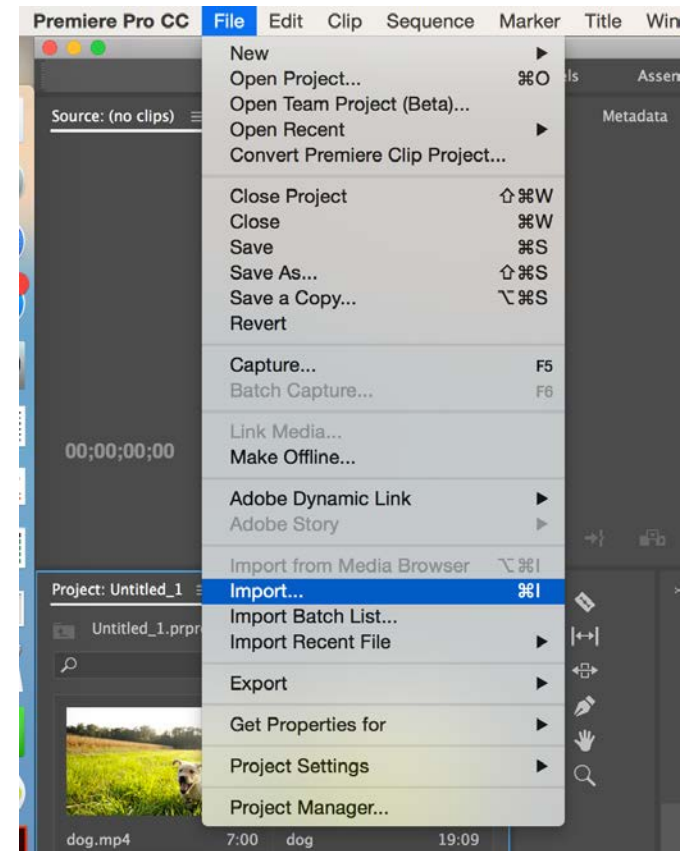
Marking Clips

❏ Setting a clip's In and Out points.

❏ In a typical workflow, you mark In and Out points for a clip in the Source Monitor.

❏ You define the first frame you want to include in a sequence by marking that frame as the clip's In point.

❏ Then you define the last frame you want to include by marking it as the Out point.

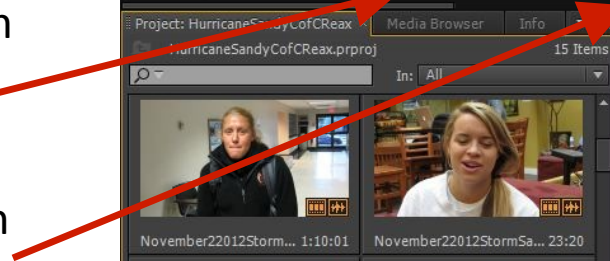❏ You then drag the marked clip to the timeline.
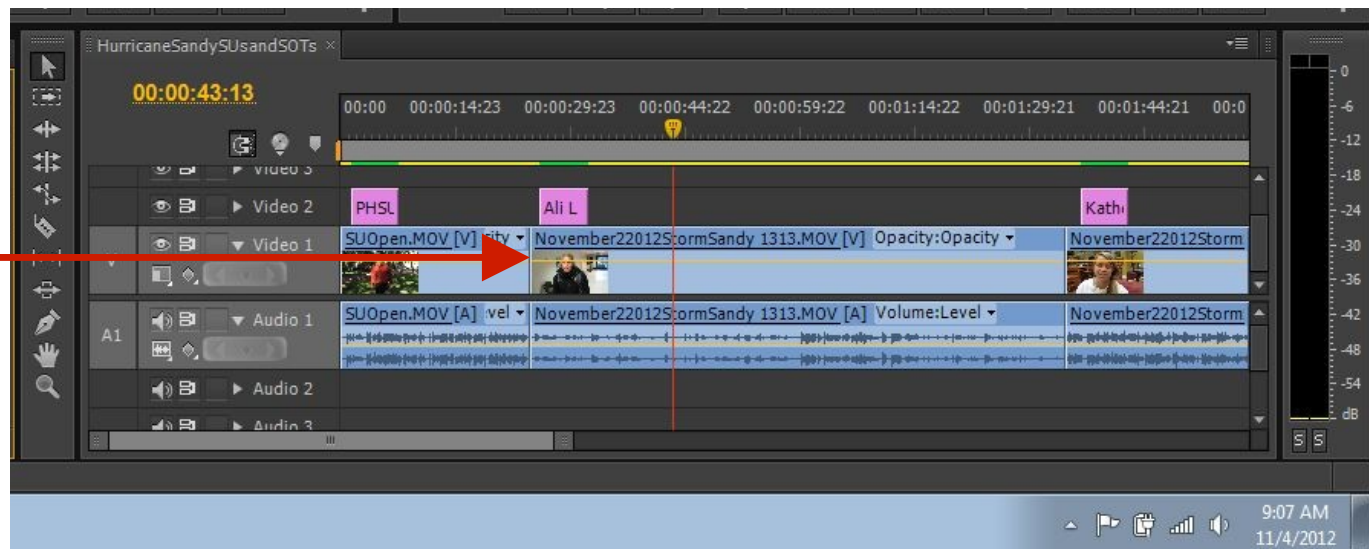
Marking Clips

Source Monitor

In Point Button
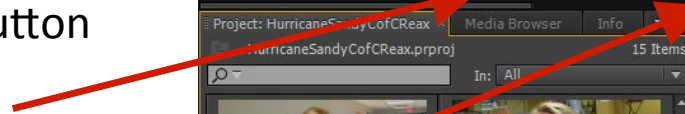
Out Point Button

Trimming Clips

❑ Adjusting a clip's In and Out points after it is already edited into a sequence is called trimming.

❑ You can trim clips by dragging the edge of a clip in the timeline.

Clip In Point in Timeline View

Advanced Audio Terms

❑ Natural Sound (Room Tone)
  ☐ Using the actual sounds of the environment in which the video takes place.
  ☐ Typically used to make the video seem more realistic.

❑ Recorded Narration (Voiceover)
  ☐ Dialogue added to a video production to explain the visual scenario and give the audience more information about what is happening in the video.

Editing Audio in Video Editor

❑ When you add a video clip to the timeline, the video and audio appear as two objects, each in its own track.

❑ The video and audio portions of the clip are linked so that when you drag the video portion, the linked audio moves with it, and vice versa.

❑ When you want to work with the audio and video individually, you can unlink them. This allows you to delete or edit them separately.

Editing Audio in Video Editor
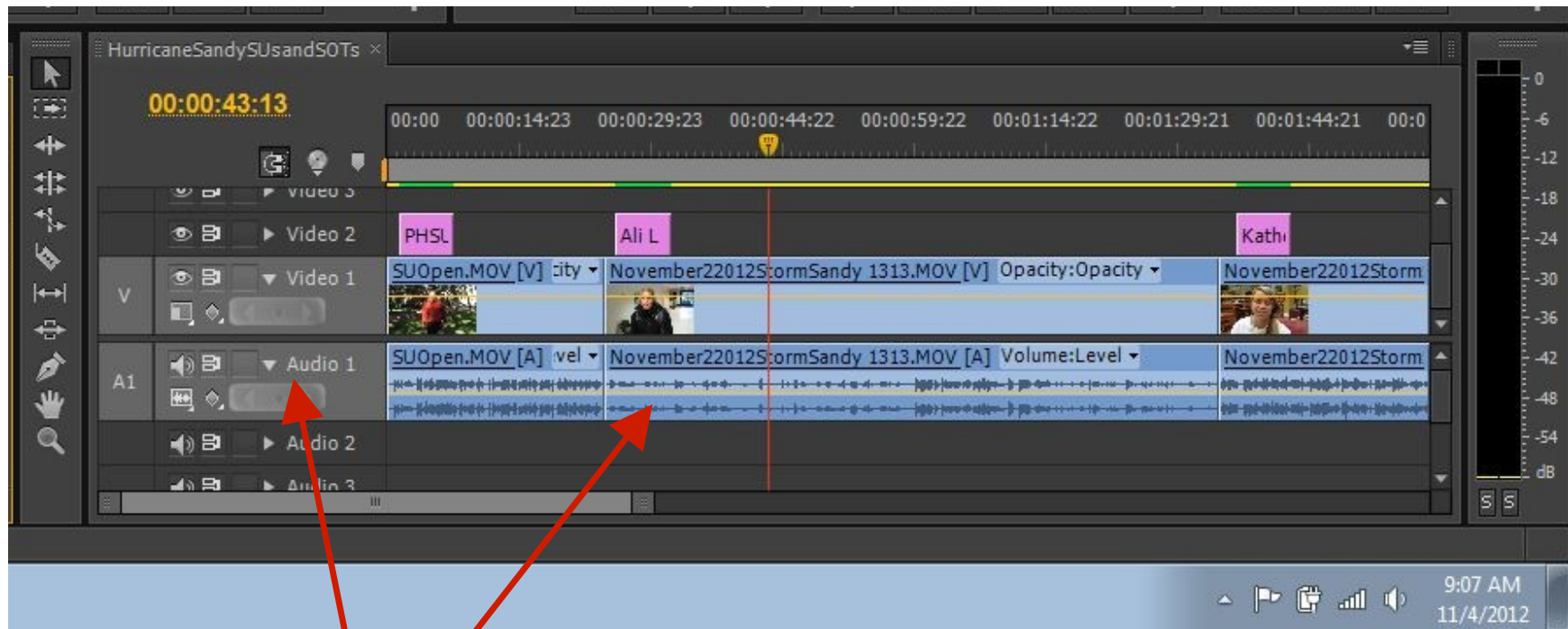
Linked Audio
Track

Layering Audio in Video Editor

❑ Audio tracks can be used to add music, narration and sound effects.

❑ Audio editing for video works in much the same way as when using an audio editor.

❑ When making audio adjustments of any kind, determine whether the change is applied to the entire track or to individual clips. Audio tracks and clips are edited in different ways.