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EDPS 6560

Multimedia Learning

Video Production and CSS Properties

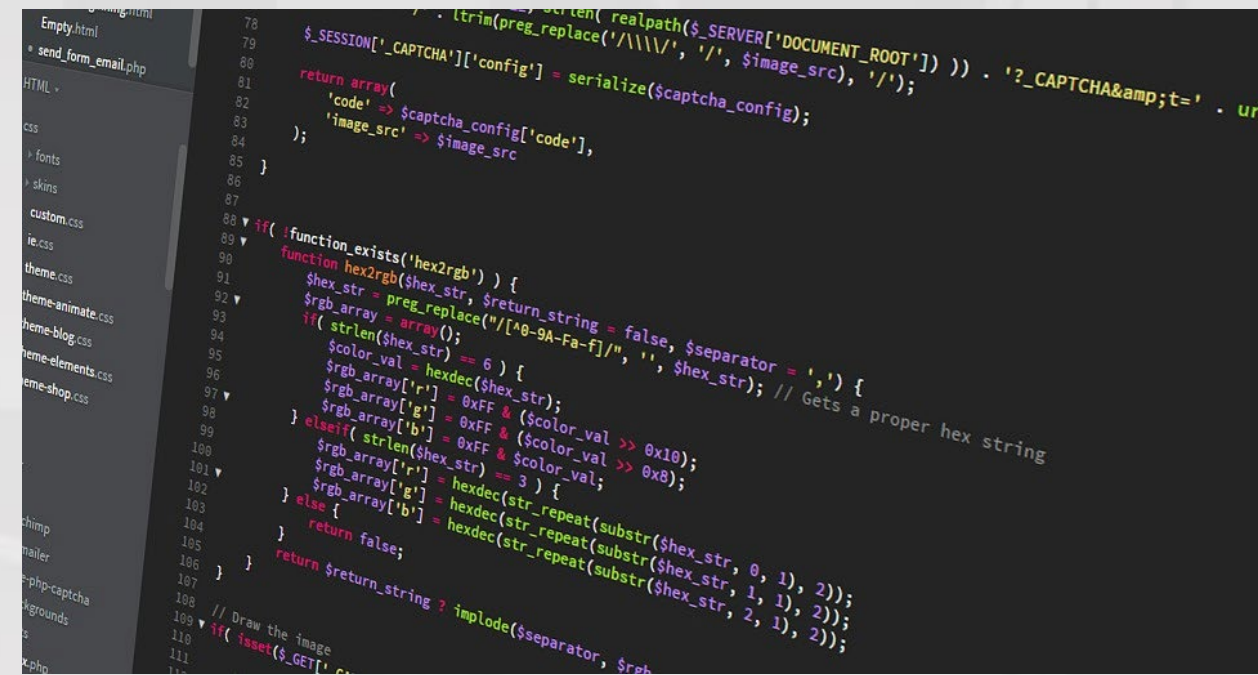
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Spring 2019
Feb 20

Class Objectives

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

- Identify elements of the Premiere user interface and demonstrate knowledge of their function
- Demonstrate knowledge of how to organize and plan a video sequence
- Demonstrate knowledge of using still images to enhance video content
- Import media assets (video, image, and audio files)
- Review CSS selectors to assign styling properties to elements





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Class Schedule

5:00-6:30 PM

- Review of CSS Selectors to assign styling properties to elements

6:30-6:40 PM

- Break

6:40-7:30 PM

- Editing a Video Sequence

7:30-8:00 PM

- Navigating the Premiere Pro interface



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Digital Assets Forum



Eric POITRAS

3:36pm



Videezy

Brief videos for site backgrounds.

See: <https://www.videezy.com/> 

Terms of use: <https://www.videezy.com/terms> 

 Reply



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CSS Syntax

CSS Syntax

External and Internal Style Sheets

```
selector {  
    property: value;  
}
```

Example

```
p {  
    background-color: black;  
}
```



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Types of Stylesheets

3 Different Types:

- External style sheets: A reference to an external style sheet file with a .css extension hosted on your own server or through a content delivery network. Relies on the following: `<link rel="stylesheet" href="...">`
- Internal style sheets: Using the `<style>` tag, inside the `<head>` section of the document, internal styles are limited to a single document.
- Inline style: An inline style is used to assign properties to a specific HTML element using the `style=""` attribute.



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Types of CSS Selectors

Reference

- Try playing around with this interactive example:
<https://www.w3schools.com/cssref/tryzel.asp>
- CSS selector reference from the W3School:
https://www.w3schools.com/cssref/css_selectors.asp

3 Basic Types

- [Element](#) (Selects all types elements of a certain type/tag)
- [#id](#) (Selects a single element with id attribute value)
- [.class](#) (Selects multiple elements with class attribute value)



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Types of CSS Selectors

Separate Selectors

- Element, Element (Separate multiple selectors by commas on a single line to avoid repetition since declaration is the same)

Descendent Selectors

- Element Element (all elements embedded within others (goes down all the way to offsprings))
- Element > Element (“all elements embedded within a parent element, childrens of certain parents will be selected, not offspring”)

Chained Selectors

- Chaining multiple selectors (“element.class – increases the specificity, all elements of a certain type AND class value”)



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Types of CSS Selectors

State Selectors

- [:link](#) (Unvisited link – default)
- [:visited](#) (Visited link)
- [:hover](#) (Link when mouse hovers over element)
- [:active](#) (Link when mouse selects element)



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CSS Specificity

Specificity Hierarchy

- Conflicting CSS rules may point to the same element.
- The specificity of a CSS selector is a similar to a rank score that determines which style is applied to an element.

Four categories

1. Inline style (1000): An inline style attribute attached to an element
2. IDs (100): An id attribute used as a selector to assign styling properties
3. Classes, attributes, and pseudo-classes (10): .class, [attributes], and pseudo-classes such as :hover, :focus
4. Elements and pseudo-elements (1): h1, div, :before, :after



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CSS Specificity

Rule of thumbs

1. Same selector, then latest rule is applied (read last by browser, closest to element)
2. Inline style > Internal Stylesheet > External Stylesheet
3. Inline style > ID > Class > Tag
4. Combining multiple selectors can increase the specificity
5. You can [override selectors](#) with the “!important” notation at the end of a declaration, before the “;”



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Example – Overriding the BS 4 CSS sheet

```
/* Chaining multiple selectors */  
a.hyp1{  
    color: red;  
}
```

Overridden property is underlined

Typical hyperlink in the bootstrap 4 framework

Custom hyperlink using a selector to override CSS properties of BS4

The screenshot shows the browser's developer tools with the following content:

Elements Panel:

```
<!-- Different types of CSS selectors -->  
<p class="par">Example of class selector</p>  
<p id="par">Example of id selector</p>  
<p>Example of element selectors</p>  
<!-- Eliminate repetition in CSS sheets by  
combining multiple element, element-->  
<div id="parent1">...</div>  
<!-- Nested elements- element element-->  
<div style="border: 1px solid blue; margin-top:  
5px;" id="parent2">...</div>  
<!-- Nested elements- element>element-->  
<div style="border: 1px solid green; margin-top:  
5px;" id="parent3">...</div>  
<!-- Chaining multiple selectors -->  
<a href="#">Typical hyperlink in the bootstrap 4  
framework</a>  
<br>  
...  
<a class="hyp1" href="#">Custom hyperlink using a  
selector to override CSS properties of BS4</a> ==  
<!-- Optional JavaScript -->  
<!-- jQuery first, then Popper.js, then Bootstrap  
JS -->  
<script src="https://code.jquery.com/jquery-  
3.2.1.slim.min.js" integrity="sha384-  
KJ3o2DKtIkVYIK3UENzmM7KCKRr/rE9/Qpg6aAZGJwFDMVNA/  
GpGFF93hXpG5KkN" crossorigin="anonymous">
```

CSS Panel:

Filter: :hov .cls +

element.style { }

a.hyp1 { color: red; } stylesheet.css:52

[role=button], a, area, button, reboot.scss:301
input:not([type=range]), label, select, summary,
textarea {
 -ms-touch-action: manipulation;
 touch-action: manipulation;
}

a { color: #007bff; text-decoration: none; background-color: transparent; ~~webkit-text-decoration-skip: objects;~~ } reboot.scss:199

Activity #3: Basic CSS and Selectors

- Use inline, internal, and external style sheets to assign styling properties to the HTML elements featured in your digital portfolio
- Finalize the CSS Grid to layout elements on the page
- [Review the following reference of CSS properties](#) that you can assign to elements
- Use appropriate selectors to assign these styling properties (at least one CSS property per method)
- Submit the assignment to Canvas by Friday



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Break (10 min.)

What will we be learning today?

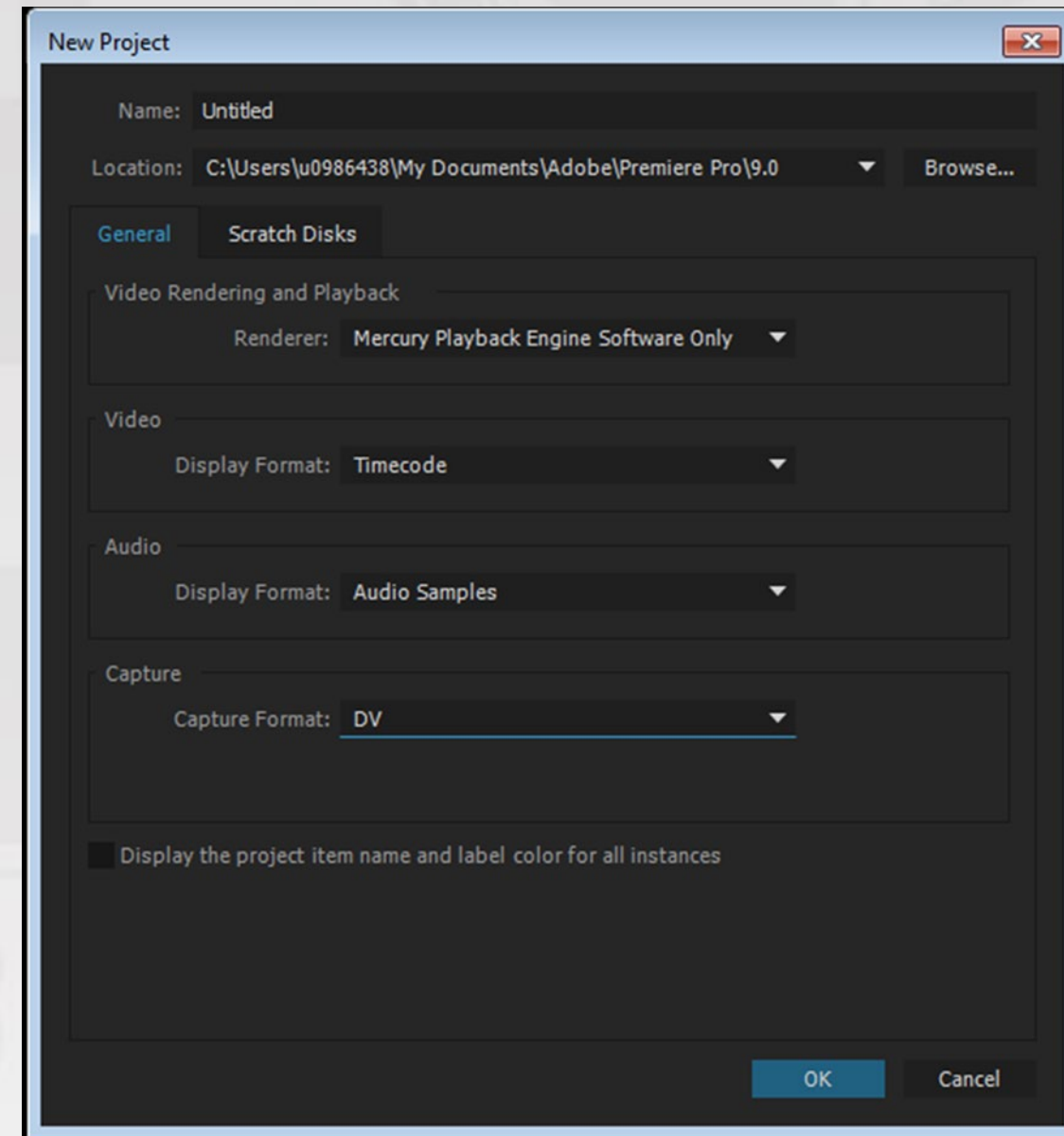
By the end of today, you should be able to:

1. Demonstrate knowledge of how to organize and plan a video sequence
2. Identify elements of the Adobe Premiere Pro interface
3. Identify the functions of the Adobe Premiere Pro interface elements
4. Import media assets (video, image, and audio files)
5. Organize and manage video clips in a sequence
6. Manage superimposed text and shapes in a video sequence



Using Adobe Premiere Pro in Class...

- To open the demo files for this class, follow these steps:
 - Open Adobe Premiere Pro CC
 - Choose File > New.
 - In the project settings, make sure that the renderer (under Video Rendering and Playback) is set to ***Mercury Playback Engine Software Only***.
 - You can also verify this option by going to File > Project Settings > General.

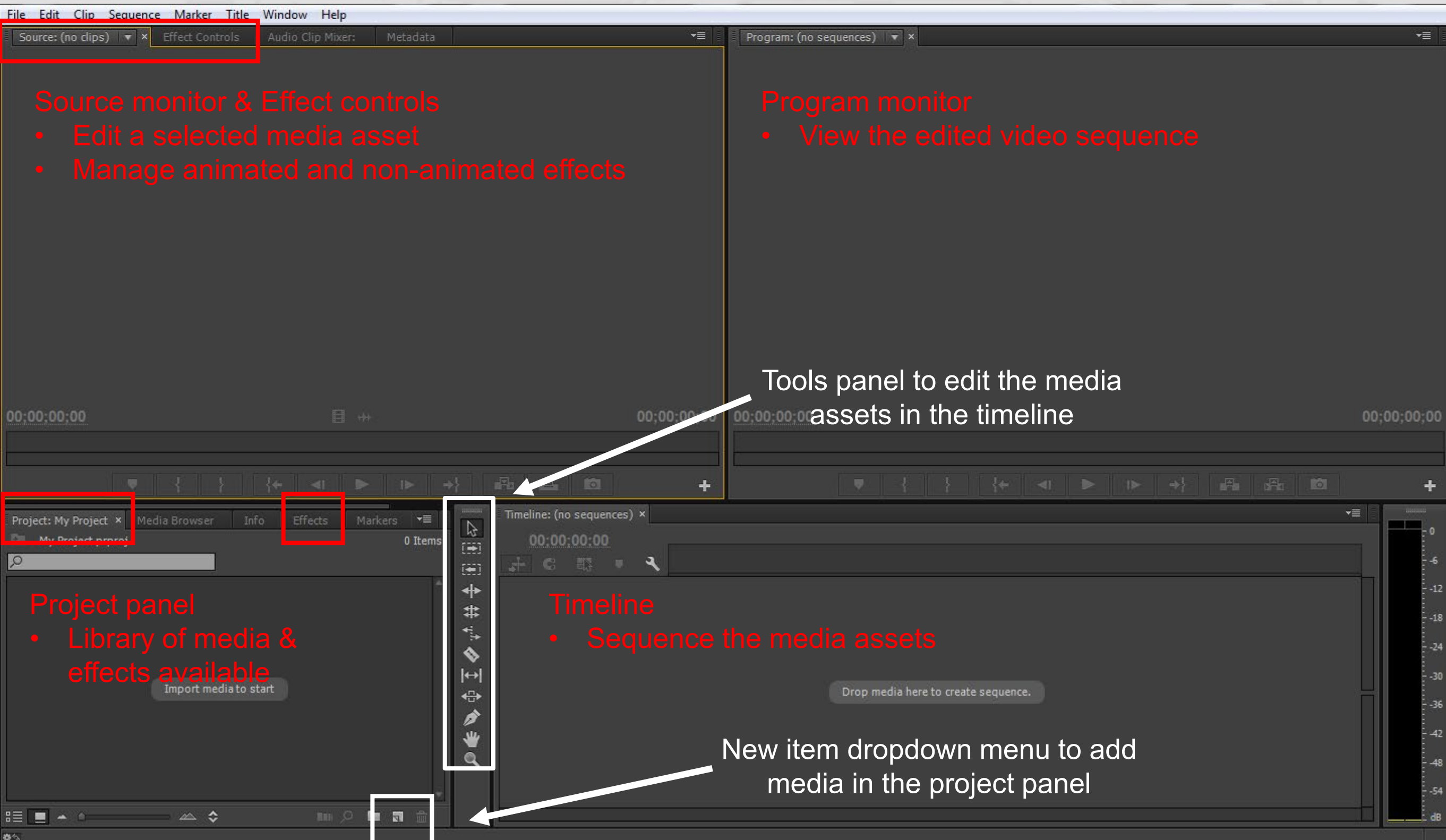




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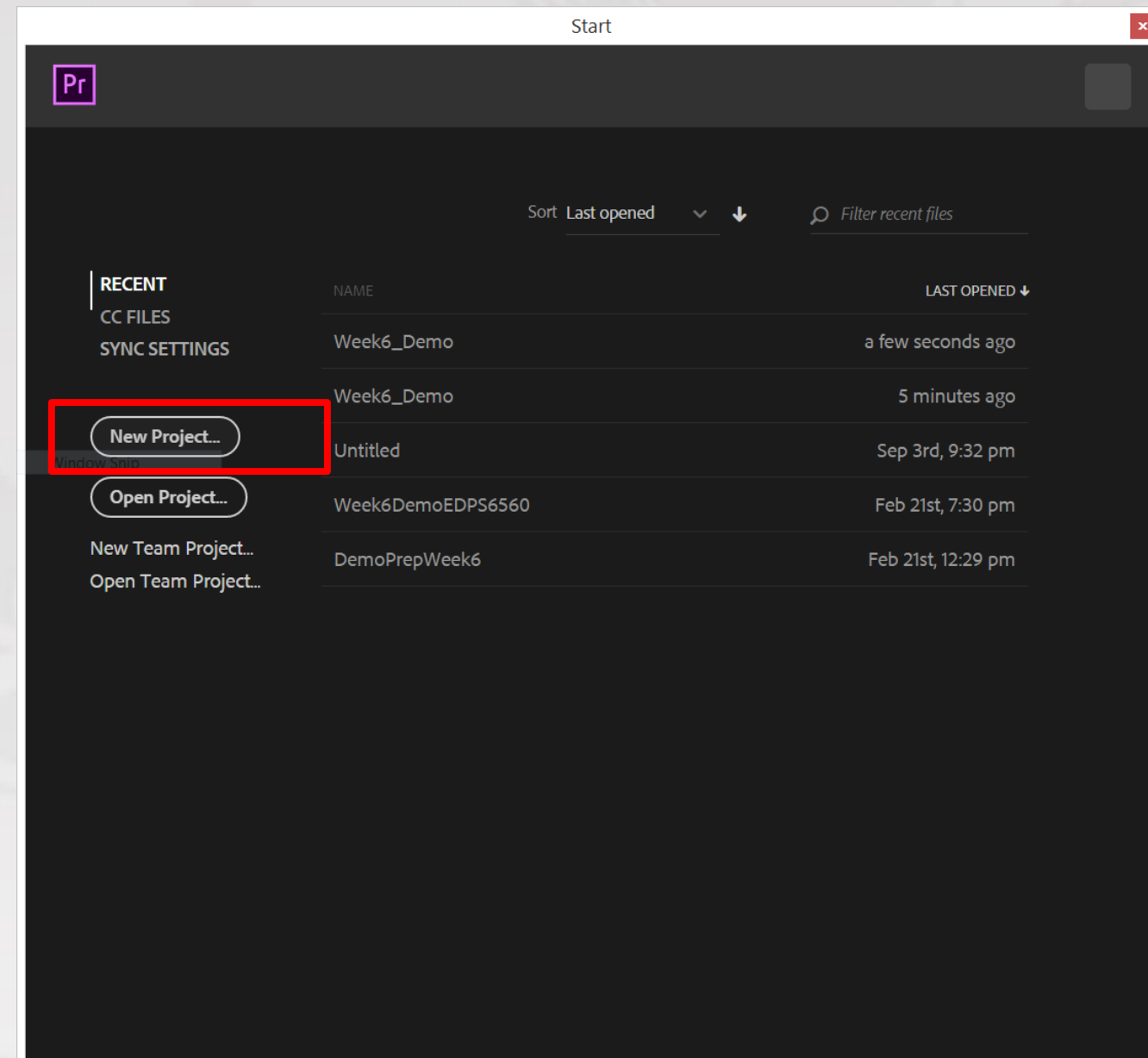
Editing a Video Sequence in Adobe Premiere Pro

- The first step in editing a video sequence is to import and organize the media assets
 - Import audio, images, and video
 - Organize and plan a video sequence
 - Trim the video sequence
- Then, we will cover how to add superimposed text and shapes to the video sequence
 - Add title frames
- In doing so, we will cover the basic functionalities of interface features as we move along the four main panels in Premiere



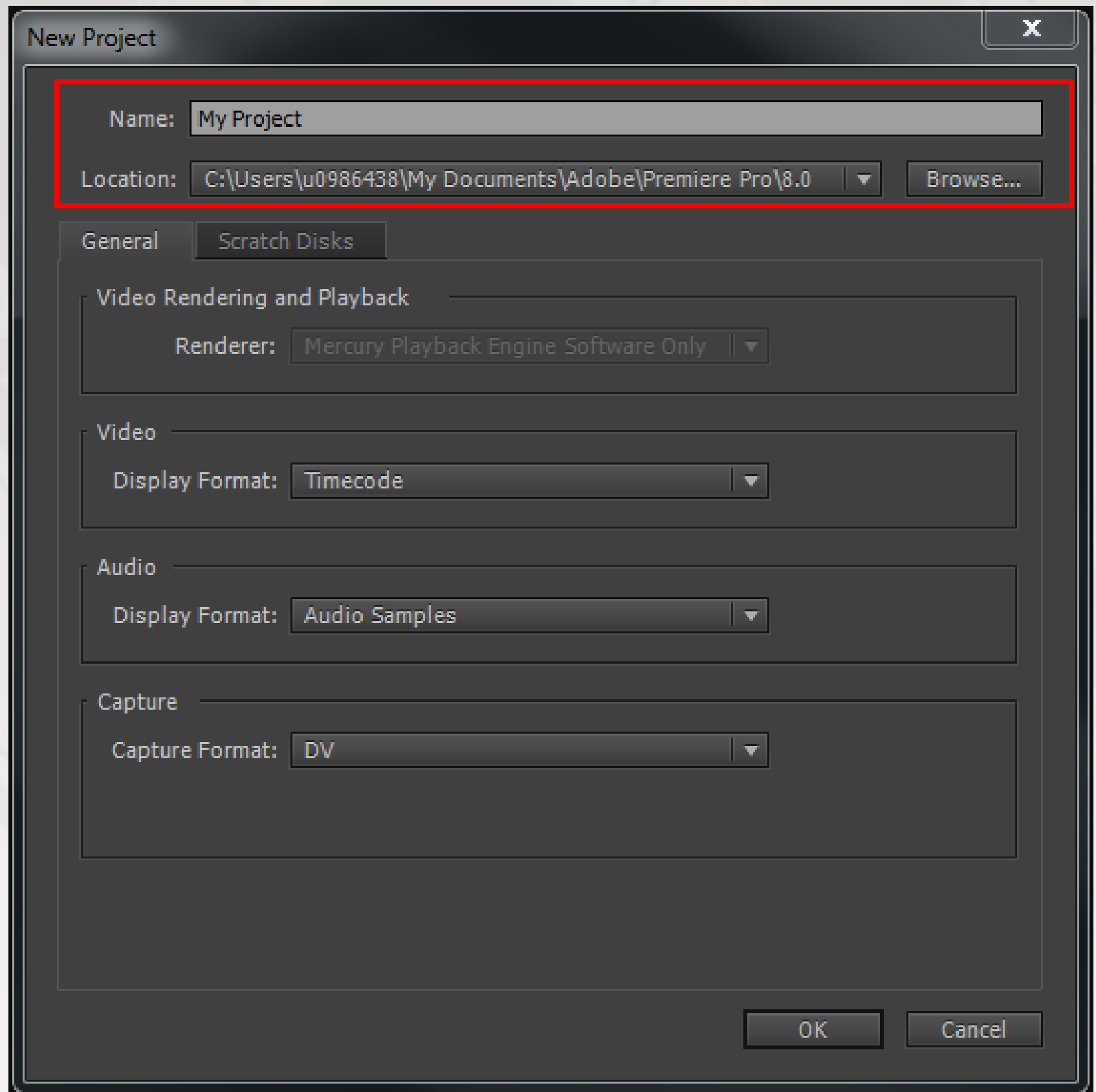
Creating a new document in Pr

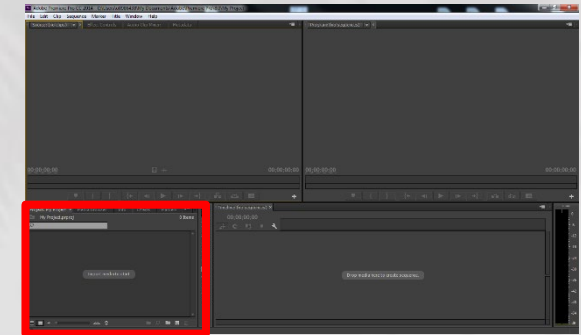
- Choose Create > New Project from the Welcome screen.
- Alternatively, choose File > New > Project from the main menu.



Setting up a new project

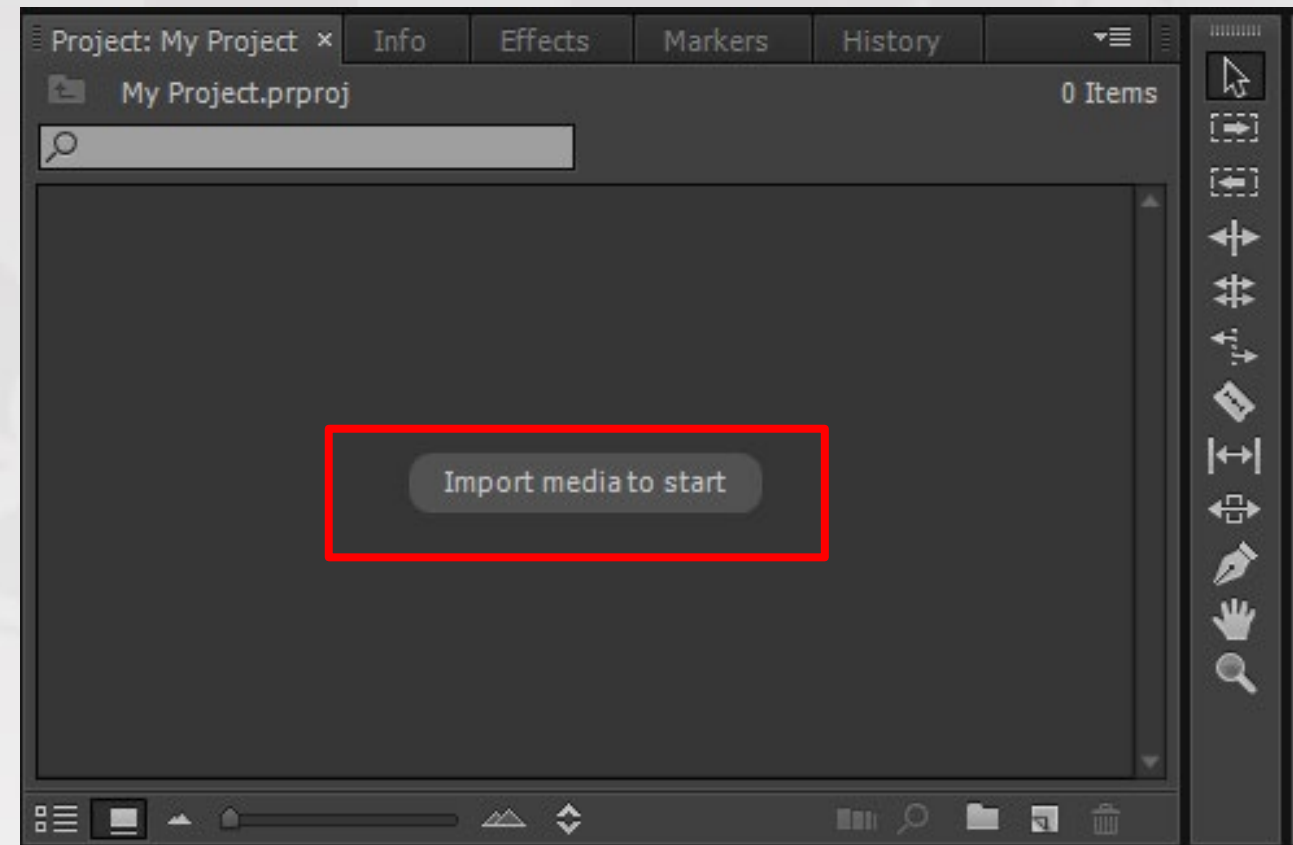
- In the new project dialog box, write a new name for your project and define the file path where the project file and assets will be saved by Adobe Premiere.
- If you would like to customize the width and height of your video sequence, choose File > New > Sequence. Choose a preset option and in the Settings, a preview width and height. The default is DV-NTSC Standard 48kHz with 30 frames per second; 720px X 480px in size.
- Otherwise, the size of the file you drag first to a timeline will be default width and height. You can control these settings during the export of the video as well.





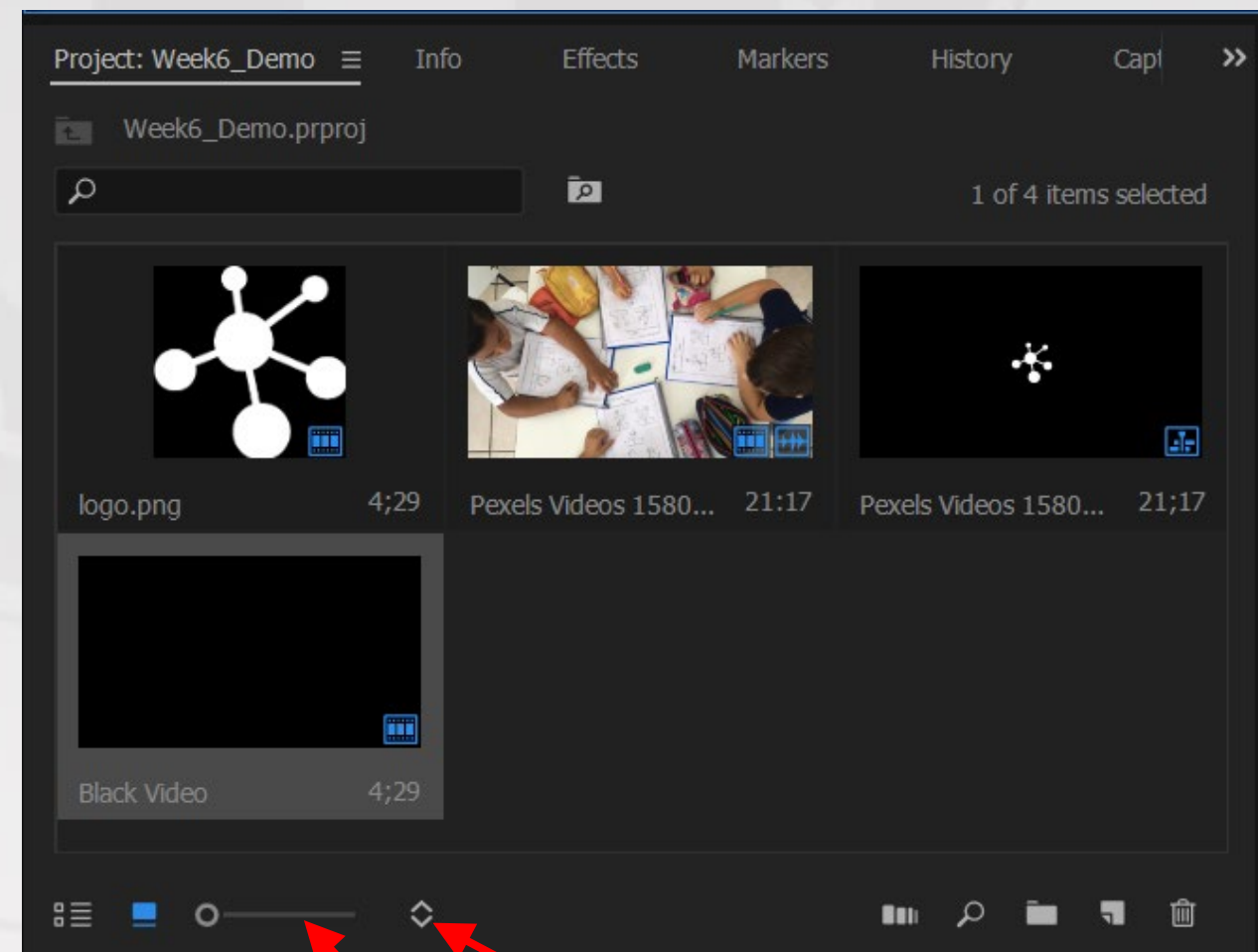
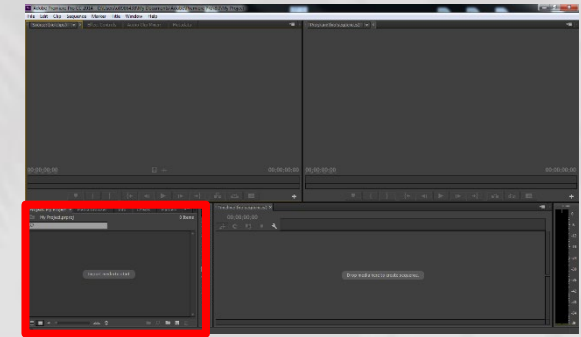
Importing media assets

- The project panel allows you to drag and drop media assets to your new Premiere project.
- Download all the media assets available from Canvas.
- Alternatively, you can choose File > Import. Then, browse to the location of the media file to save a copy in the assets folder that Adobe Premiere created for you.



Organizing media assets

- The project panel has tools available to help in organizing all of the media assets used in your project.
- You can change the *View* settings from thumbnail to list by clicking on the buttons on the lower left side of the panel.
- Change the *Zoom* settings using the slider bar.
- Sort your files by type using the *Sort* icon.
- Create an Assets folder in your project. Store the image and video sequence in the folder.



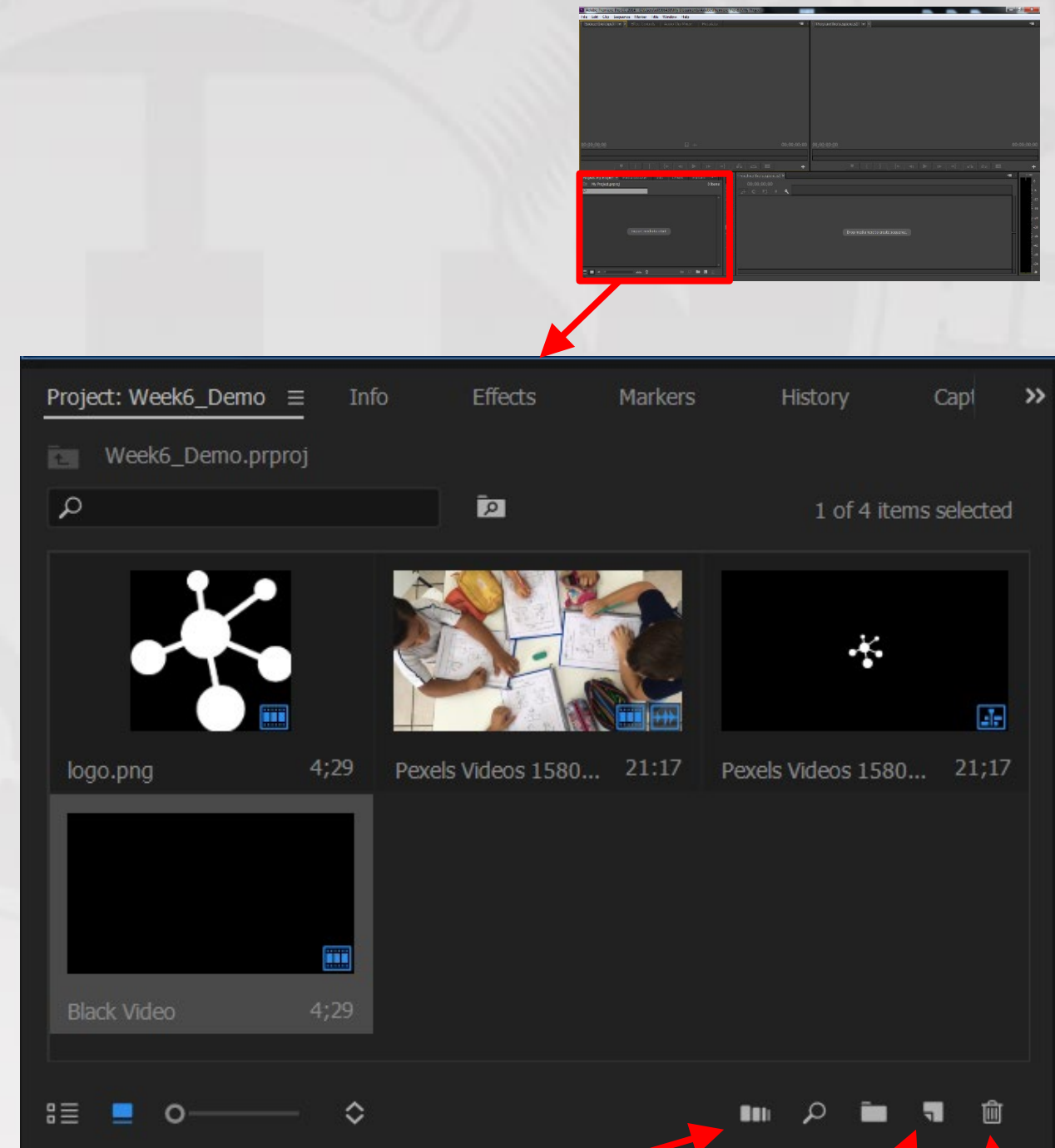
Switch view from
list to icon

Zoom in/out

Sort media
assets

Organizing media assets

- Today we will talk about two methods for creating new assets, and overlaying them in the timeline.
- Be aware that you have the options of quickly finding assets, adding multiple files in sequence, creating folders, and deleting them.

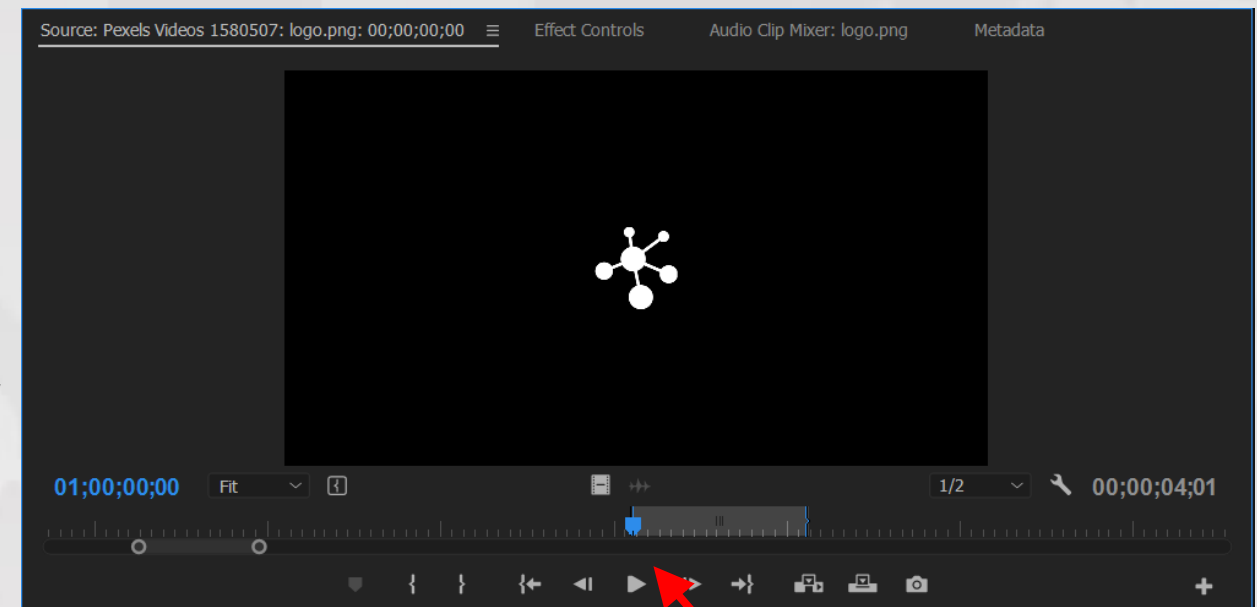
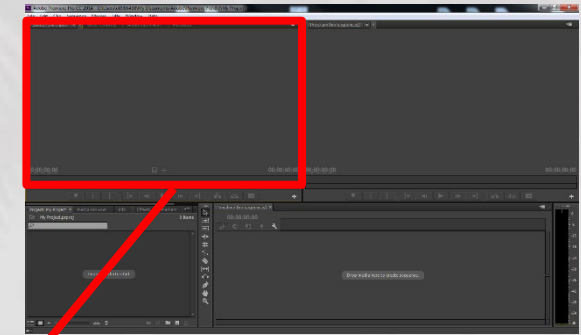


Other functionalities for adding sequence of assets, finding them, and creating folders

Create a new asset Delete asset

Using the Source Monitor

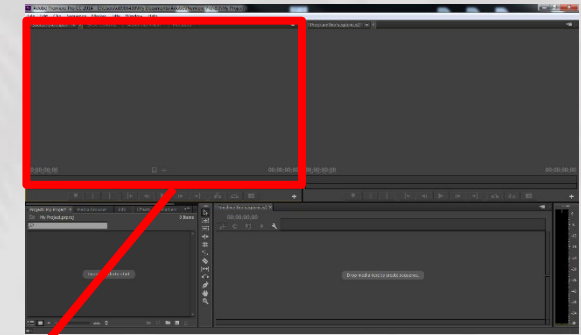
- Double-click the video file in the Project monitor to open it in the Source Monitor.
- The Source Monitor allows you to create clips and subclips by specifying the In and Out Points of a video. These clips are selections of the entire video or audio file.
- Drag the playhead to specify the duration of the clip and insert an In and Out Point.
- Choose Clip > Make Subclip. Call it First Scene. Repeat the same process to create a Second Scene. Save them all in the Scenes folder. You can now drag the subclip to the timeline or use the file saved in the project monitor for further edits.



Mark
In

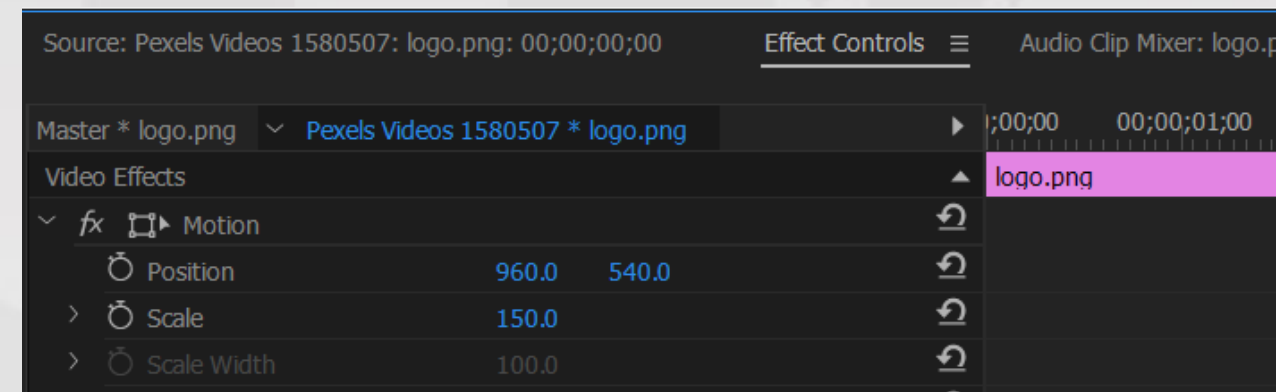
Mark
Out

Move the playhead
to insert it or use the
controls to move
one frame at a time




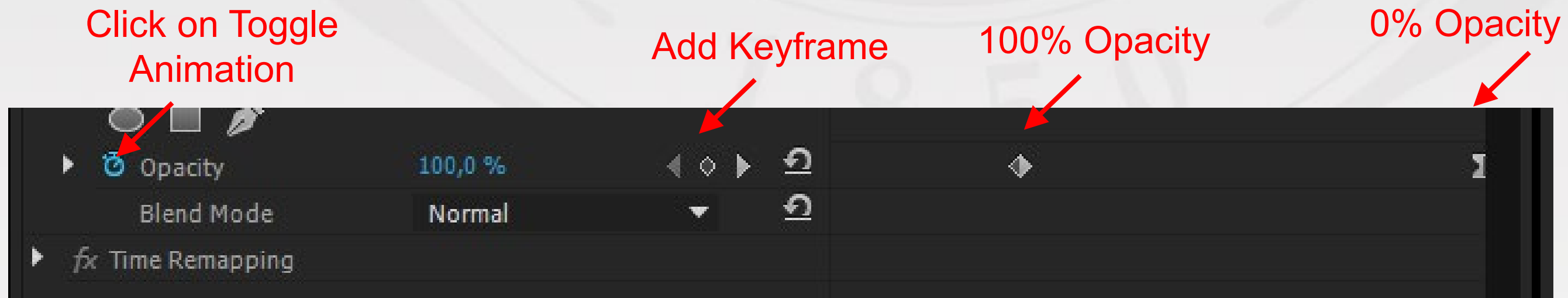
Using the Source Monitor

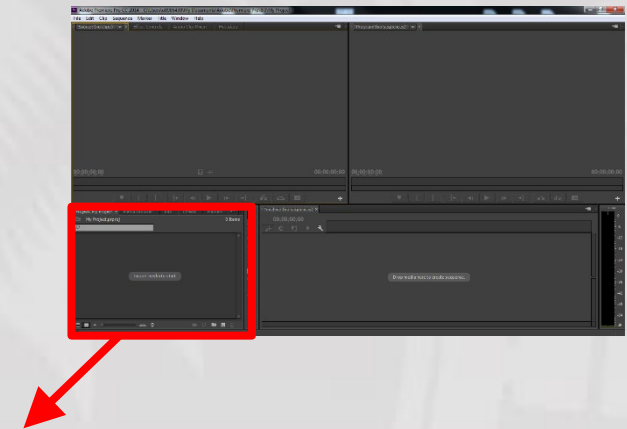
- Select Video Effects. You will be able to view the properties of selected assets in the timeline that you can edit and customize.
- Furthermore, keyframes may be embedded to animate properties (change them at specific point in the timeline).
- Video effects can also be added to clips on the timeline to extend the properties made available to edit.



Adding video effects to a clip

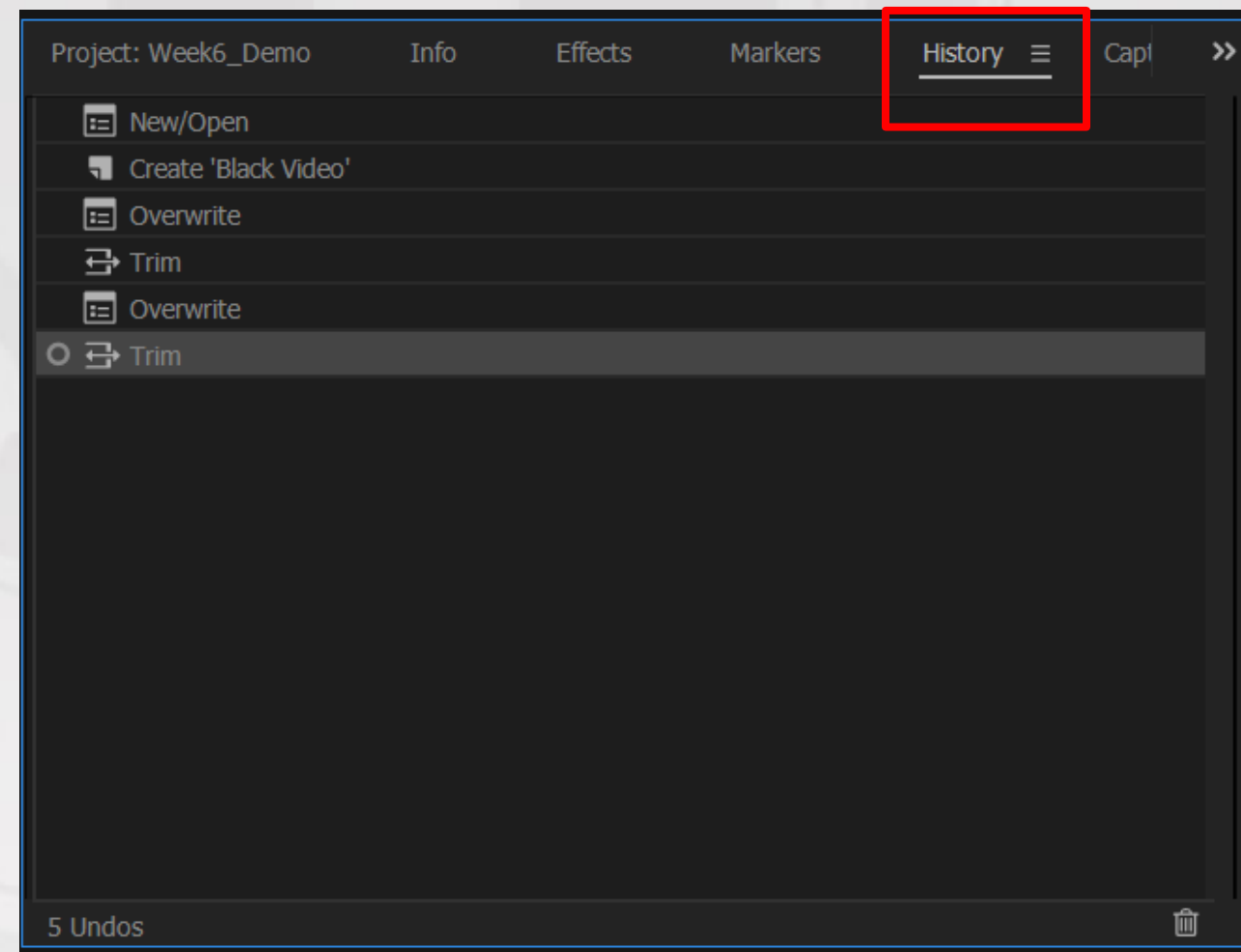
- Select the *logo* video sequence. Select the Effect Controls panel from the Source Monitor.
- Increase the Scale to 150%.
- Select the Toggle Animation icon ( Opacity) for the Opacity level.
- Add keyframes to indicate the different levels of opacity for the logo.
- The first keyframe should have 100% opacity (visible).
- The second keyframe should be set to 0% (not visible). Right-click the second keyframe and select Ease Out to accelerate the effect at the beginning on the timeline then slowly set the value to 0%.





Edit the timeline

- Before we begin to add and edit media assets in the timeline, remember that you can use the history tab of the project panel to keep track and eliminate edits, like in Adobe Ps.

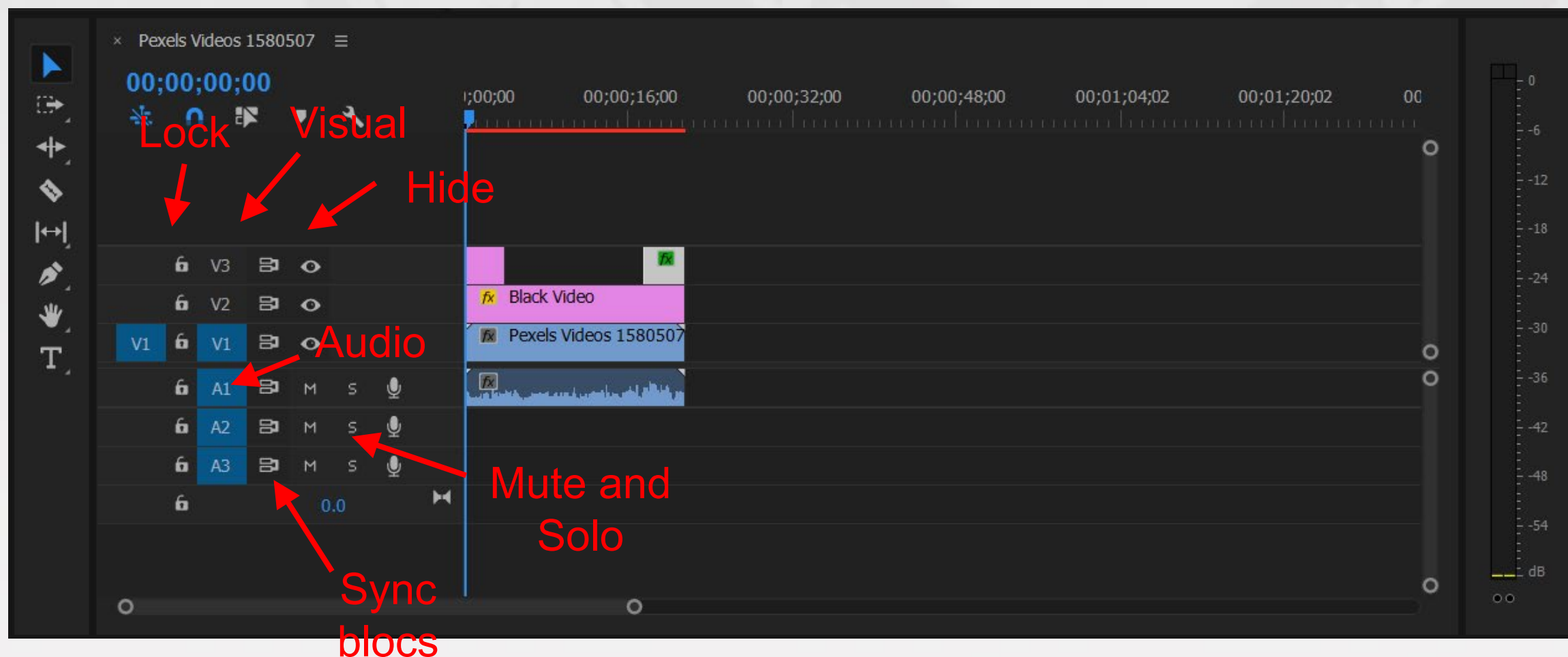




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Using the timeline track controls

- The type of track is indicated as V (visual layer) and A (audio layer). You are able to resize the tracks by hovering the mouse over each line and dragging the line to the desired height.
- The timeline includes buttons to lock specific tracks (no edits allowed), hide tracks (when working with layers), mute and solo (toggle the sound file that plays, mute a single track or all the others), as well as sync blocs (when inserting a clip from the source monitor, all the others will be automatically adjusted or not if turned off).



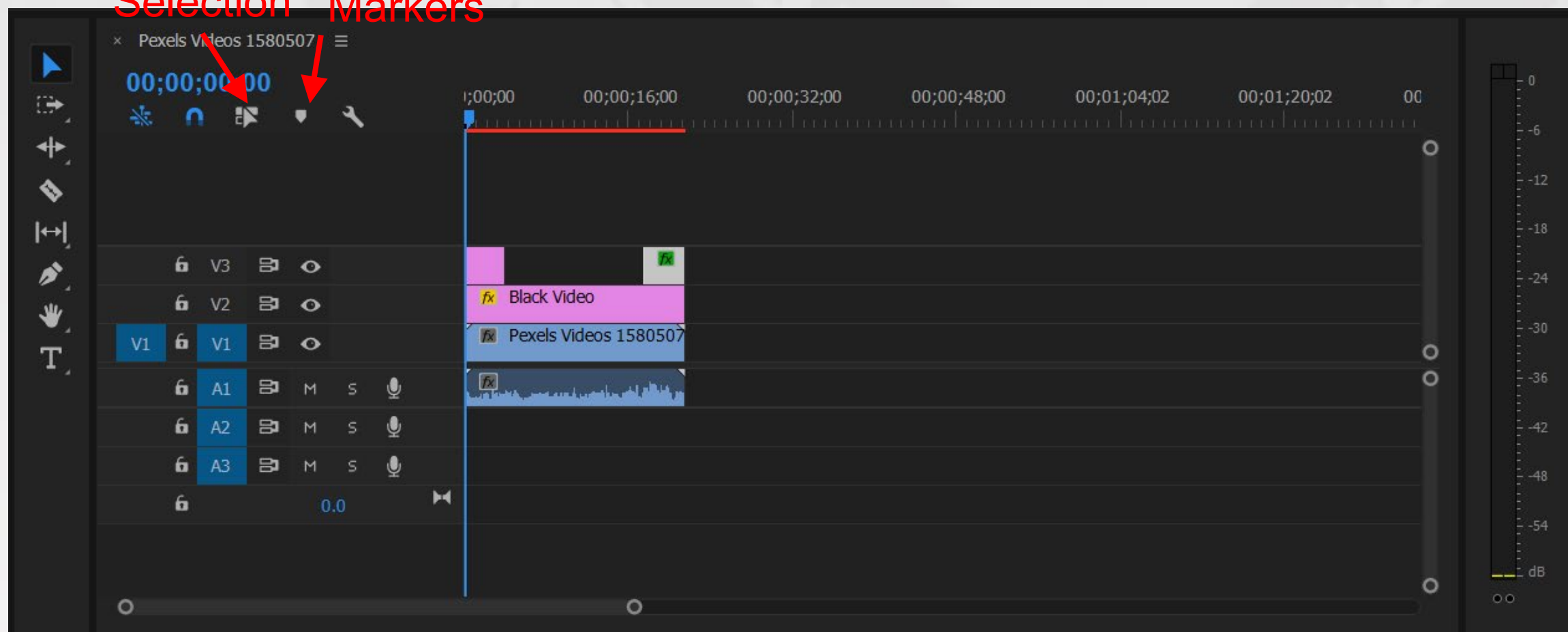


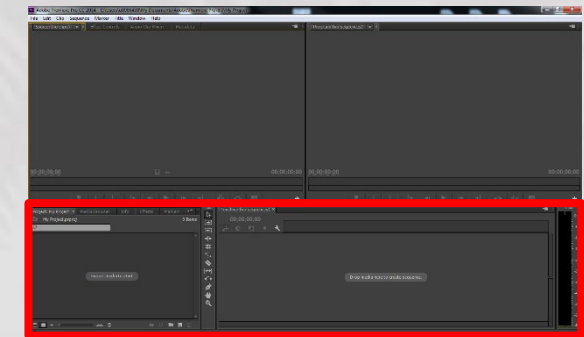
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Using the timeline track controls

- If you need to isolate an audio track from the corresponding video track, de-select the Linked Selection option. You can now move one from the other independently across the layers.
- Markers are useful to indicate events/moments of interest to edit further. Move the play head along the sequence to add a marker at the scene transition point. Right click on the playhead, and choose Move to Next Marker.

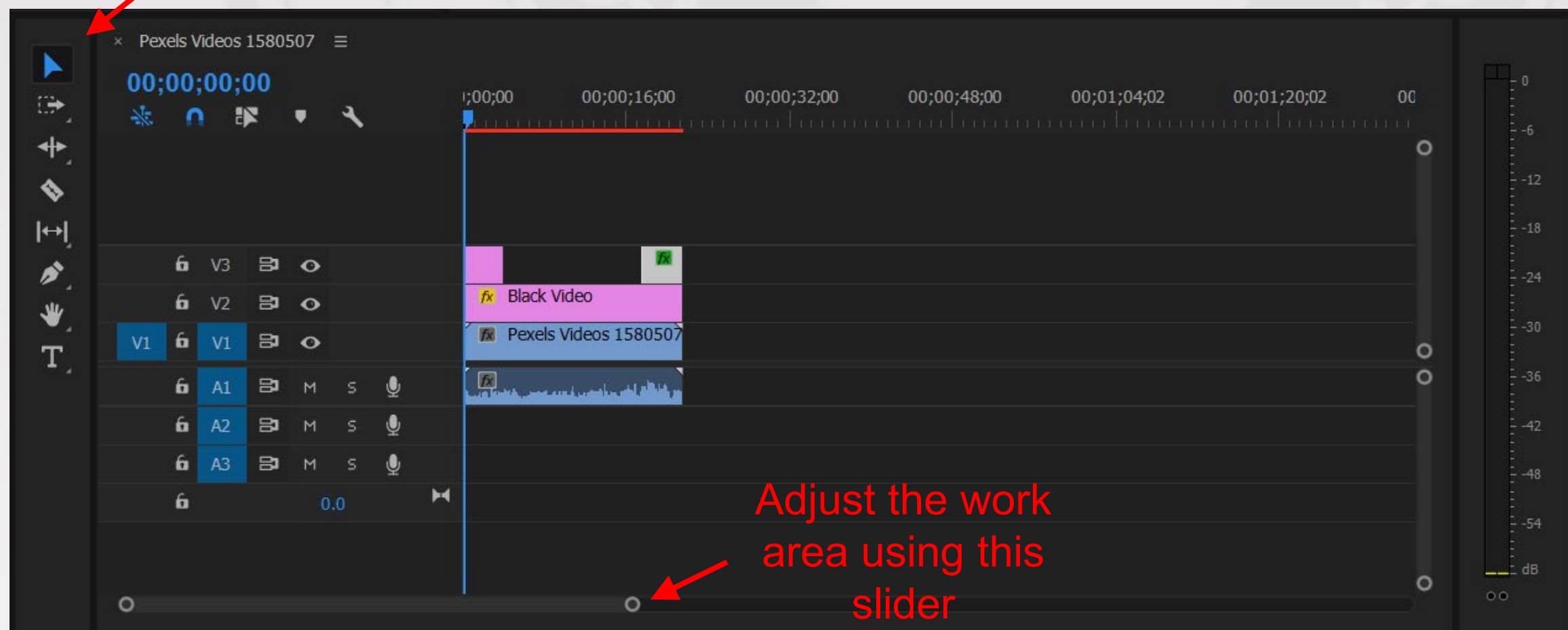
Linked
Selection Markers






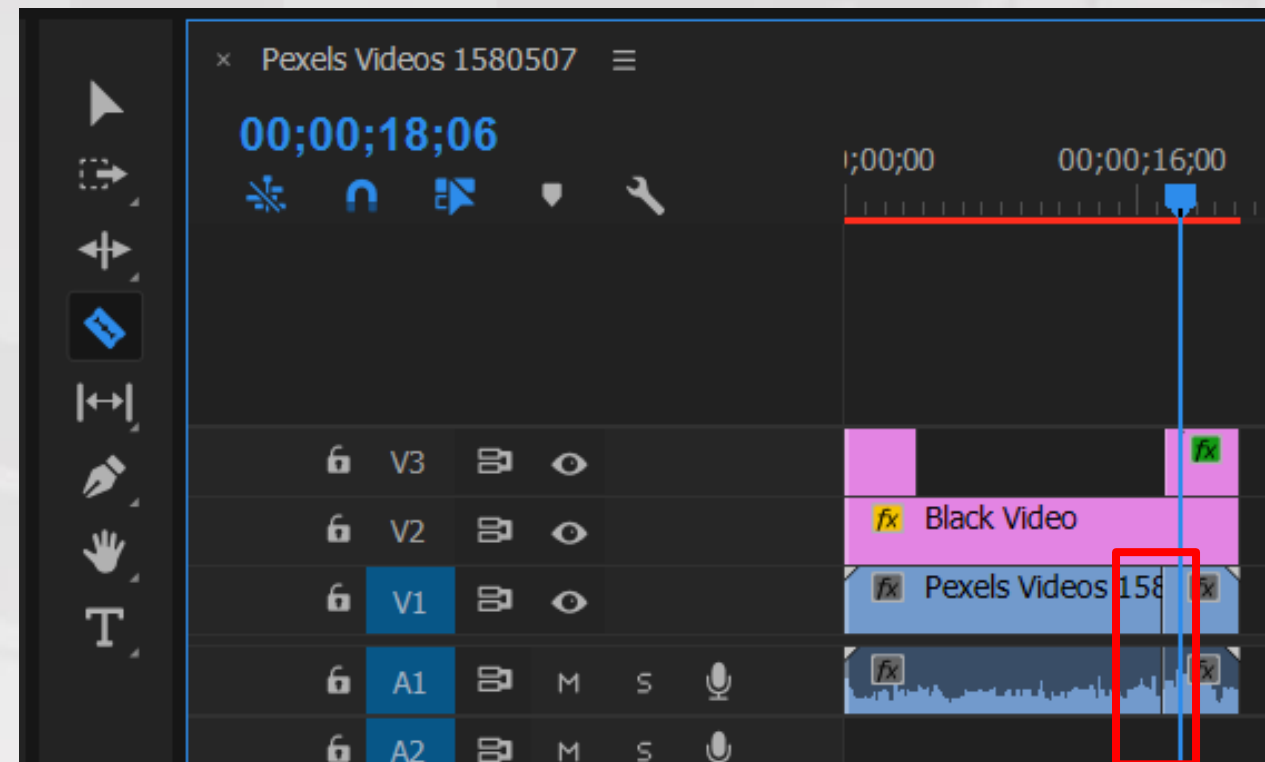
Edit the timeline

- To start adding media assets to your video sequence, use the Selection Tool in order to drag and drop files in the timeline.



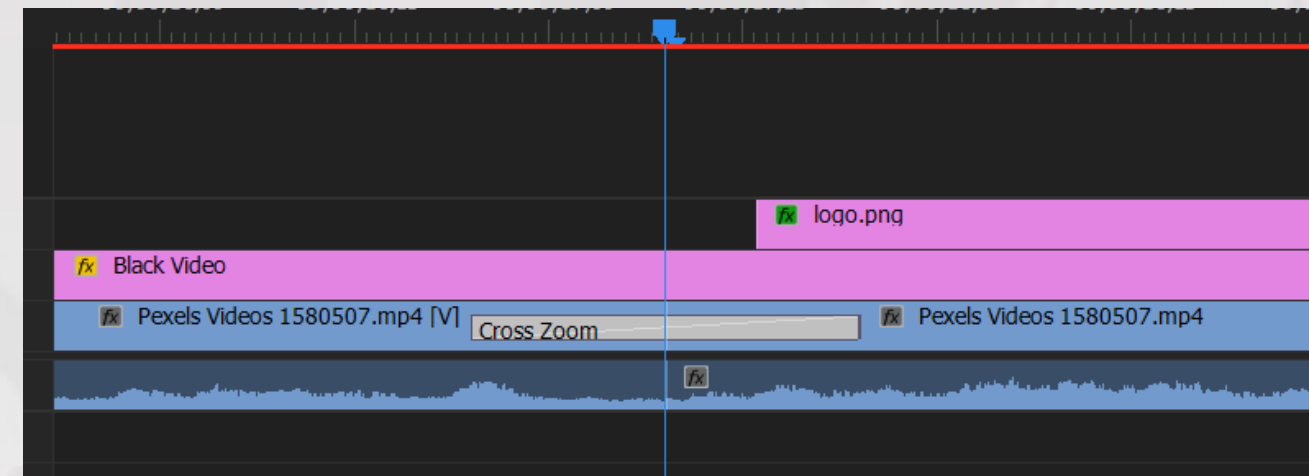
Creating clips using the Razor Tool

- Move the playhead to an area in the timeline.
- Zoom-in to get a better view of each frame. You can move from frame to frame using the left and right arrows.
- Using the Razor Tool () , left-click on the video sequence to separate it into distinct clips.
- Alternatively, you can create, drag, and drop multiple clips from the Scenes folder in the Project panel.



Adding video transitions to both clips

- Select the Effects panel of the *Project window*.
- Choose Video Transition > Zoom > Cross Zoom.
- Select the Cross Zoom transition and drag it onto the timeline at the intersection of both clips.
- The video transition will be indicated by a brown colored box that spans across both clips with a label that indicates the type of transition. *Right-click* on the transition box to set its duration or clear the effect. *Double-click* on the transition box to edit its properties using the Effect Controls panel in the Source monitor.

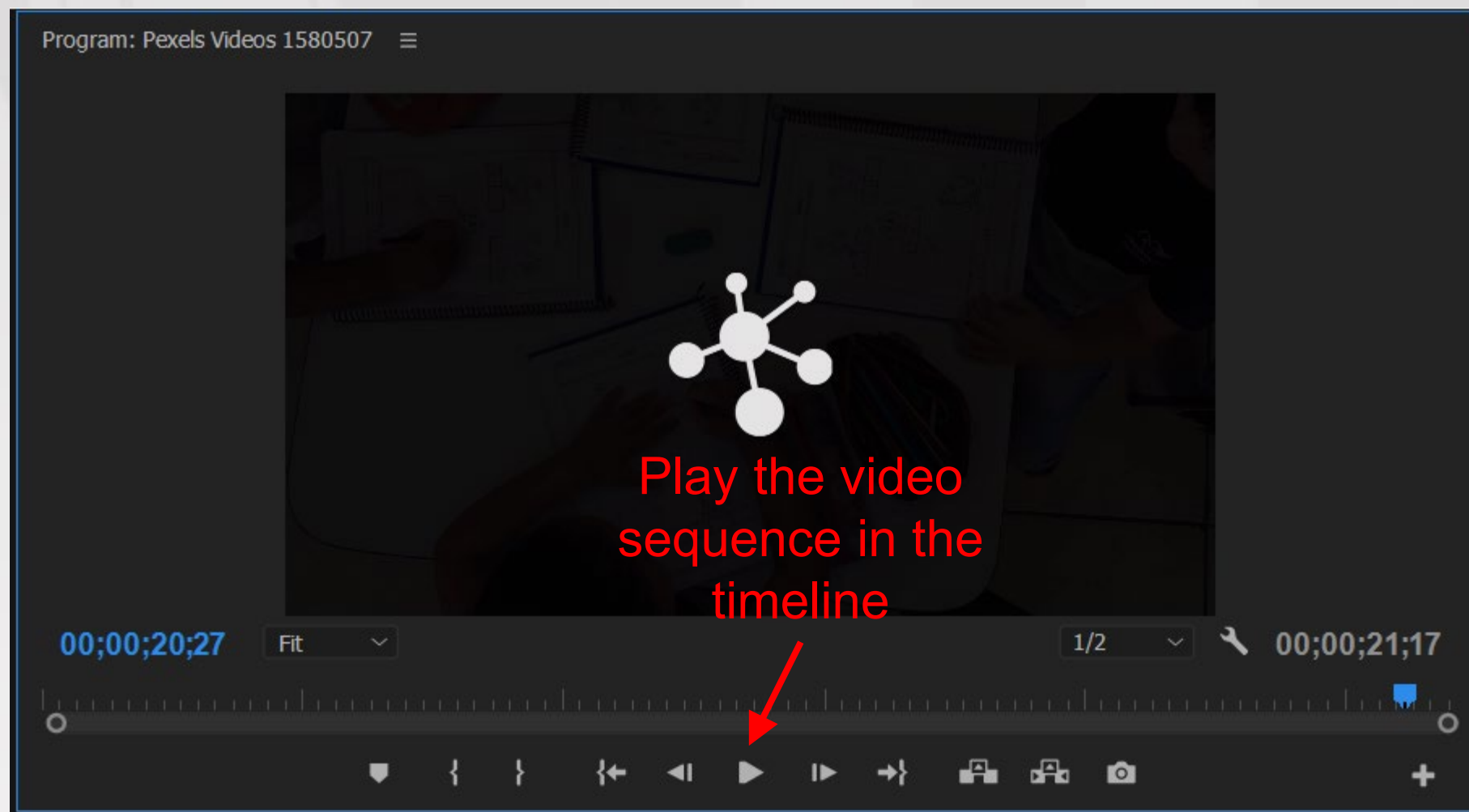




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Preview the video sequence in the program monitor

- Click on the play button to preview the video sequence.



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....