

SYLLABUS

5th SEMESTER

FILM EDITING

SP. PAPER-1

MOTION PICTURE EDITING

Credits: 3

L	T	P
3	0	10

1. Introduction

What is editing?

Editing Histo

2. The Edit (Cut point)

Factors to be considered for editing: a) Editing software, b) Style of editing depends on the kind of project to be edited such as Documentary, Fictional narrative (short and feature length), Music video, Television Commercial, Wedding video, c) Editor's own creativity, Vision of the director, the suggestion of a producer, the quality of the raw footage provided

Basic edit transitions

3. Stages of the editing process

Picture and sound tracks are edited together to show and tell the story, Special visual effects are generated, Titles/graphics/credits are added, Sound effects are created, and Music is scored and added

General stages of editing process: Acquire, Organize, Review and select, Assemble, Cut-rough, Cut- fine, Picture lock, Master and deliver

4. Understanding the footage

Basic shots: Long shot (LS) or wide shot (WS), Very long shot (VLS), Extreme long shot (XLS or ELS), Medium close-up (MCU), Medium shot (MS), Medium long shot (MLS), Two shot (2S), Over the shoulder (OTS), Close-up (CU), Big close-up (BCU), Extreme close-up (XCU or ECU)

Meaning and description of shots

5. Shot Categories and Complexity

Basic elements of shots: Lens, Camera, Mount/Support, Subject

Simple, Complex and developing shots:

- a) Simple shot: No lens movement, No camera movement, No mount movement, Simple subject movement
- b) Complex shots: Lens movement, Camera movement, No mount movement Simple subject movement; A complex shot may contain a Pan, Tilt, Pan and tilt (diagonal upward or downward camera lens movement), Lens movement (zoom or a focus pull), Lens movement and a pan (hiding a zoom by panning the camera), Lens movement and a tilt (hiding the zoom by tilting the camera), Subject movement and a pan, Subject movement and a tilt
- c) Developing Shots: Lens movement, Camera movement, Mounting movement, More complex subject movement
Reviewing the footage and selecting the best shot
