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EDPS 6560

Multimedia Learning

Enhancing a Video Sequence and CSS
Properties for Images

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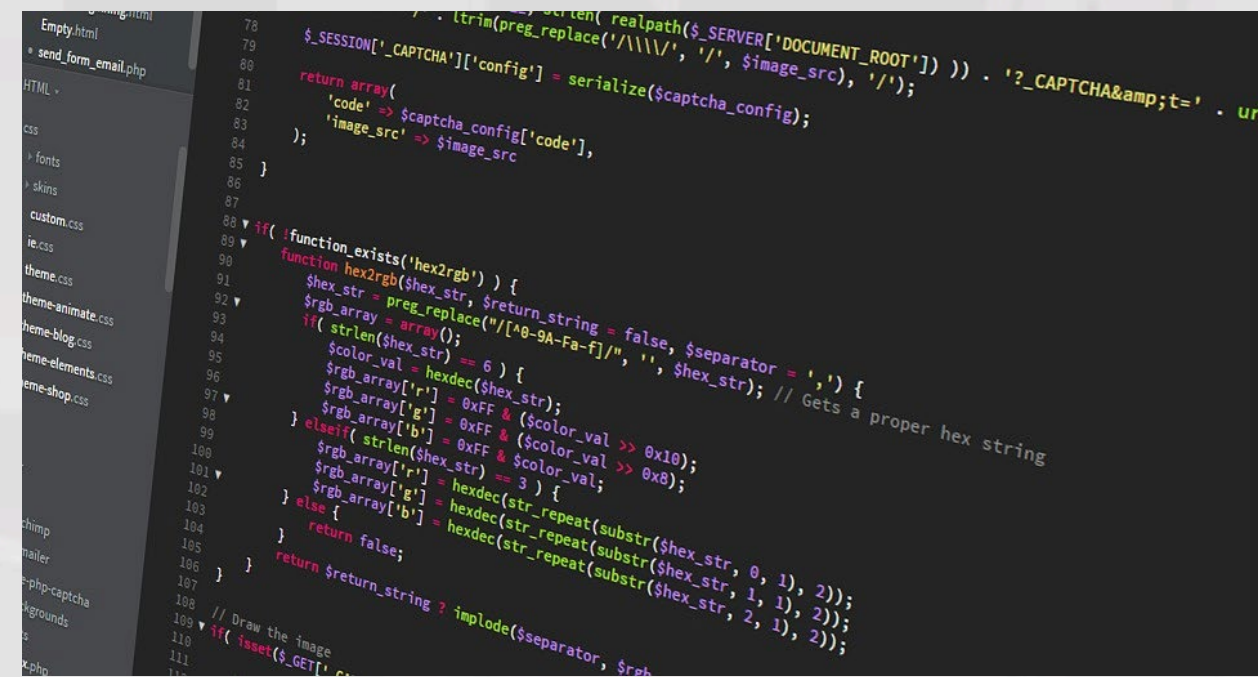


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Class Objectives

By the end of this class you should be able to:

- Demonstrate knowledge of editing audio clips
- Animate properties of audio clips using keyframes
- Review of CSS Properties for Images





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Class Schedule

5:00-6:30 PM

- Review of CSS properties for images

6:30-6:40 PM

- Break

6:40-8:00 PM

- Editing audio clip properties



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Digital Asset of the Week

Vector Files of System Icons

- [Font Awesome](#)

Other resources for icons tested by BS 4 developers

- [BS4 Icons](#)



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Width and Height of Images

The [width and height](#) attributes define the size of the image:

- Takes length values incl. px, cm, etc. or percentages of the containing block or set to none if default value and auto if value is re-adjusted based on the ratio of the image
- To ensure that the image is responsive – set auto for height and width to 100%
- However to avoid upscaling the image, in the CS sheet, set max-width to 100%
- The class attribute “img-fluid” from the BS4 framework address this issue
- To create rounded images or thumbnail images, use the border-radius and border property
 - Border-radius takes length values incl. px and percentages (50% is rounded)
 - The [BS4 framework has different utilities to create borders and types of images](#)



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Positioning Images

Floating Images

- Use the CSS float property to move an image to the left or right of text.
- In order to center an image within a column div container, set the margin-left and margin-right property to auto and display property to block. The width should also be set to a percentage value to ensure that it is responsive.
 - The BS4 framework has a class attribute of “d-block mx-auto” to address this
 - Alternatively, you could assign a text-align property to center assigned to the column div container. The BS4 framework does this with the “text-center” class attribute
- For more advanced techniques and options to style images, see the [following resource from the W3School site](#)



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Background Images

Background-image

Property that specifies a background image to be set for an HTML element

Ex: background-image: url("myimage.png");

- By default, the background-image is placed at the top-left corner of an element, and repeated both vertically and horizontally. The background is the total size of the element, including padding and border.
- You can specify a background-color as a fallback option if the image is not loaded.
- Also, multiple images can be displayed on the background by separating urls with commas, e.g., url(""), url("");
- Read more about combining gradients with images [here](#) and [blending options](#).



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Positioning Background Images

Background-position

Sets the starting position of a background image.

Ex: background-image: center;

By default, a background image is at the top-left corner.

- Name (left top, left center, left bottom, right top, center top, top, center, bottom)
– if only one keyword is specified, the other is center
- Unit of measurement (x% y%, e.g., 50% 50% for center center; 100% 100% for right bottom corner; 0% 0% for left top corner)
- Units can be set in px (xpos ypos or 50px 50px). Can also be mixed with percentages.
- Initial is default value
- Inherit defines this property from the parent element



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Sizing Background Images

Background-size

Determines the size of the background image.

Ex: background-size: auto;

- auto (displayed in its original size – default value)
- length (first value sets the width, the second the height, e.g., 100px auto)
- percentage (in percentage of the parent element, 100% auto)
- cover (resize the background image to cover the entire container, even if it has to stretch the image or cut a little bit off one of the edges)
- contain (resize the background image to make sure the image is fully visible)
- initial (default value)
- inherit (inherited from parent element)



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Repeating (Or Not) Background Images

Background-repeat

Property that specifies whether a background images is repeated, either vertically or/and horizontally

background-repeat: none;

- repeat (repeated both vertically and horizontally – default value)
- repeat-x (horizontally only)
- repeat-y (vertically only)
- no-repeat (not repeated)
- space (repeated as much as possible without clipping)
- round (repeated and squished or stretched to fill space)
- initial (default)
- inherit (property value of the parent element)



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Break (10 min.)



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What will we be learning today?

By the end of today, you should be able to:

- Demonstrate knowledge of using audio and still images to enhance video content
- Manage sound in a video sequence

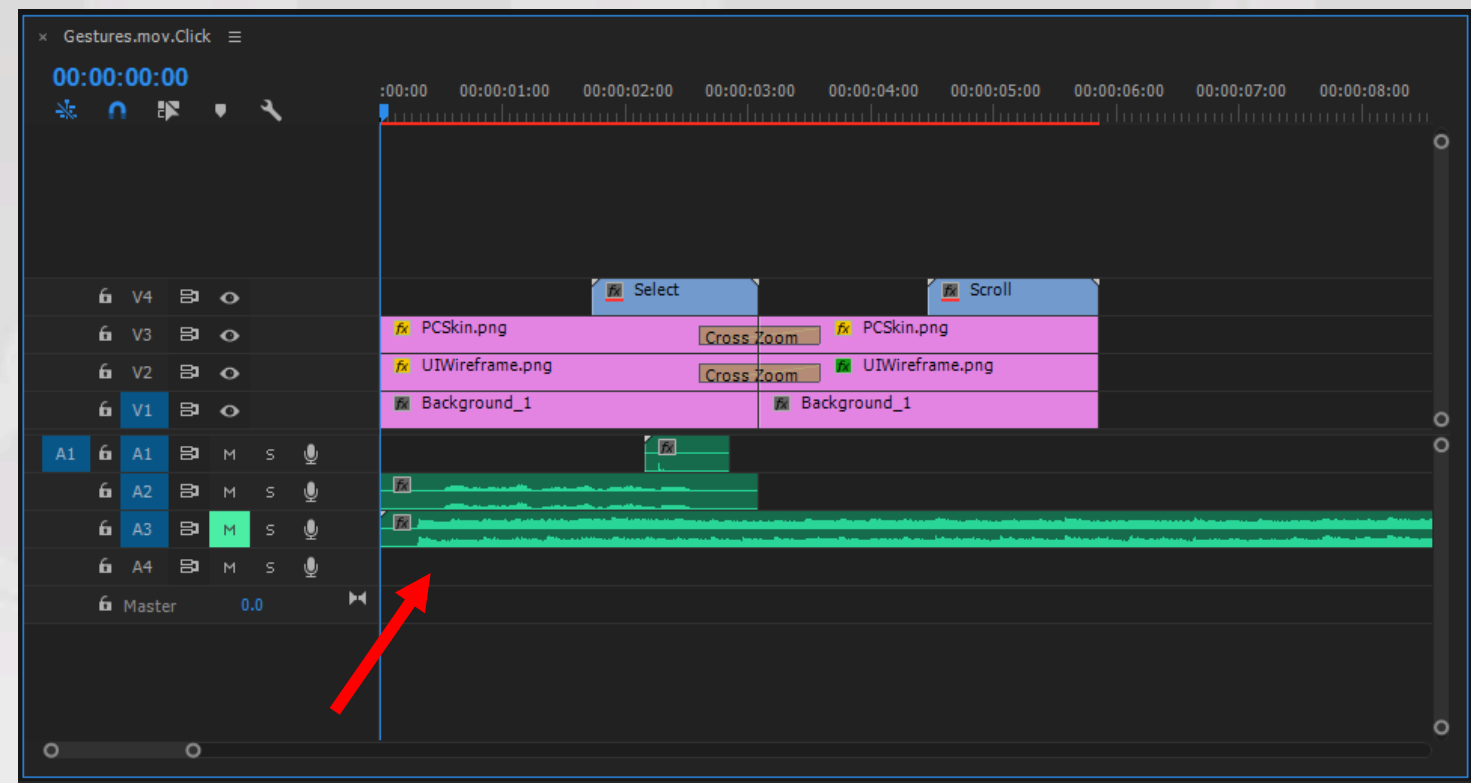


Pr

Adding assets to the timeline

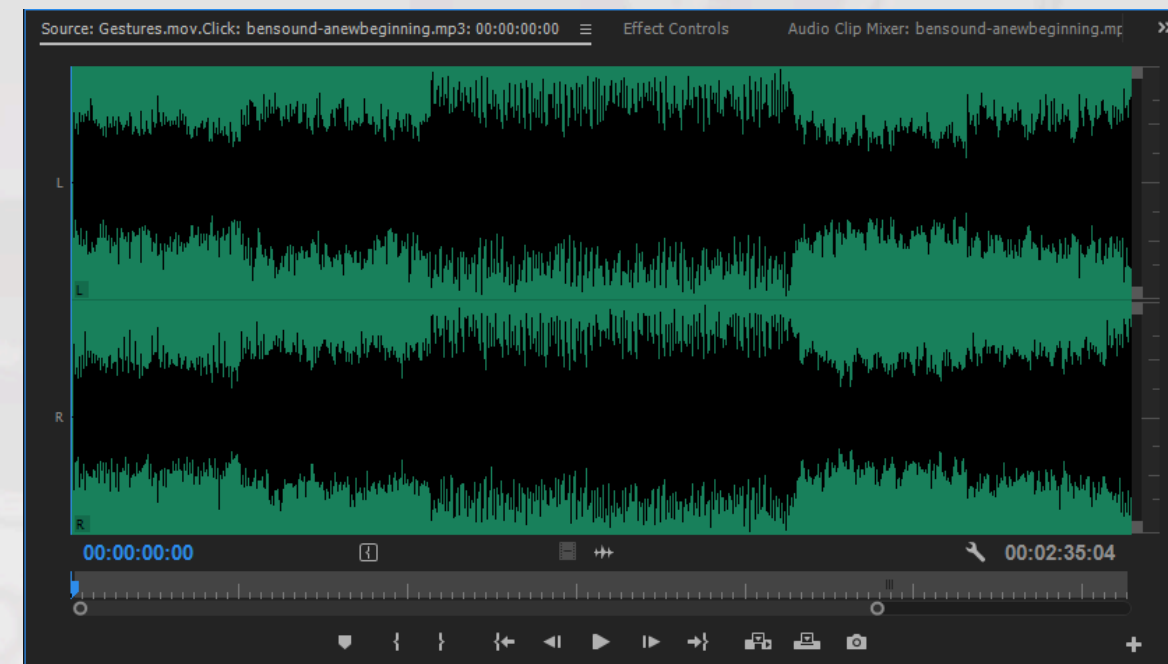
- Today, we will edit the audio sequence.
- You'll need to upload the following files to the Project window:

Bensound-anewbeginning.mp3



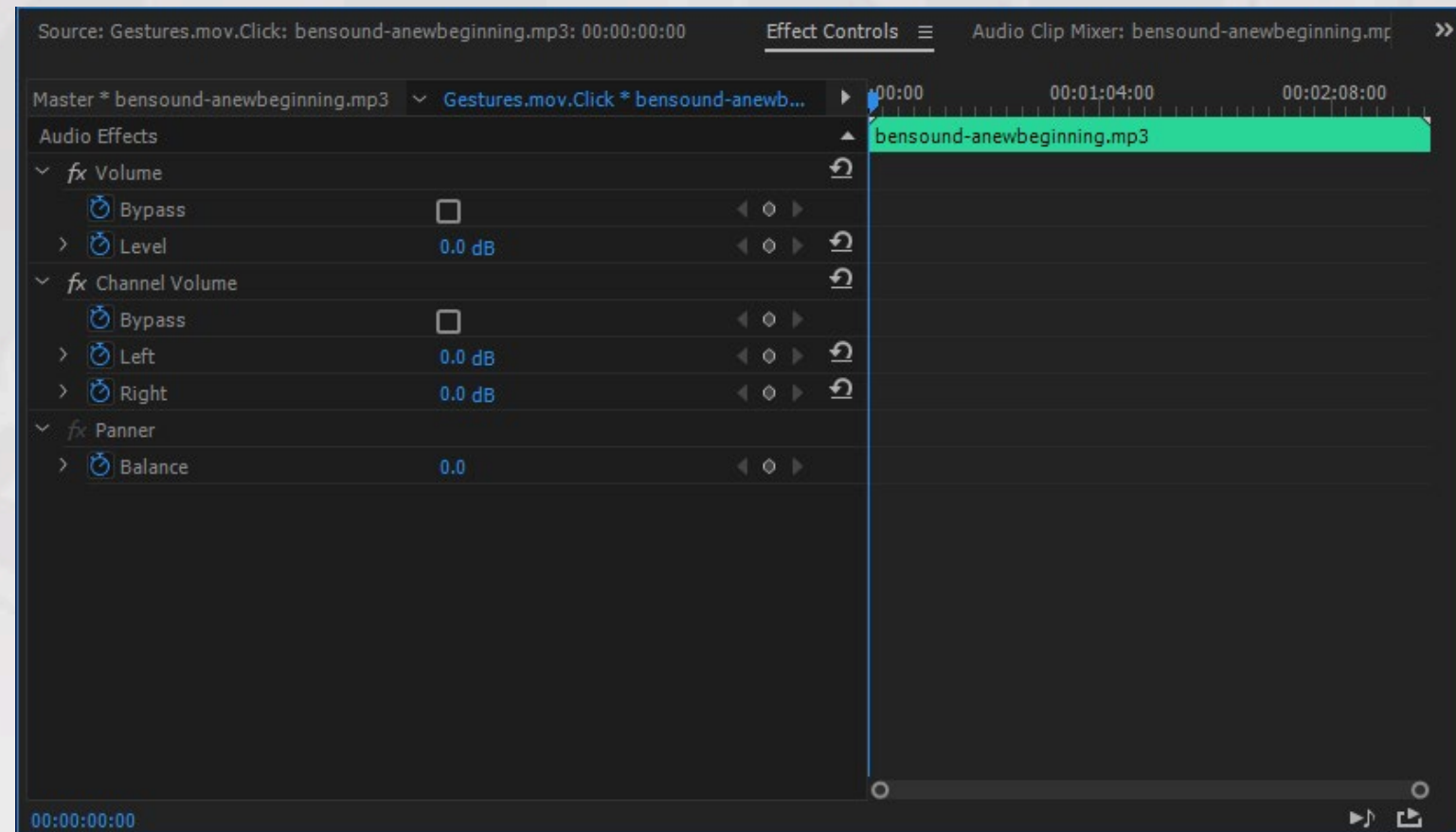
Creating an Audio Clip

- Double click the audio file to open it within the Source Monitor.
- Using the Mark In and Out, create a clip with a 3 second duration (matching the video clip in the timeline), from the beginning of the sequence.
- Right click the source monitor and choose Make a Subclip. Alternatively, choose Clip > Make Subclip.
- Drag the subclip to the timeline along with the image to create an opening sequence.
- You can also use the trim tool and delete the remaining audio clip.



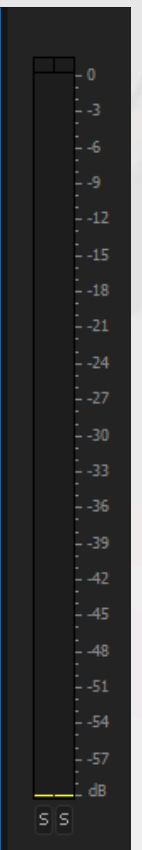
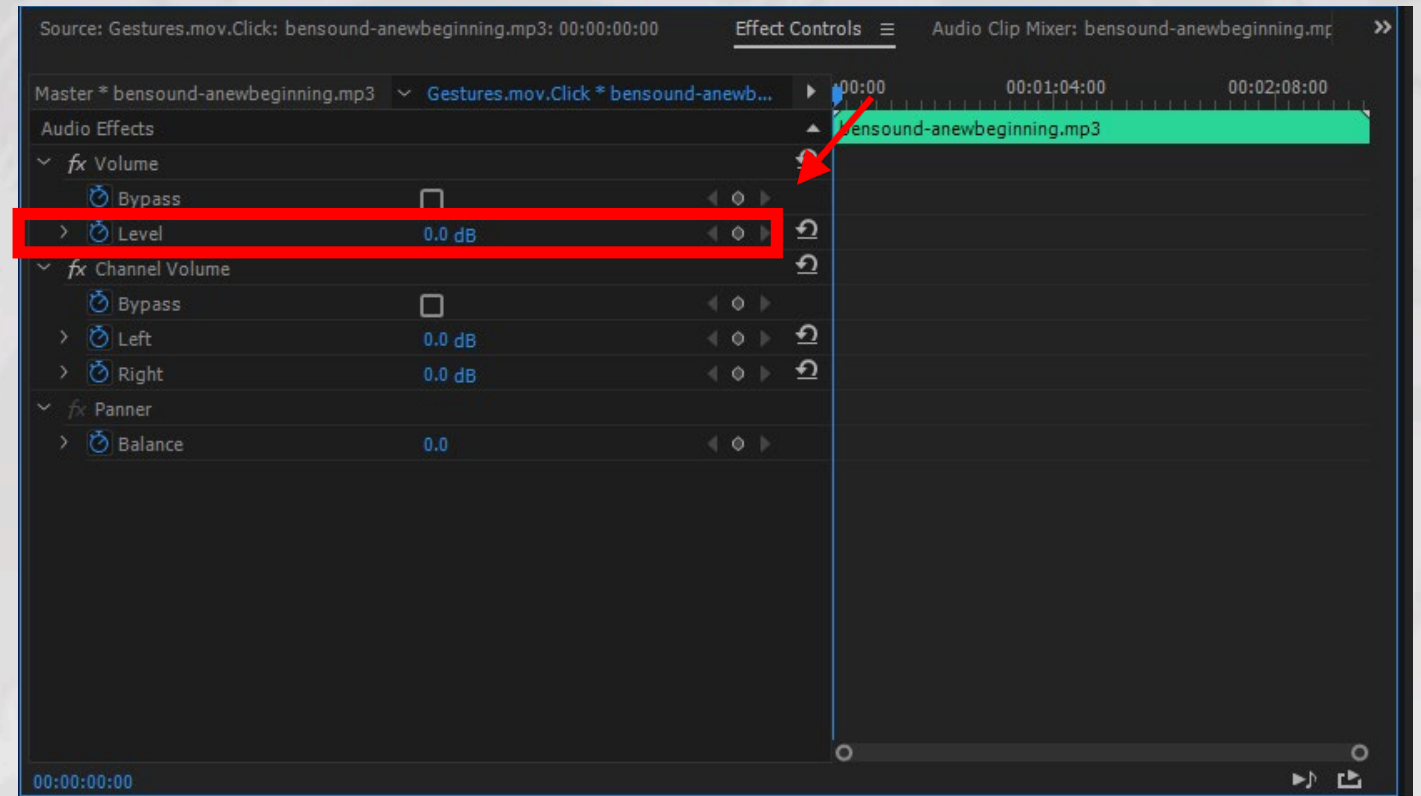
Edit audio tracks

- You can also apply effects to specific sound tracks.
- Double click on the audio track in the timeline in order to send it to the Source monitor.
- If the audio track is connected to a video, you will first have to right click on the audio track and select unlink or deselect the Linked Selection icon in the timeline.



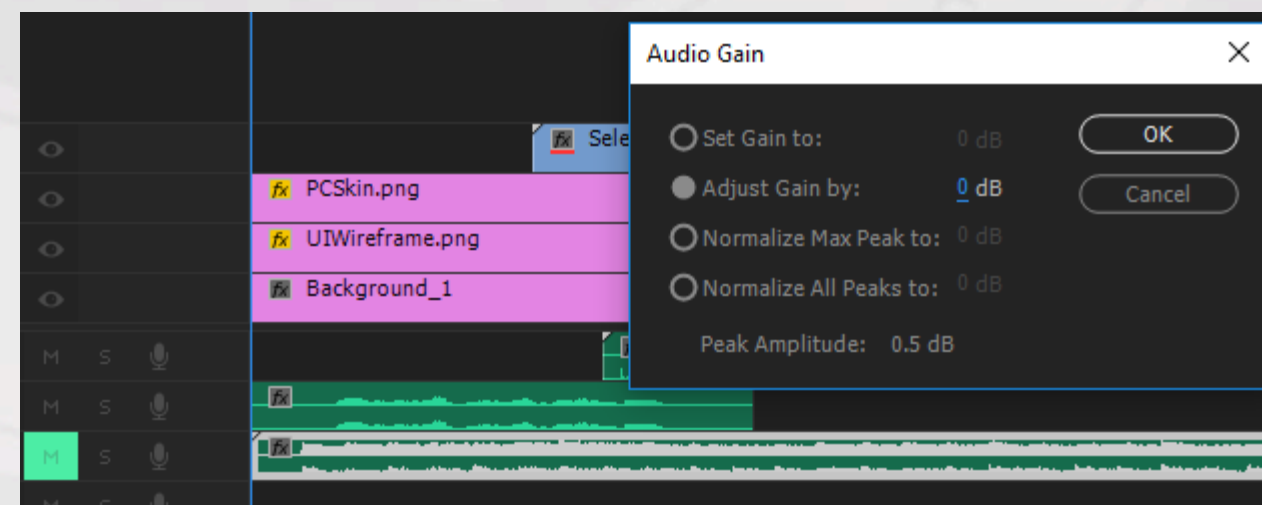
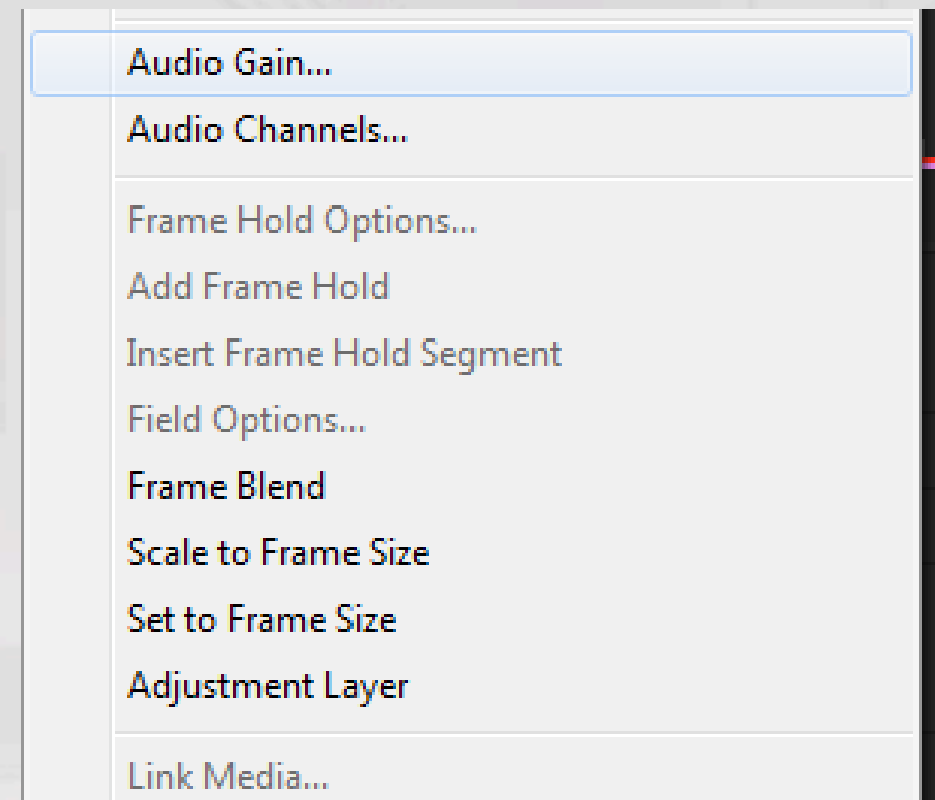
Edit audio tracks

- Choose Effect Controls to edit the audio level of this track.
- You can increase or decrease the dB level in order to improve the volume of the track.
- This will either subtract or add a constant value to the volume level. You can view the current level to the right of the timeline.
- You can also do so by hovering the mouse cursor over the middle of the sequence in the timeline and moving the sound level bar up and down. You will likely need to increase the height of the layer in the timeline to select the bar.



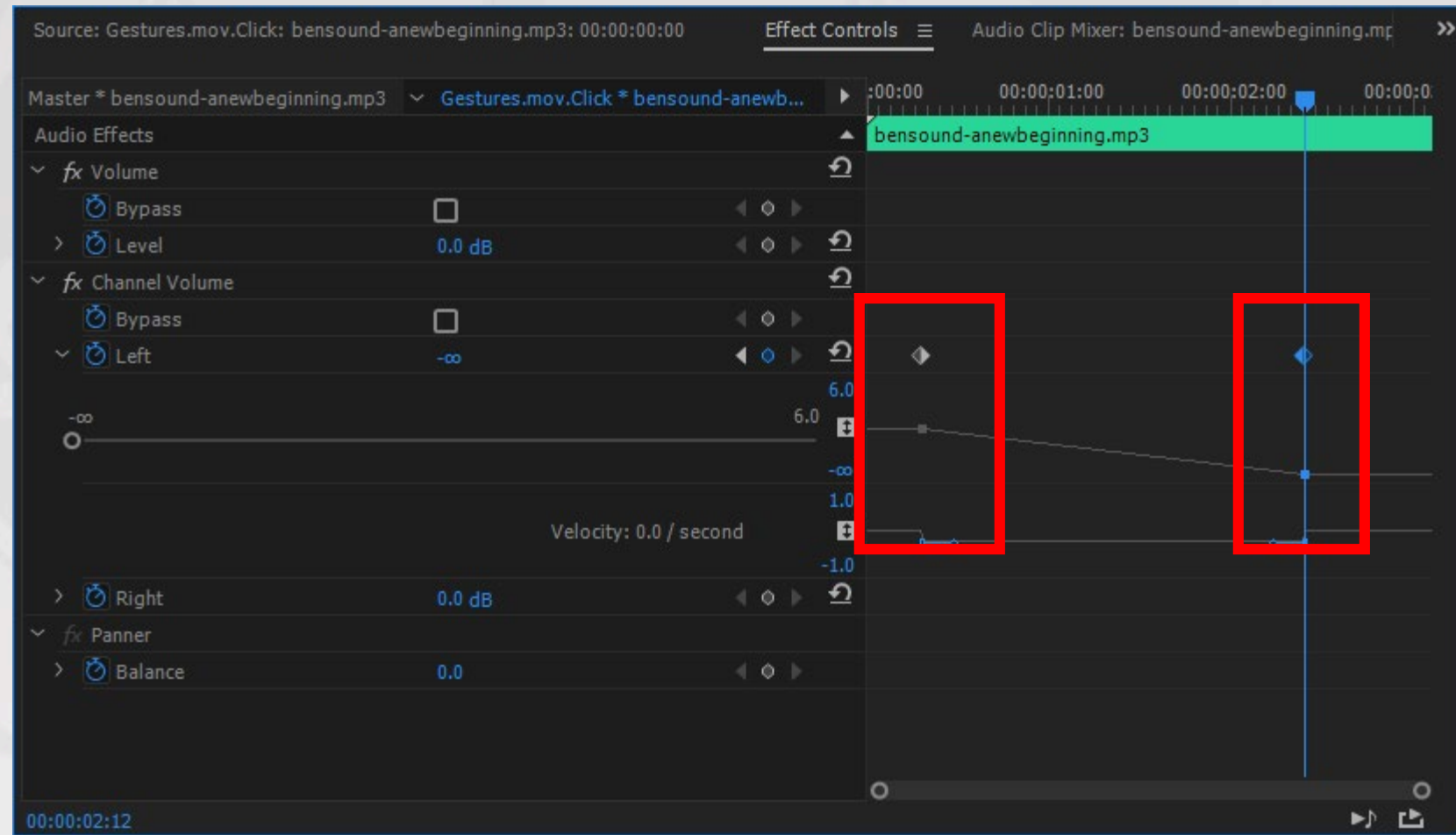
Normalize audio tracks

- In many projects, you will rely on multiple audio clips recorded with varying levels of decibels, depending on the position of the mics.
- To set the audio level to a constant value across all the clips, select all the audio clips in the timeline. You may have to split an audio clip in two to test this or select multiple clips.
- Right click and select Audio Gain.
- Set the Normalize Max Peak to -6dB (background music is usually -18dB). The level of the loudest clip will be used to normalize all selected clips. If the sound level is too low, adjust it closer to 0dB. The level of all clips will be adjusted by the same amount.
- The adjustment to all clips is made relative to the loudest one.



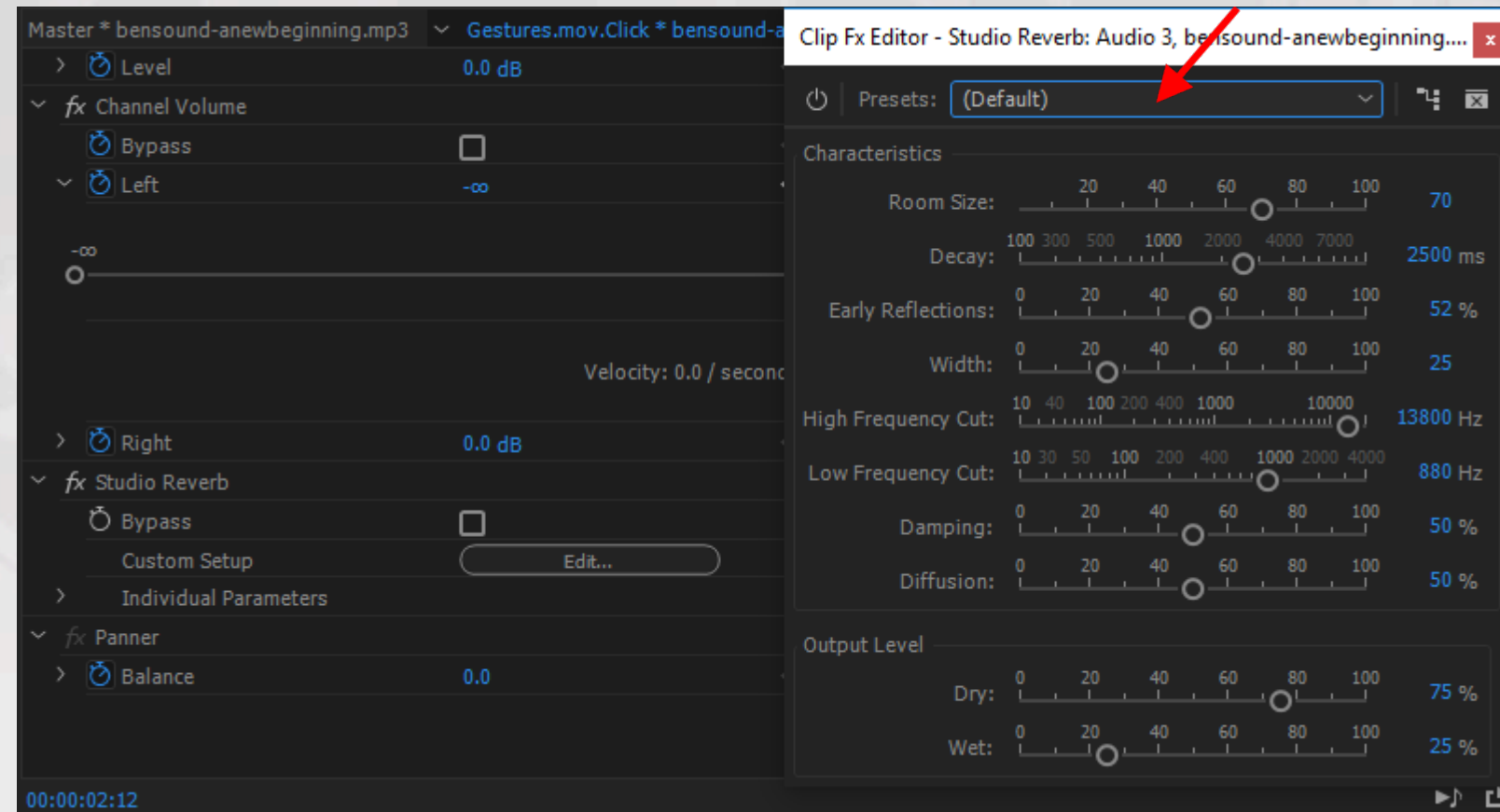
Edit audio tracks

- To add animated effects, click on the Toggle the animation button.
- Create a keyframe for the decibel level at both the 5 and 8 second point.
- Lower the decibel level at the 8 second mark and choose and Ease Out function to interpolate the values.
- You can also add keyframes using the pen tool available in the toolbar and edit them using the selection tool.



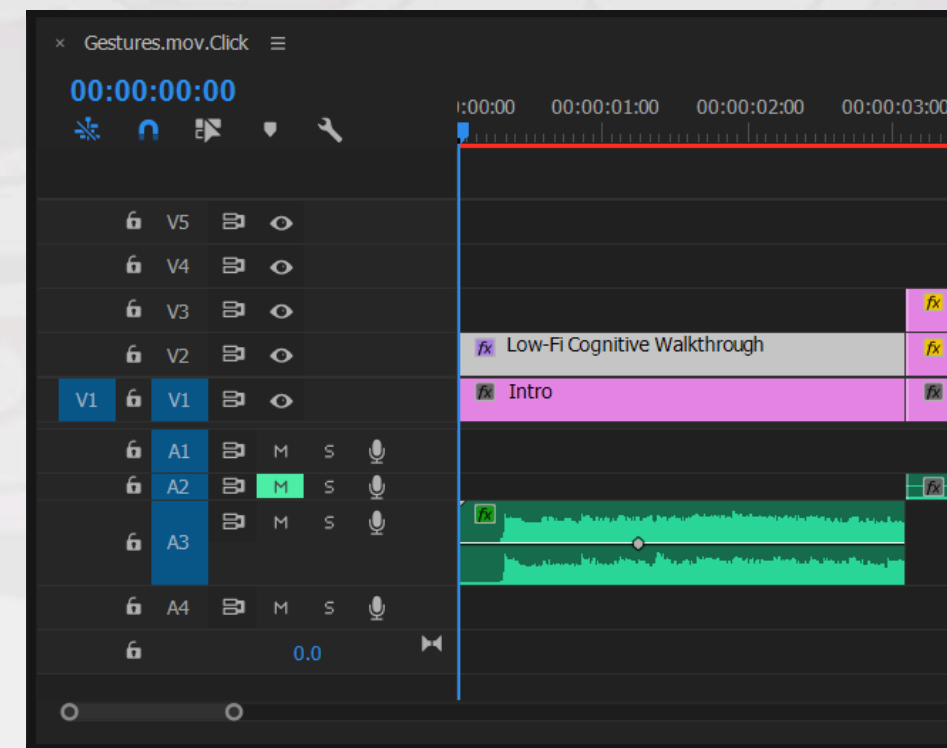
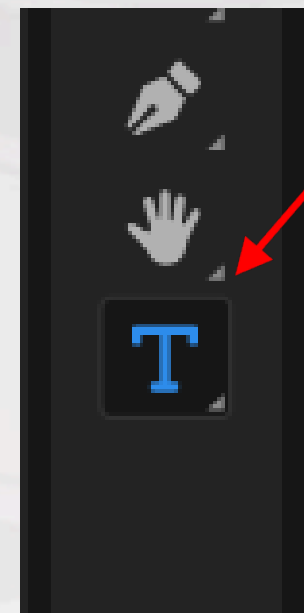
Adding audio effects and transitions

- In a similar manner to video, audio tracks can be edited through the use of effects and transitions. The Studio Reverb effect simulates the sound as if it were to play in a room.
- Find the Studio Reverb effect in the Audio Effects folder and apply it to an audio track. In the custom setup, experiment with different settings to obtain the desired effect.
- You can [read more about the audio effects available here](#).



Add text using the type tool

- Your fading audio clip can be used as part of a title caption. Use the type tool to add a line.
- Now your ready to publish your video. The steps involved in this process are:
 1. Select the timeline sequence
 2. Choose File > Media > Sequence
 3. Choose H.264 as format, with YouTube preset.
 4. Modify the bitrate settings in the Video and Audio panel to customize the quality/file size.
 5. In Output name, select the hyperlink for the file name to write a name and choose its location.
 6. Select Export.





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Looking forward to your Premiere assignment...

- A few instructions for the Project #2: Video in Premiere Pro
 - Due date: 20th of March
 - Create and edit a *short* video presentation on a topic of your choice – I recommend a duration of approximately *1-3 minute* (the time limit is set to better manage file size and facilitate grading). Rely on YouTube or Vimeo to host larger files and submit the url link.
 - Although the recording of the video may be completed in collaboration with your classmates, you are expected to edit the video sequence on an individual basis.



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Looking forward to your Premiere assignment...

- A few ideas for the Project #2: Video in Premiere Pro
 - HCI class prototypes
 - A video that briefly introduces yourself as well as your company/product;
 - Work-related project;
 - Family trip;
 - Sky trip GoPro videos, ...
- You are expected to produce your own video, trim the sequence while adding frames, effects, and transitions, and export the project in a format optimized for publication on YouTube (web-friendly format .mp4). The video should be exported in a H.264 format with YouTube HD preset (choose the appropriate one for the scale of the video, ex: 720 or 1080 p29.97).
- The assignment will be due on Friday at 11h59PM, the 20th of March.



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Looking forward to your Premiere assignment...

- Submit the following files:
 - A sharable url link from your Box account to Canvas that includes the project file and all assets.
 - A url link to the video uploaded to YouTube or your portfolio site (using the share embed HTML code).
- At a minimum, your video should include the following elements:
 - Multiple video tracks (assets such as logos, arrows, text, etc.)
 - An audio track
 - Transitions and Effects



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How to shoot a video sequence?

- Multimedia equipment is available for checkout from our IT staff, but the recording room has no furniture...
- If you would like to use the green screen, I recommend the following supplementary videos:
 - [Working with green screens in Premiere Pro](#)
 - [Avoiding common mistakes](#)



How to find a video from the web?

- [Coverr](#) – good for landing pages on websites, short and theme organized
- [Mazwai](#) – credit the author, get videos listed under Attribution License 3.0
- [Beachfront](#) – good for generic production purposes, videos are licensed under Creative Commons Attribution 3.0 Unported License
- [PexelsVideos](#) – Large collection from many sites, license depends on the file, overall one of the best
- [Pond5](#) – No longer free since acquired by Adobe but a few files are listed in the Public Domain. Set filters in the advanced search option to public domain.
- [Videvo](#) – Great collection, license may vary depending on the file.
- [Freestock](#) – credit the website, and download files from a large collection of videos
- [Stock Footage](#) – Depends on the file, the license varies, but good collection overall
- [Pixabay](#) – One of my favorites, really good quality but shorter durations, good for landing pages on websites.
- Share other options on the class digital assets forum in Canvas....



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How to find audio from the web?

- [Bensound](#) – good for opening sequence of your video
- [Freemusicarchive.org](#)
- [Free stock music](#)
- [List of CC-licensed music websites](#)
- [YouTube Audio Library](#) – Sound effects to add to your videos
- [Freesound.org](#)