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EDPS 6560

Multimedia Learning

Enhancing a Video Sequence and CSS
Properties for Images

Eric Poitras, Ph.D.

eric.poitras@utah.edu

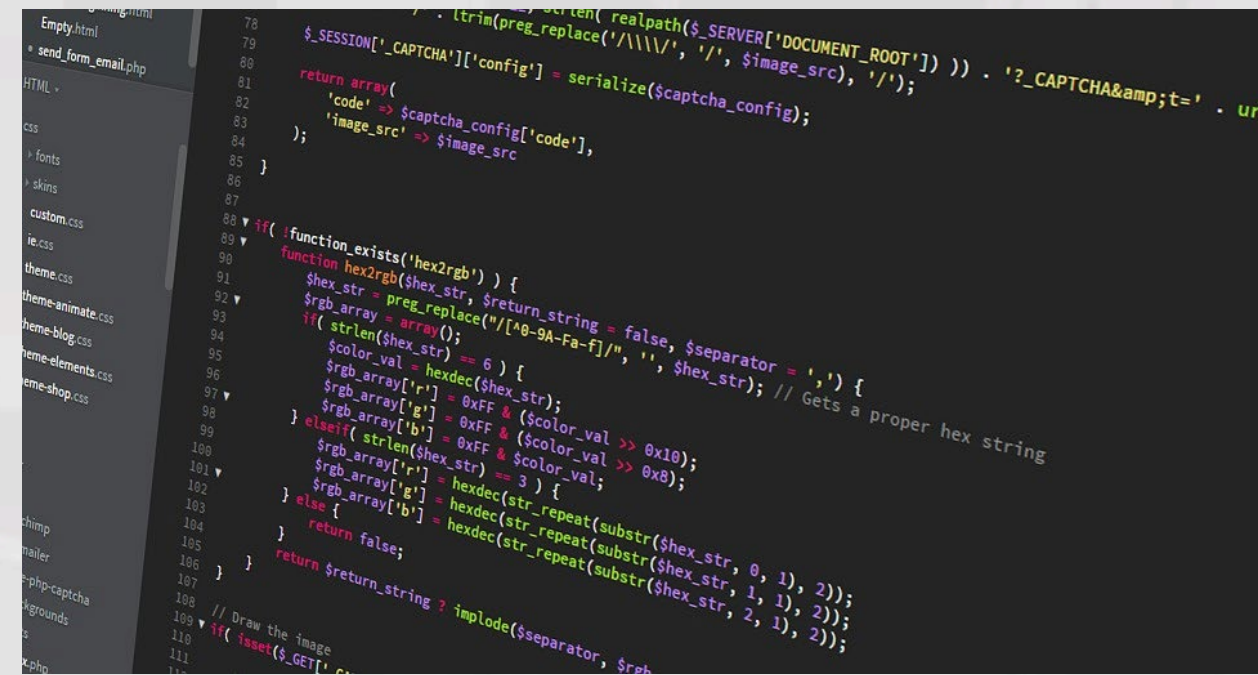
Spring 2019

March 6th

Class Objectives

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

- Demonstrate knowledge of using effects to enhance video sequences
- Animate effects on the timeline by adding 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

- Enhancing video sequences with effects



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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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Attachments to Background Images

Background-attachment

Determines whether the image scrolls with the rest of the page or is fixed.

Ex: background-attachment: scroll;

- scroll (background image will scroll with the page)
- fixed (background image will not scroll with the page)
- local (will scroll with the element's contents)
- initial (default value)
- inherit (inherited from parent element)



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Clipping Background Images

Background-clip

Defines how far the background should extend within an element

Ex: background-clip: border-box;

- border-box (default value – background extends behind the border)
- padding-box (extends to the inside edge of the border)
- content-box (extends to the edge of the content box)
- initial (default value)
- inherit (inherit property value from parent element)



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Setting Point of Origin for Background Images

Background-origin

The origin position (the background positioning area) of a background image

- padding-box (default value – from the upper left corner of the padding edge)
- border-box (background image starts from the upper left corner of the border)
- content-box (background image starts from the upper left corner of the content)
- initial (default value)
- inherit (inherits this property from its 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:

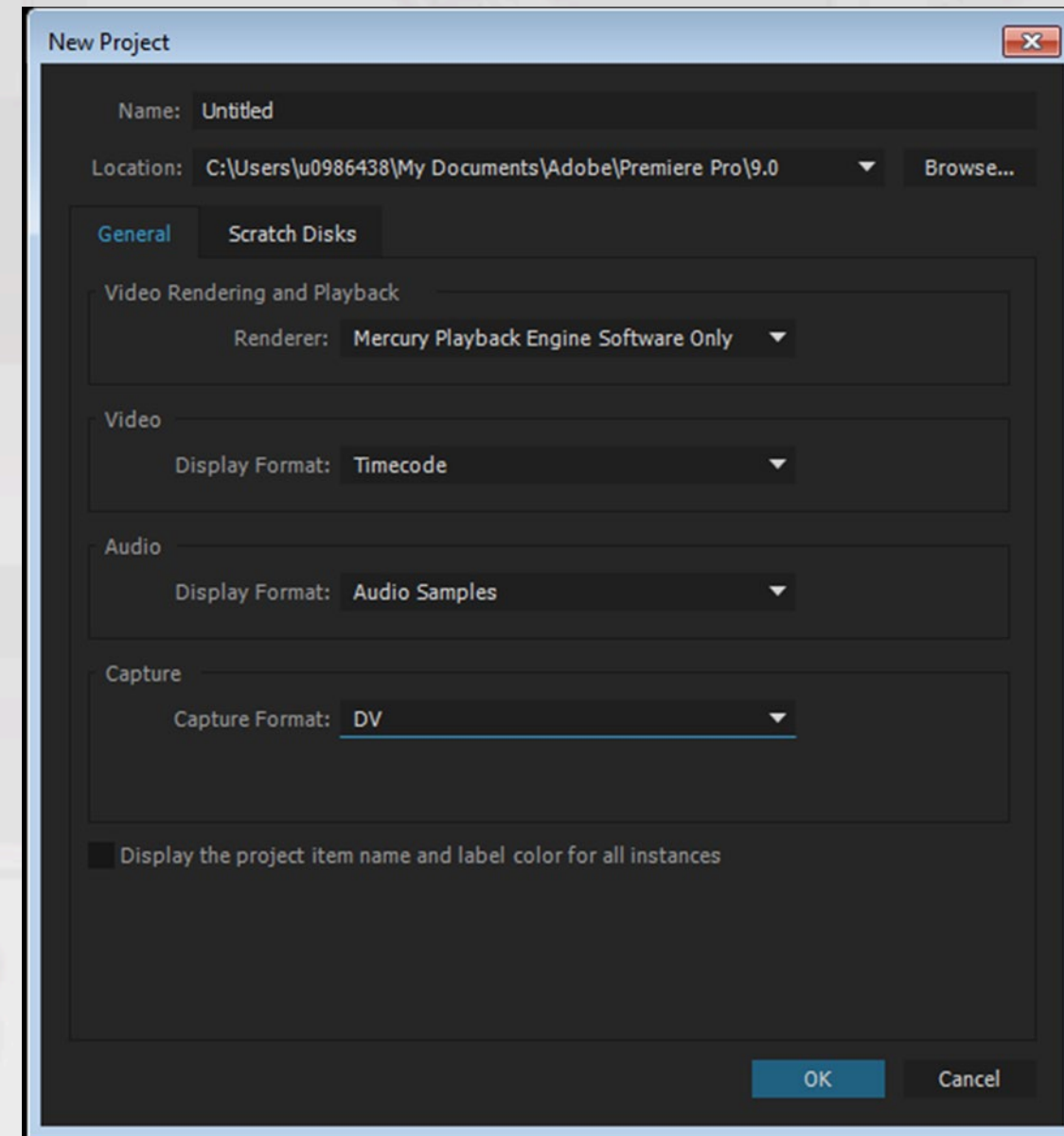
- Demonstrate knowledge of using effects to enhance a video sequence
- Animate the properties of effects on the timeline



Pr

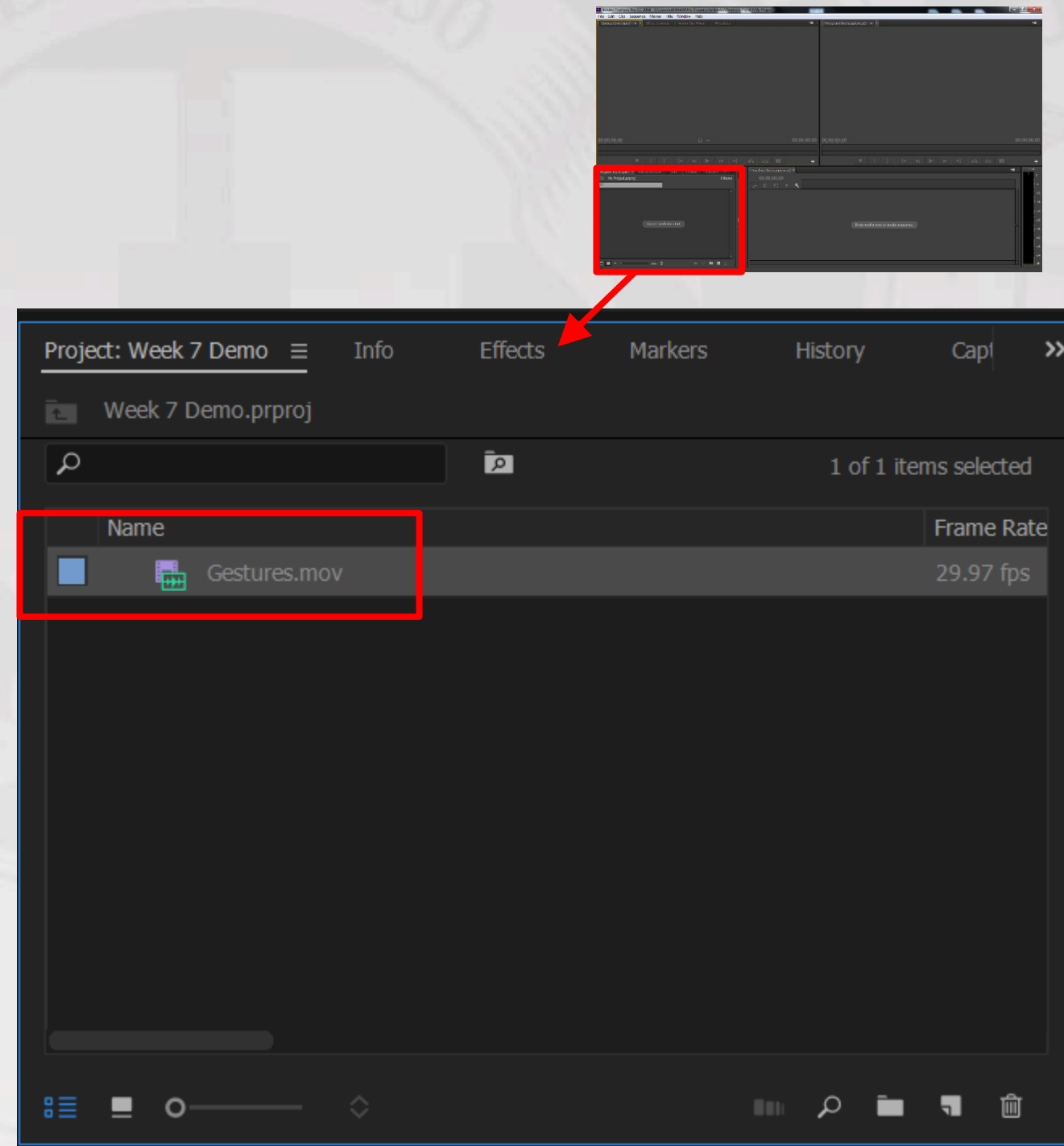
Using Adobe Premiere Pro in Class...

- 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.



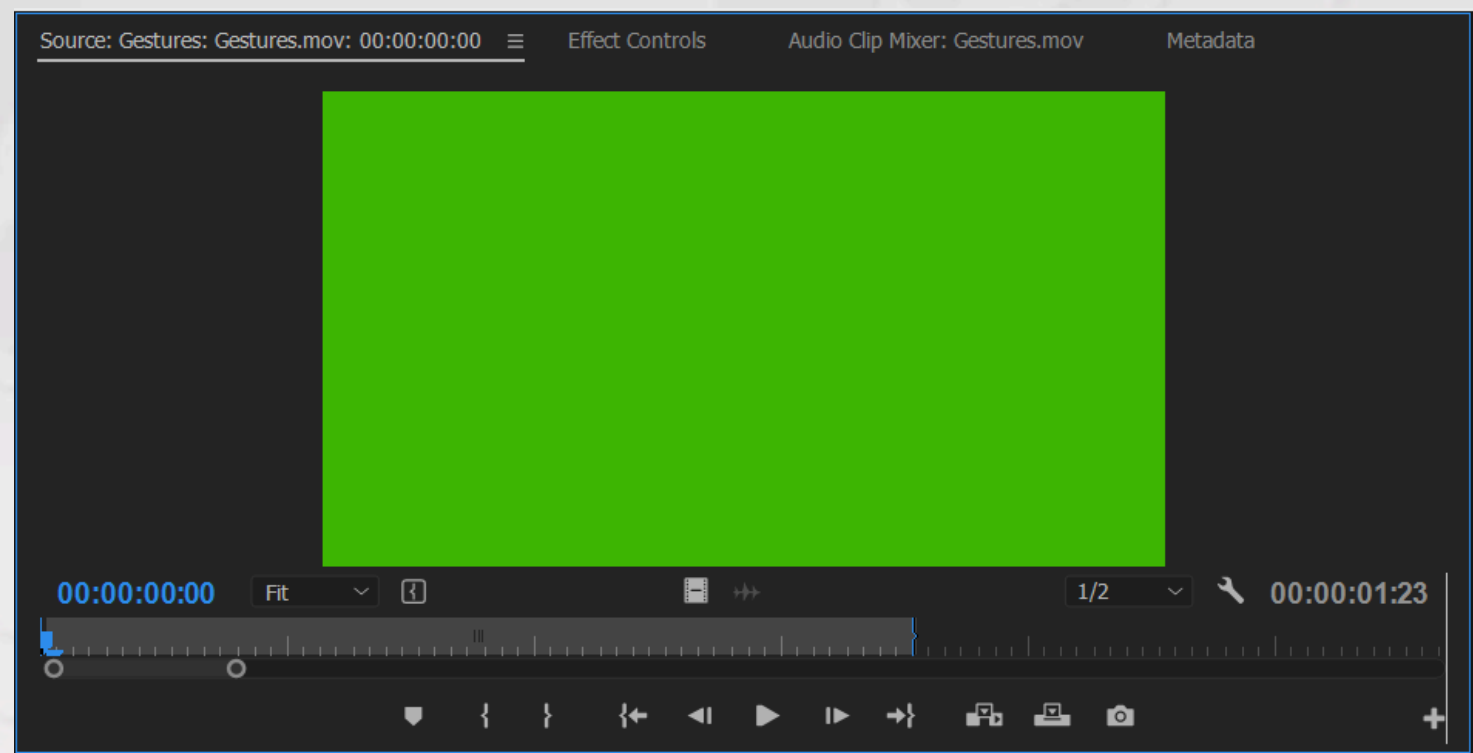
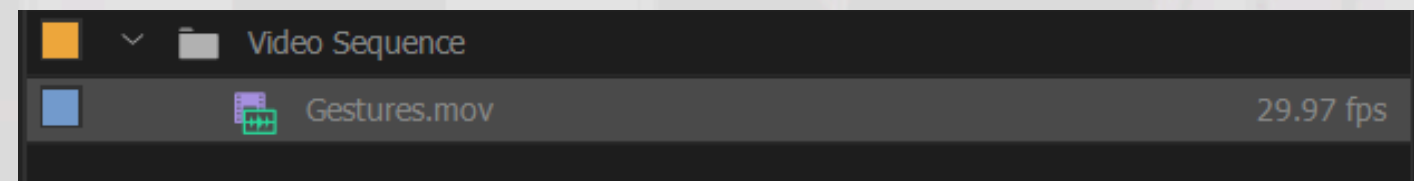
Importing media assets

- The project panel allows you to drag and drop media assets to your new Premiere project.
- Download all the media assets available from Canvas:
 - Gestures.mp4
 - UIWireframe.png
 - PCSkin.png
- 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.
- Drop the Gestures video on the timeline to get started.



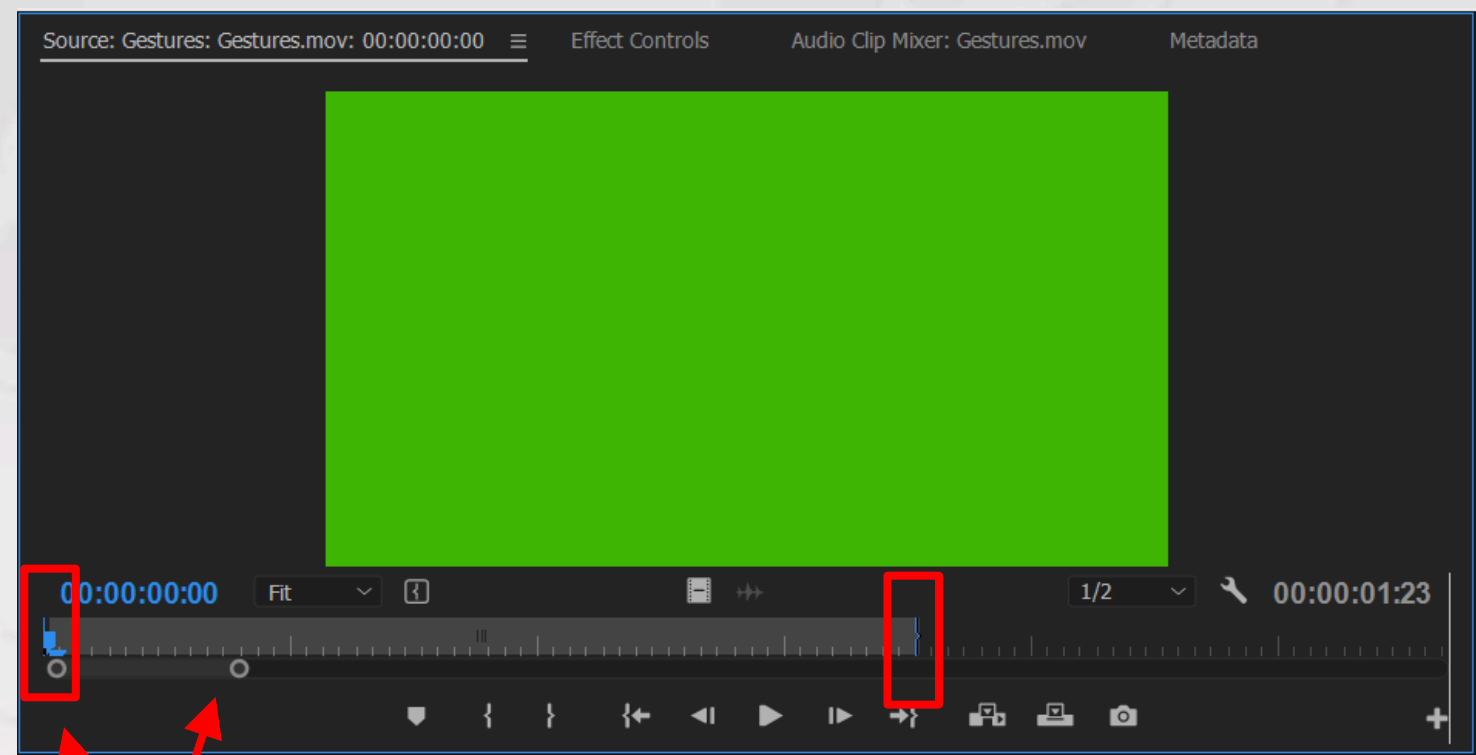
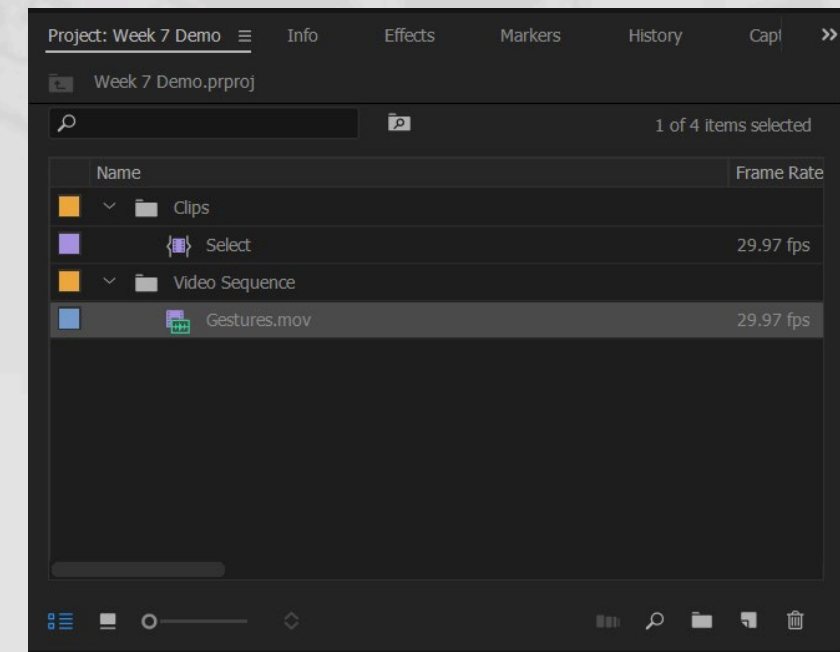
Edit the timeline

- Create a folder called “Video Sequence”. Drag the Gestures movie file in the folder.
- Now, we will use the Source monitor to adjust the Mark In and Out points to create a clip. Double click the file to open it in the Source monitor.



Making Subclips

- In the Source monitor, move the playhead at a specific point in the timeline to indicate the start (Mark In) and end (Mark Out) of your clip.
- Once the playhead is in the desired location, use the Mark In and Out controls to specify their location. Rely on the zoom bar handles (circles) for more precise trims of the video sequence.
- Select Clip > Make a SubClip. In the projects panel, create a new folder called “Clips”. Store the subclip in the folder, call it “Select” and drag it to the timeline.
- Practice by creating a “Swipe” sub clip.



Mark In Mark Out

Zoom (Drag and position handles)



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Trim media assets in the timeline

- Adobe Premiere allows for a variety of tools used to edit the Mark In and Out points of video clips in the timeline. Left click to view the dropdown menu and select the relevant tool.



Forward or Backward select assets in the timeline

Ripple edit tool does quick trims to a video and automatically adjusts the location of other assets in the timeline (does not impact next video in the timeline, adjust the subsequent clips)

Rolling edit tool does quick trims to a video and shortens the next video in the timeline to compensate extending the length (does impact its neighbor in the timeline, does not affect subsequent clips)

Rate stretch to increase/decrease the speed of a video

Razor tool to cut a video in two segments

Slip edit allows to move selected video underneath neighbor videos in the timeline (has no impact on previous and next video)

Slide edit allows to move selected video over and above neighbor videos (impacts previous and next video)

Move the timeline to the left or right

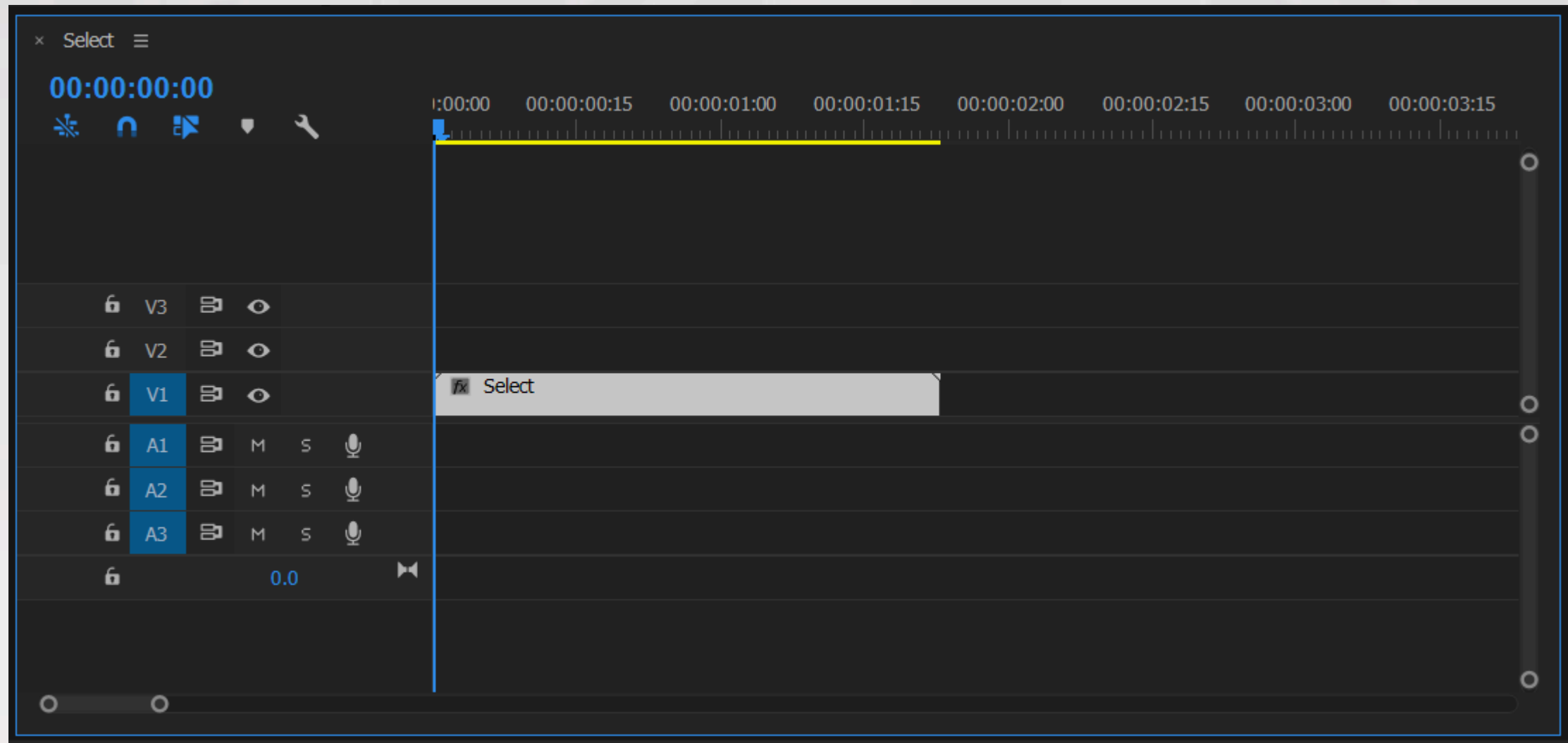
Add text or shapes



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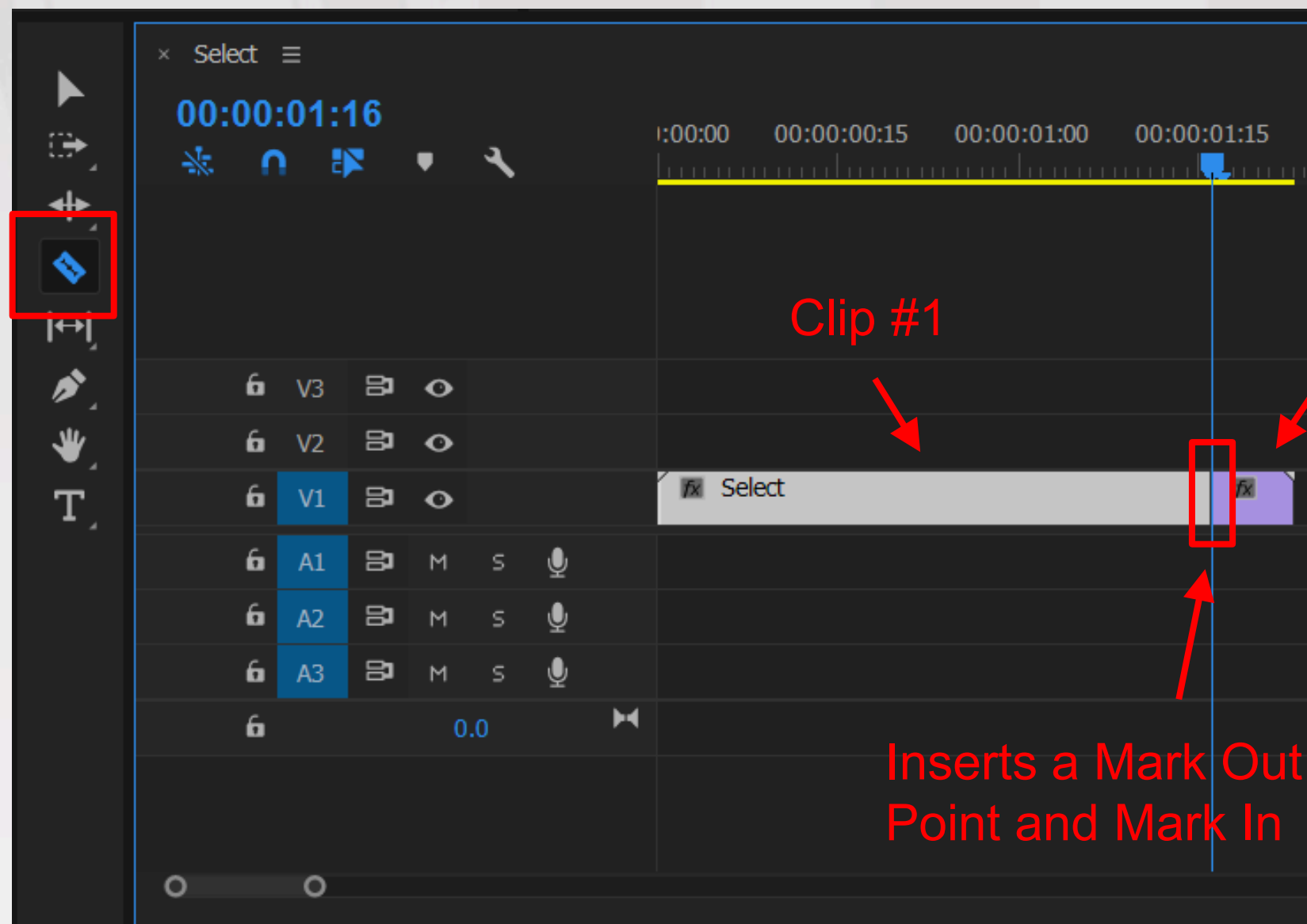
Creating a Video Sequence Using a Clip

- To begin editing a sequence, drag and drop the “Select” clip in the timeline.



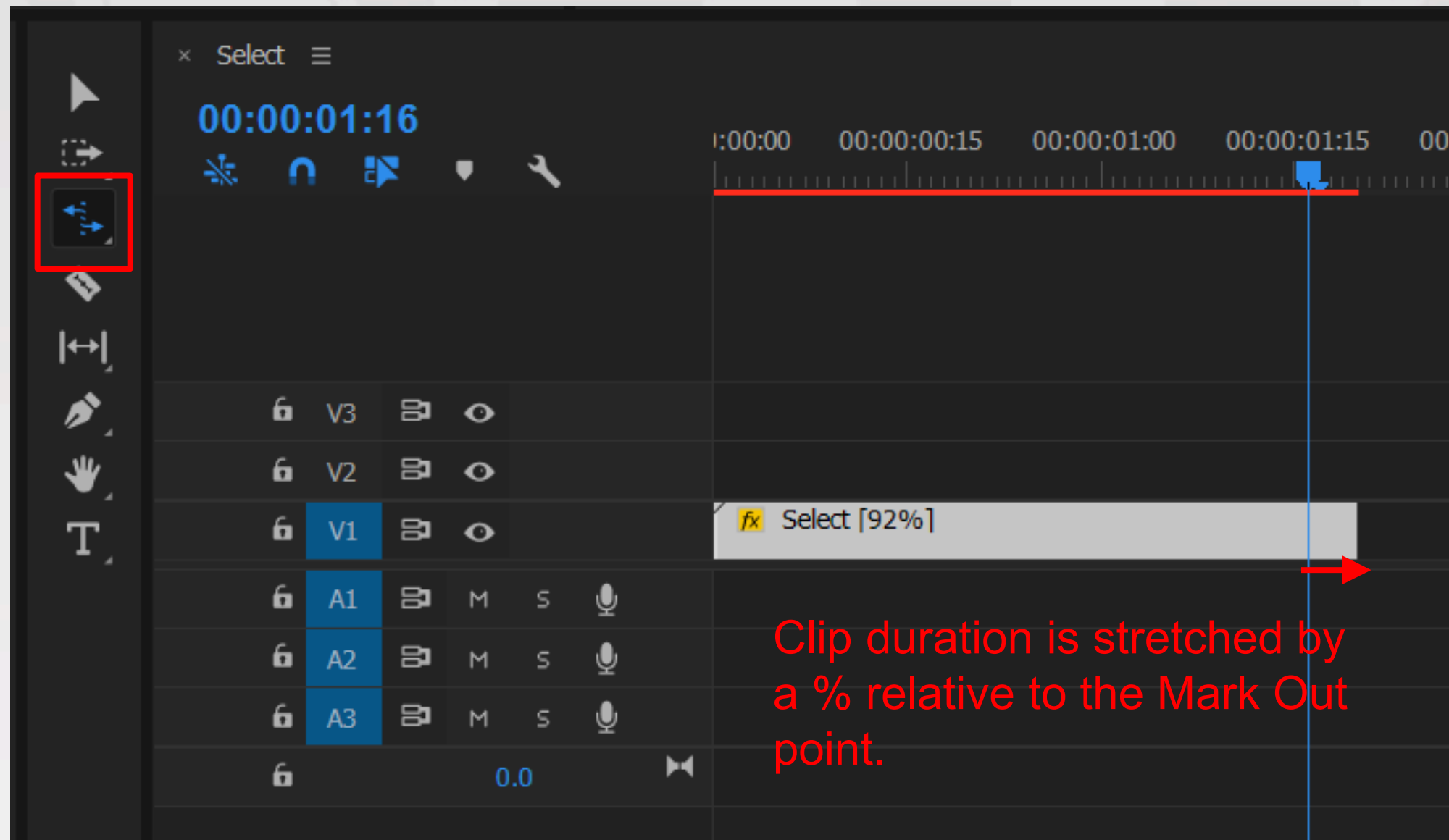
Using the Razor Tool

- Select the Razor tool. Hover the mouse cursor over the clip and left click to separate it into two clips. This inserts a Mark In and Out point at the intersection of the selection.



Using the Rate Stretch Tool

- Select the Rate Stretch tool. Hover the mouse cursor over the end of the clip. Select and drag (the cursor will change) to the desired end point. This changes the duration of each frame by a certain percentage, either playing the video faster or slower.

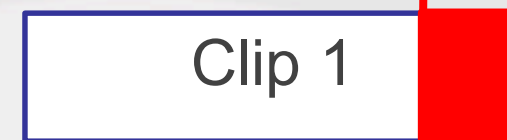
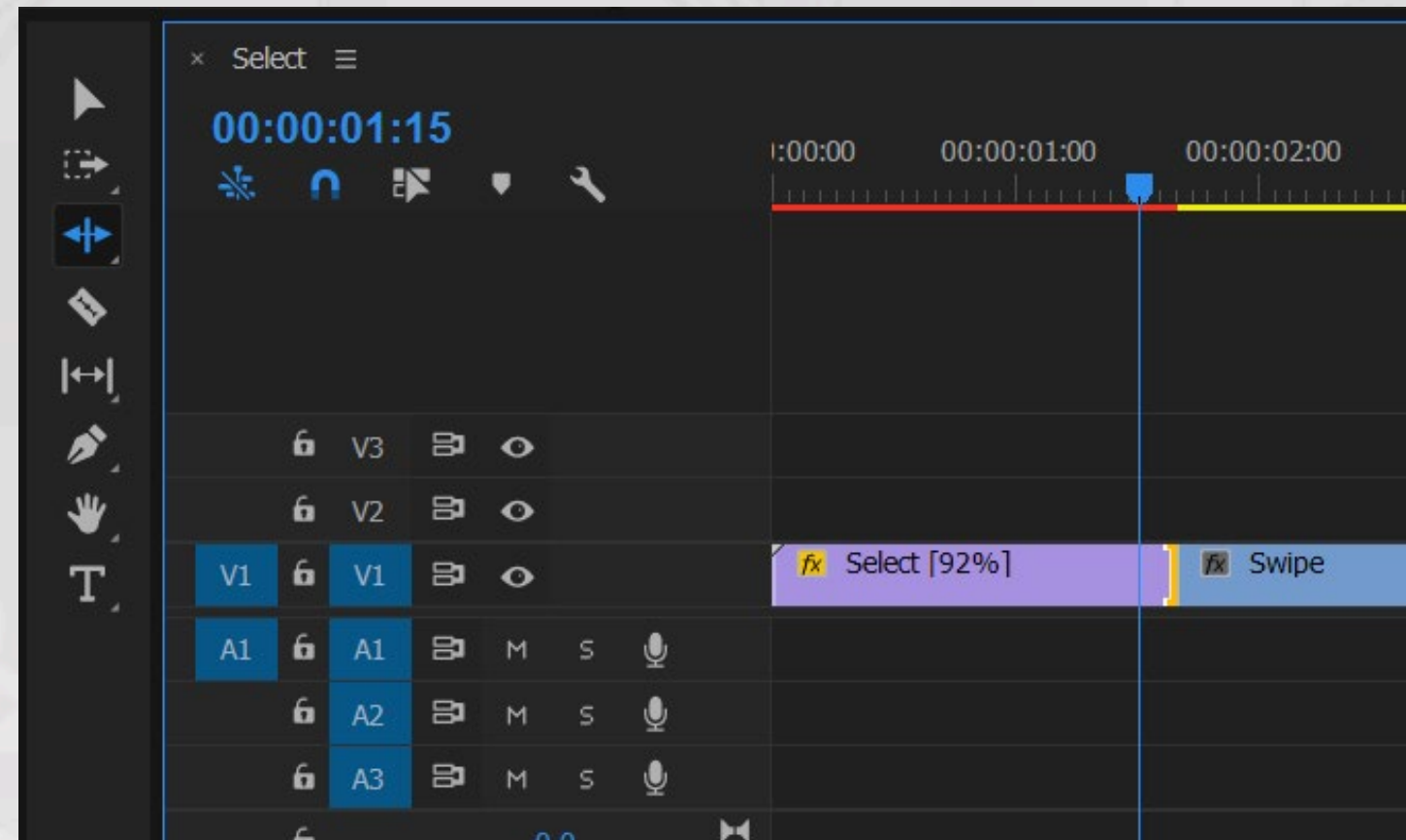




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Using the Ripple Edit Option

- Move the “Swipe” clip to the timeline. Select “Linked Selection”. Delete the associated audio file.
- Select the Ripple Edit tool.
- Hover the mouse cursor over the MarkIn point of the Swipe clip. Then, drag it to the left.
- The MarkOut point of the “Click” clip is adjusted given the edit of its neighbor. In the Program monitor, you can preview the results by looking at the last and first frame of each clip displayed next to each other.
- If you move the MarkIn point to the right, the duration of the sequence will be shortened.
- This is a convenient tool to avoid repetitive edits to separate clips while adjusting for its duration.



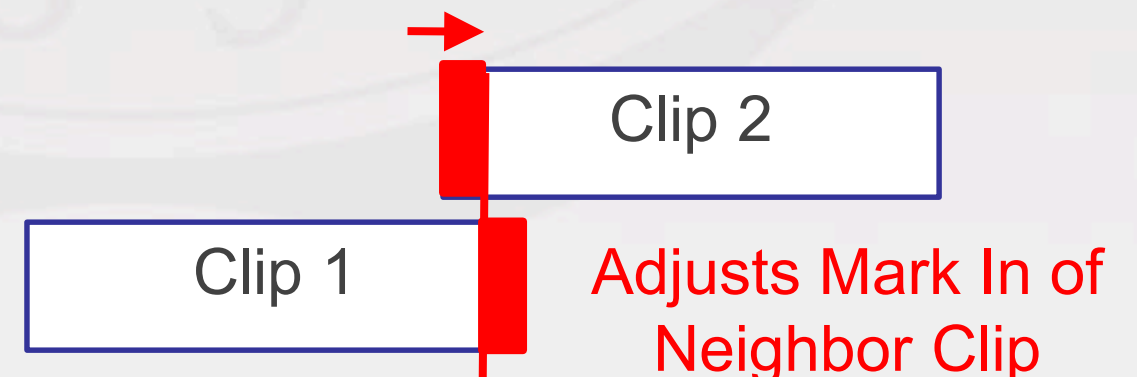
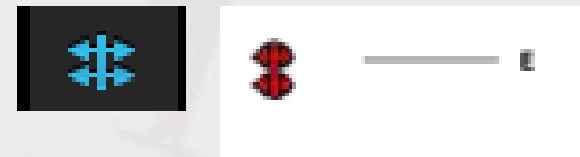
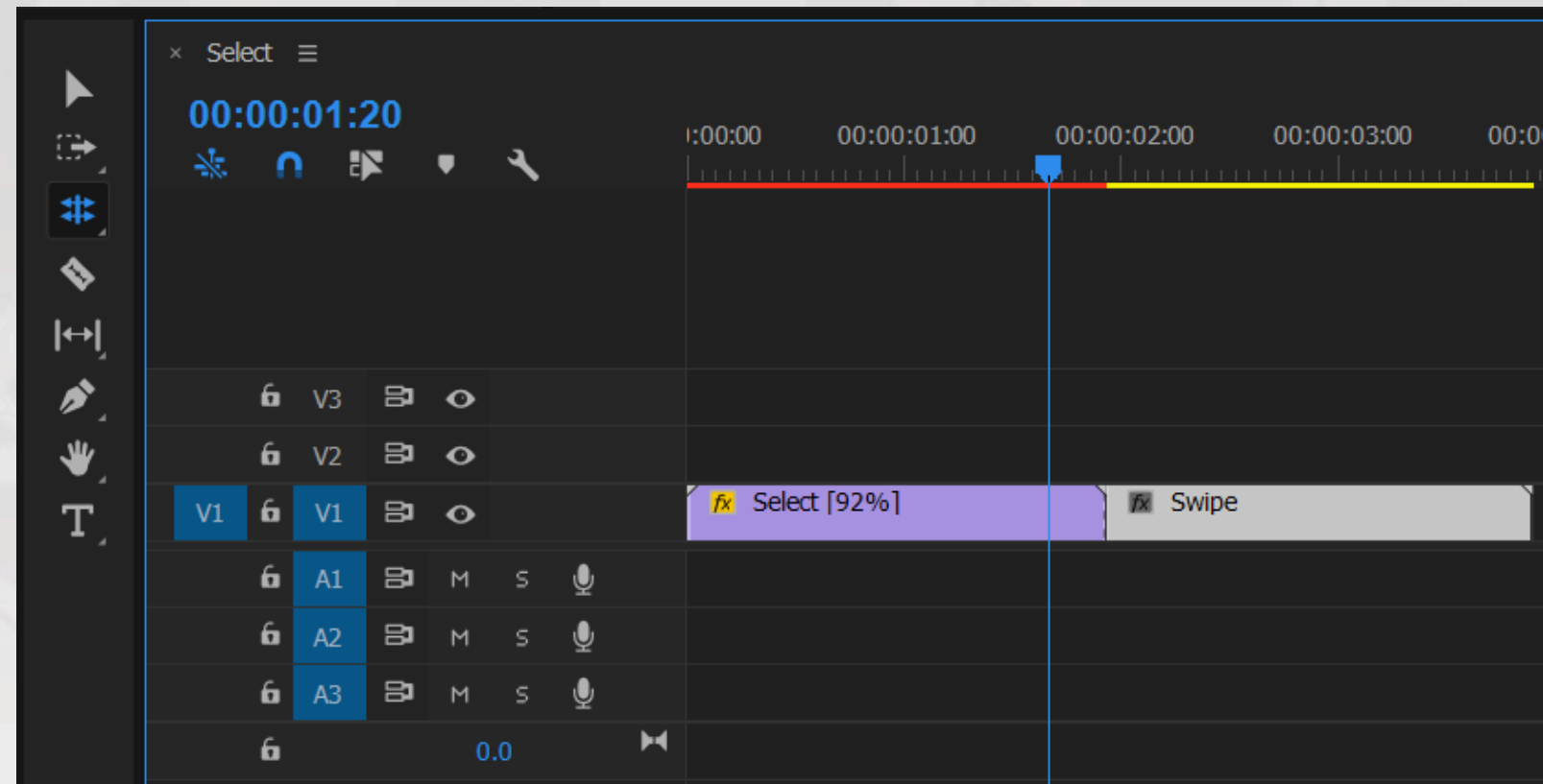
Clip 2

Clip 1

Adjusts Mark In of Neighbor Clip

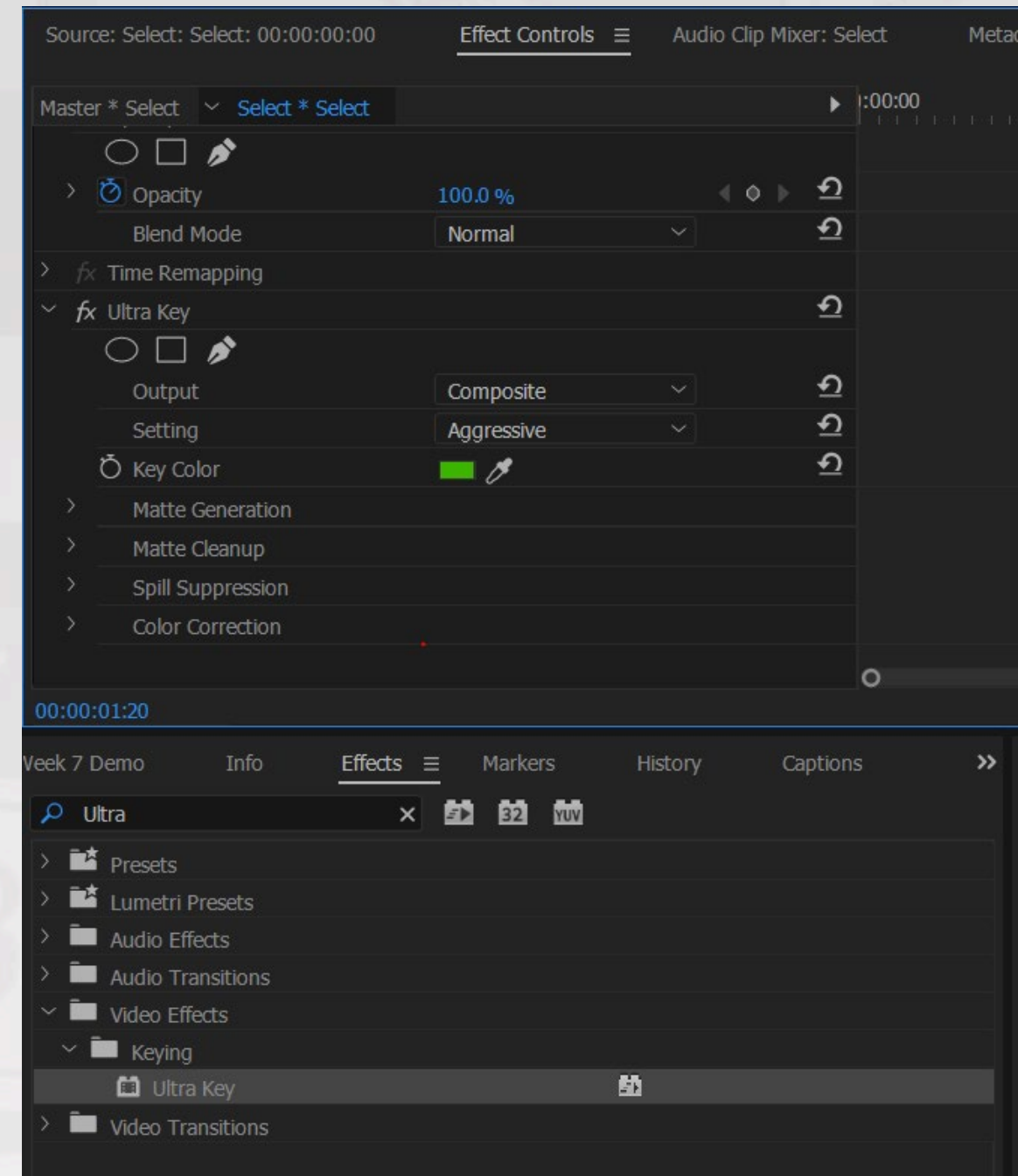
Using the Rolling Edit Option

- Undo edits using the History panel. Select the Rolling Edit tool. This edit requires at least a MarkIn or Out point at the intersection of two clips.
- Hover the mouse cursor over the MarkOut point of the “Select” clip. Then, drag it to the right.
- The MarkIn point of the “Swipe” clip is moved while maintaining the duration of the sequence as a constant.
- This is a convenient tool to avoid repetitive edits to separate clips while **NOT** adjusting for its duration.



Using the Ultra Key Effect

- Use the Selection tool to double click the video clip “Select” to edit its properties using the Source monitor.
- Select Effect Controls.
- In the Project window, select Effects.
- Choose Video Effects > Keying.
- Drag and drop the Ultra Key effect onto the source monitor Effect Controls panel.

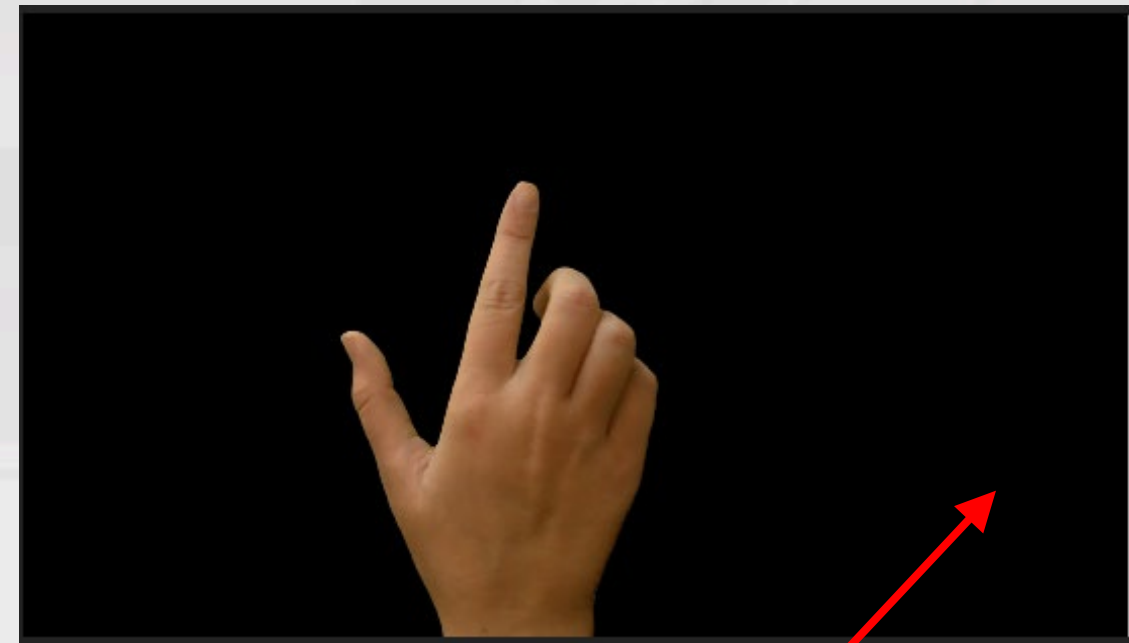
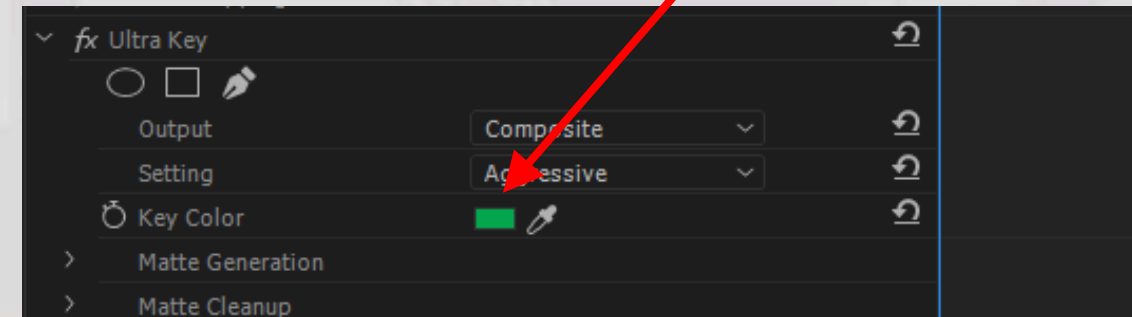




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Using the Ultra Key Effect

- Select Aggressive in the Settings.
- Select the eyedropper tool and sample a pixel color from the green background.
- *NOTE: Ideally you have even lighting on the green screen with no creases in the background, which may impact the quality of the results.*
- The effect removes the color sampled from the background.
- If necessary:
 - In Matte Generation, increase the Pedestal value to 80. In the Matte Cleanup options, increase the value for Choke and Contrast to 20. This will eliminate some of the texture in the background caused by the creases. Adjust the Luminance to 85 in the color correction menu.
 - You can also add a Crop effect to eliminate the outside area of the video. Adjust the scale of the video to better fit the frame as well as the position.

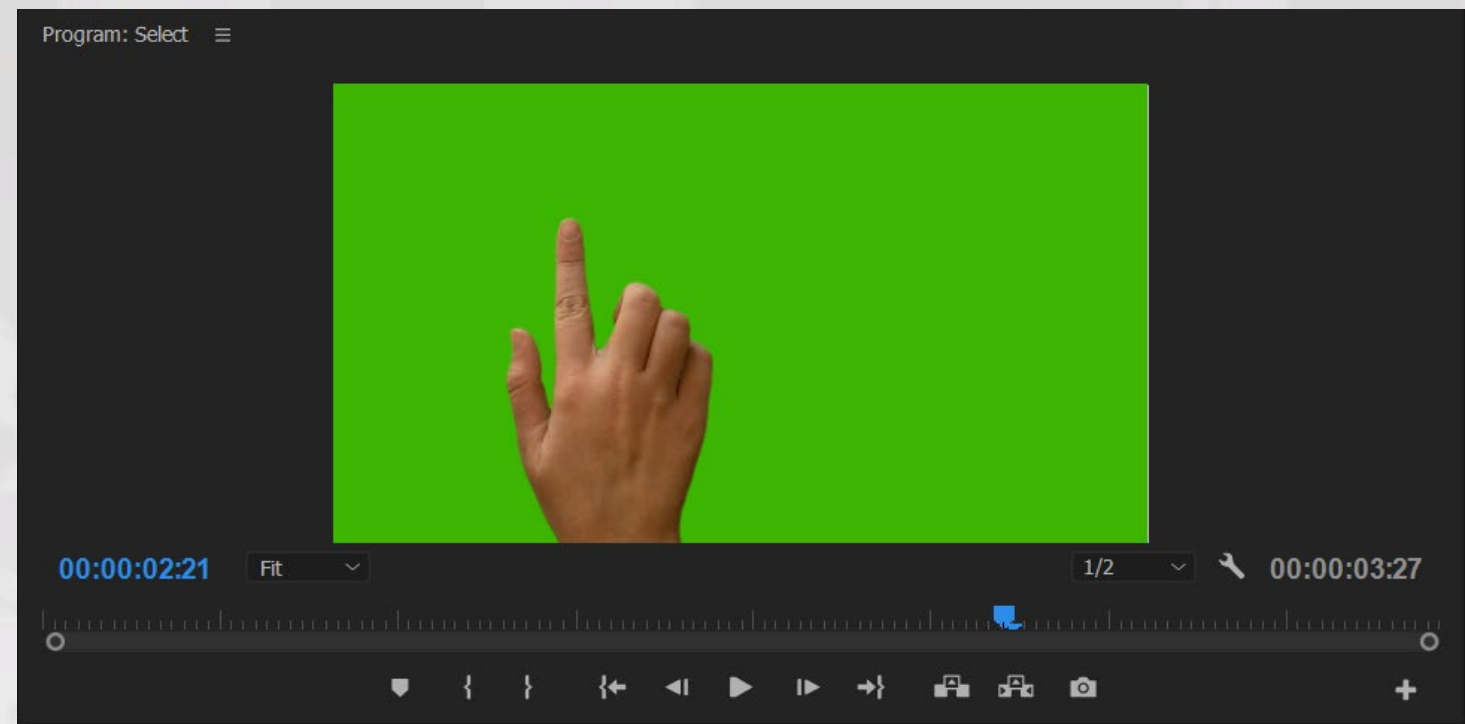




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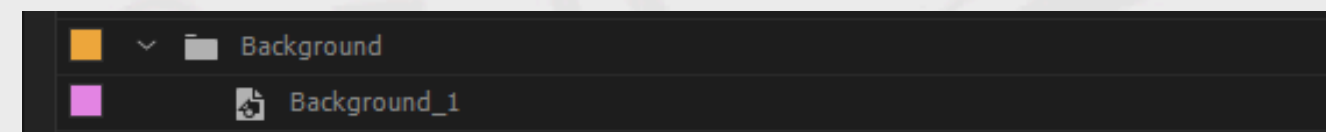
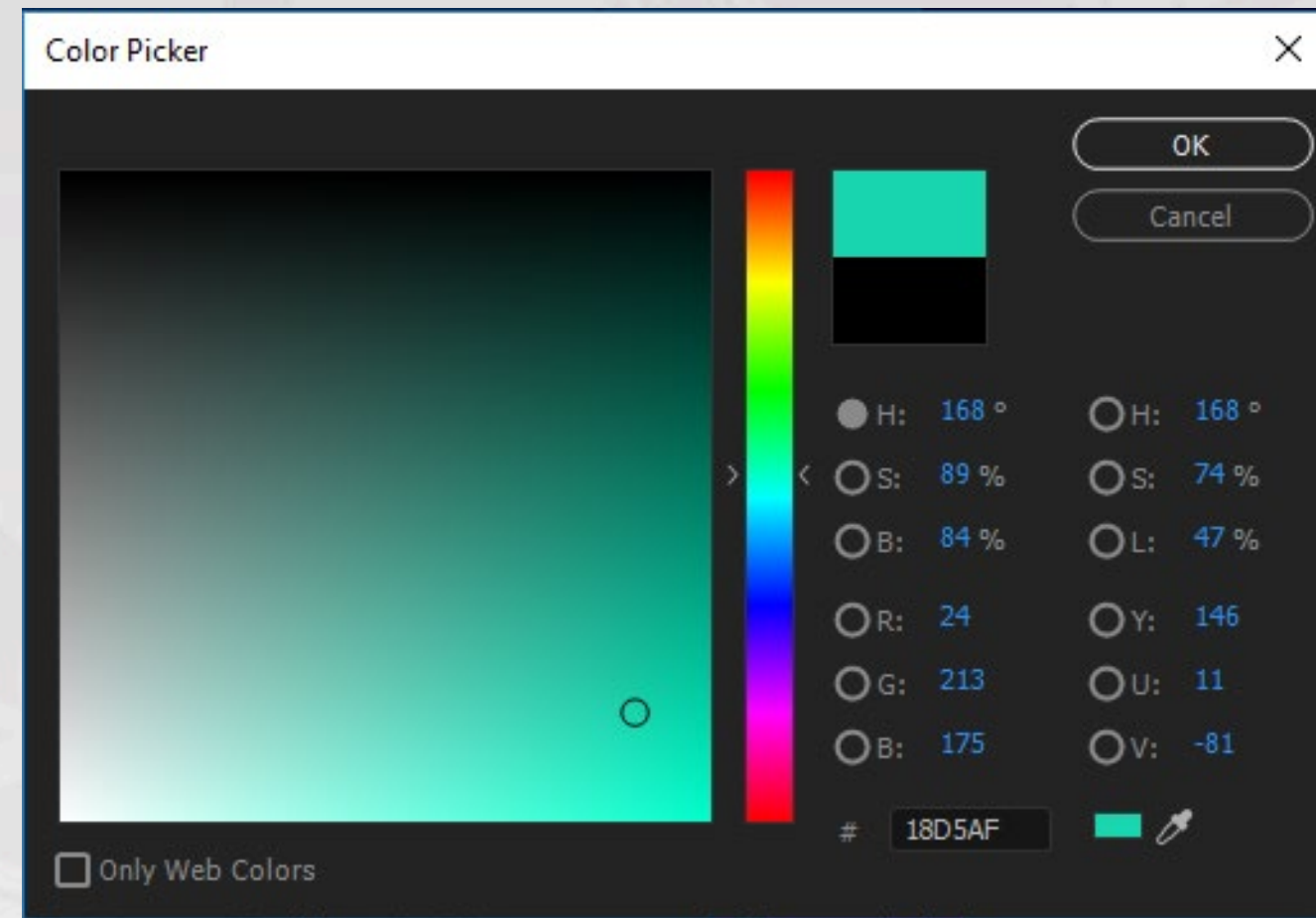
Exercise

- Trim and key the video remaining video clip.
- Just let me know if you have any questions while practicing on how to do this.



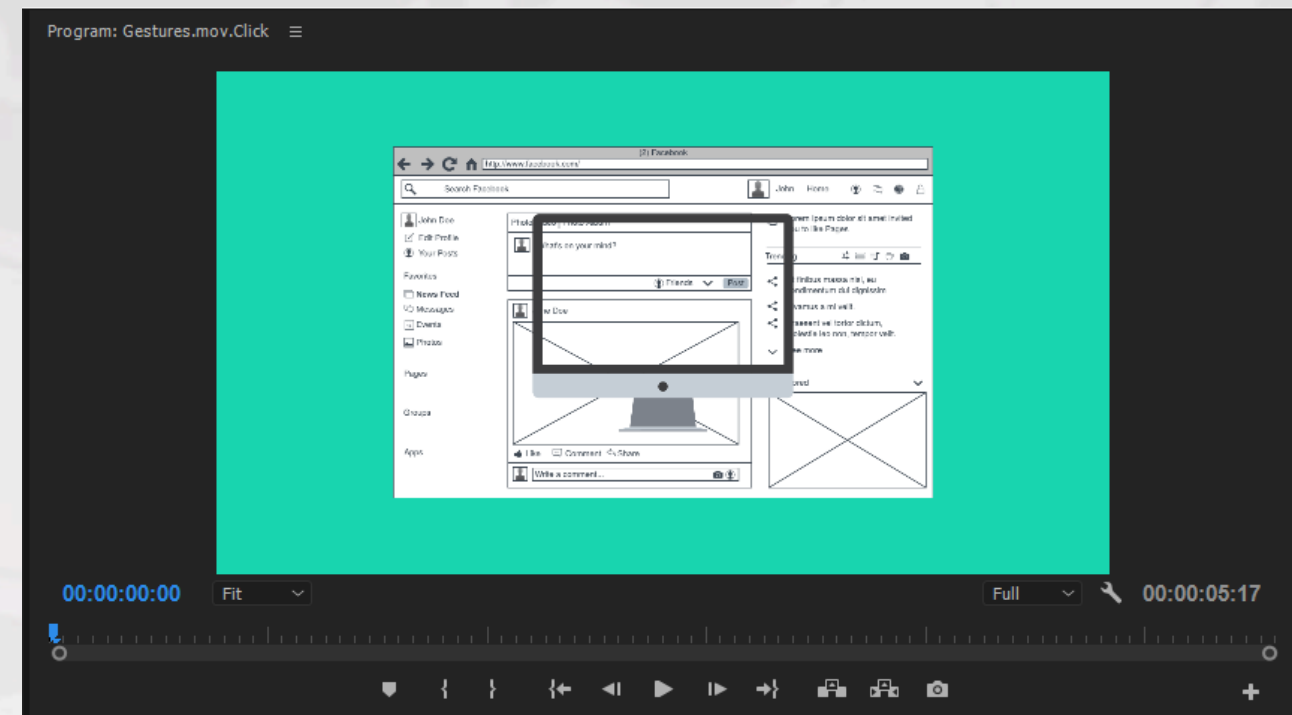
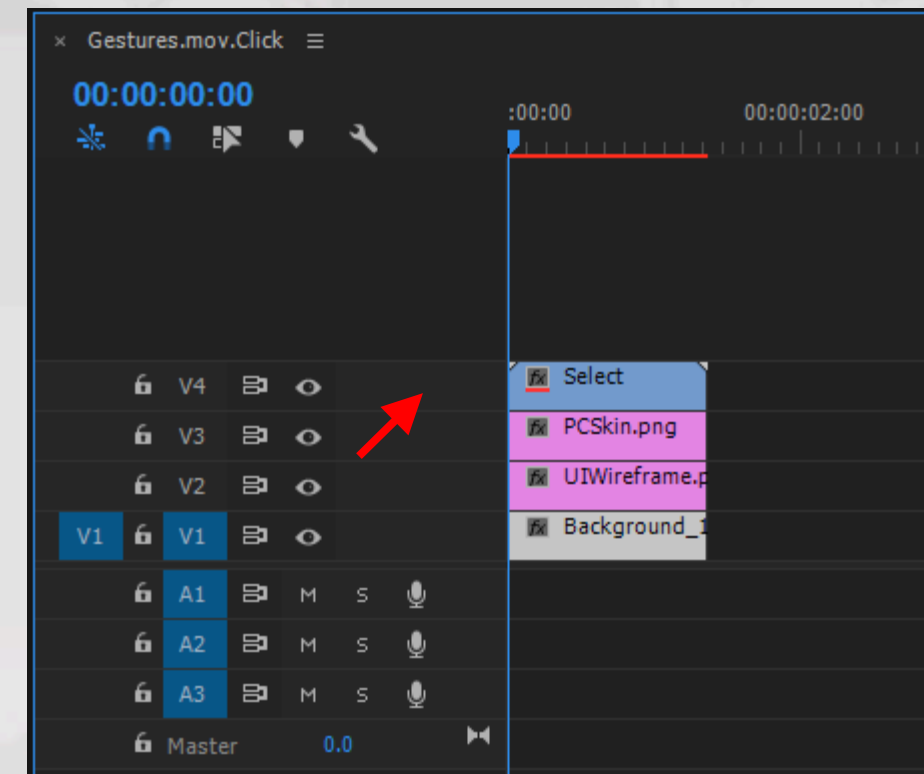
Creating Assets

- In the Project panel, choose New Item. Select color matte.
- The size of the asset is set to the video sequence, choose Ok.
- Use the color wheel to create to choose a new color for your background.
- Choose a name (e.g., Background_1). In the project folder, store your new item into a folder called “Background”.
- Repeat the process to create a few backgrounds of different colors.



Organizing Assets Using Layers in the Timeline

- Re-arrange your assets on the timeline. Remember if you need an extra visual layer, right click on the track and select Add Layer.
- The stacking order of the layers should be the following: (V4) Select video clip; (V3) PCSkin.png; (2) UIWireframe.png; (1) Background_1 item.

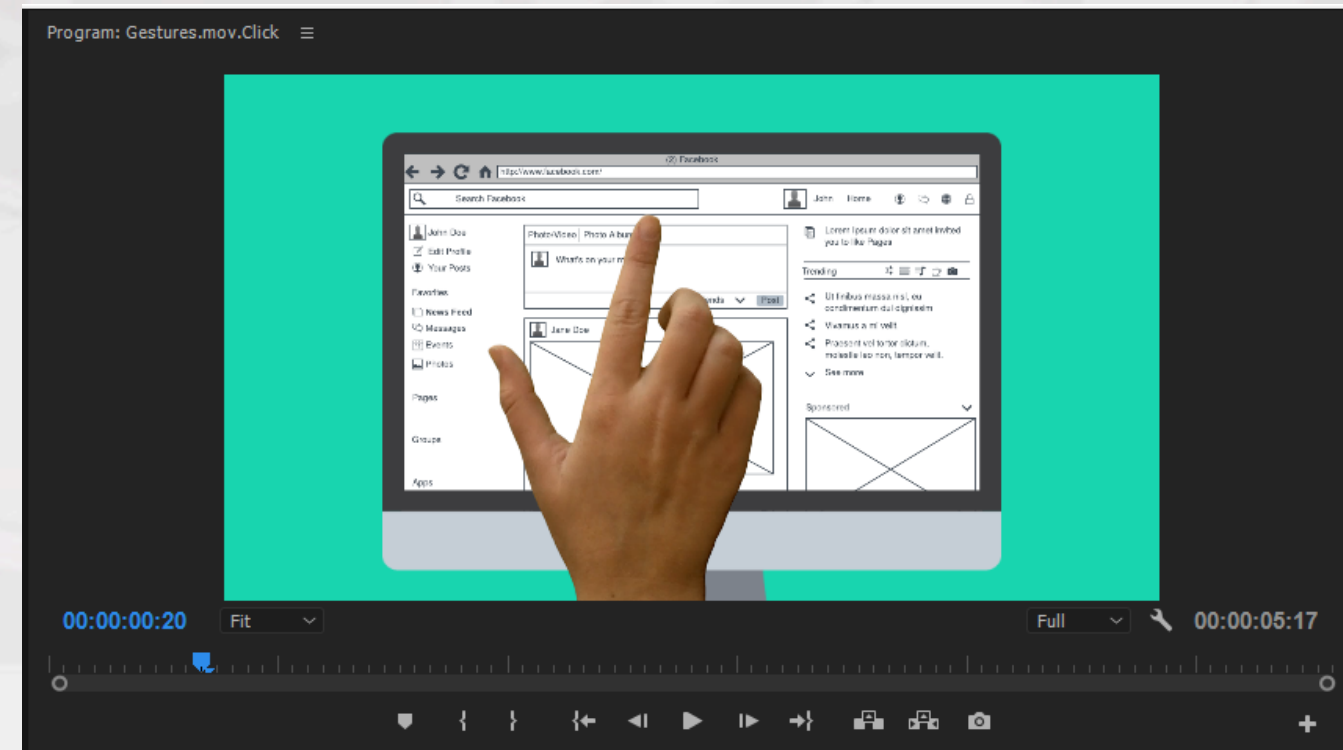
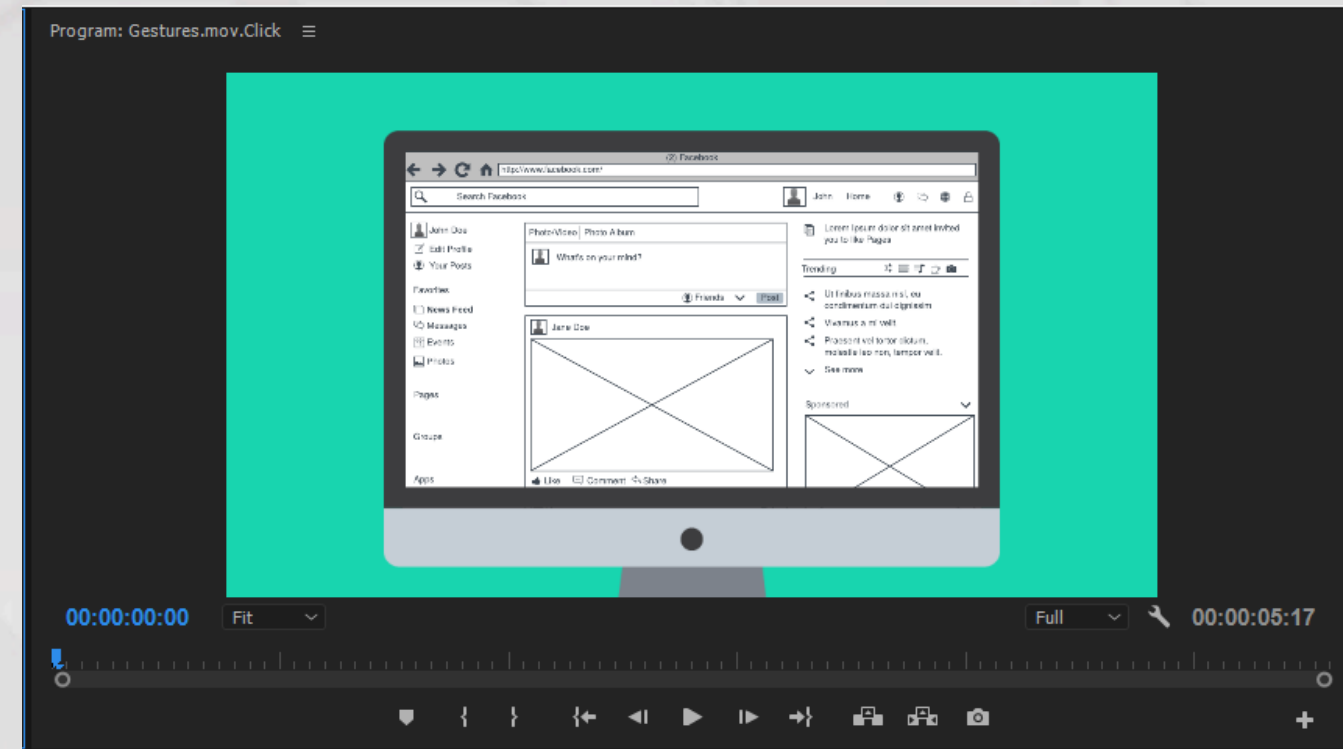




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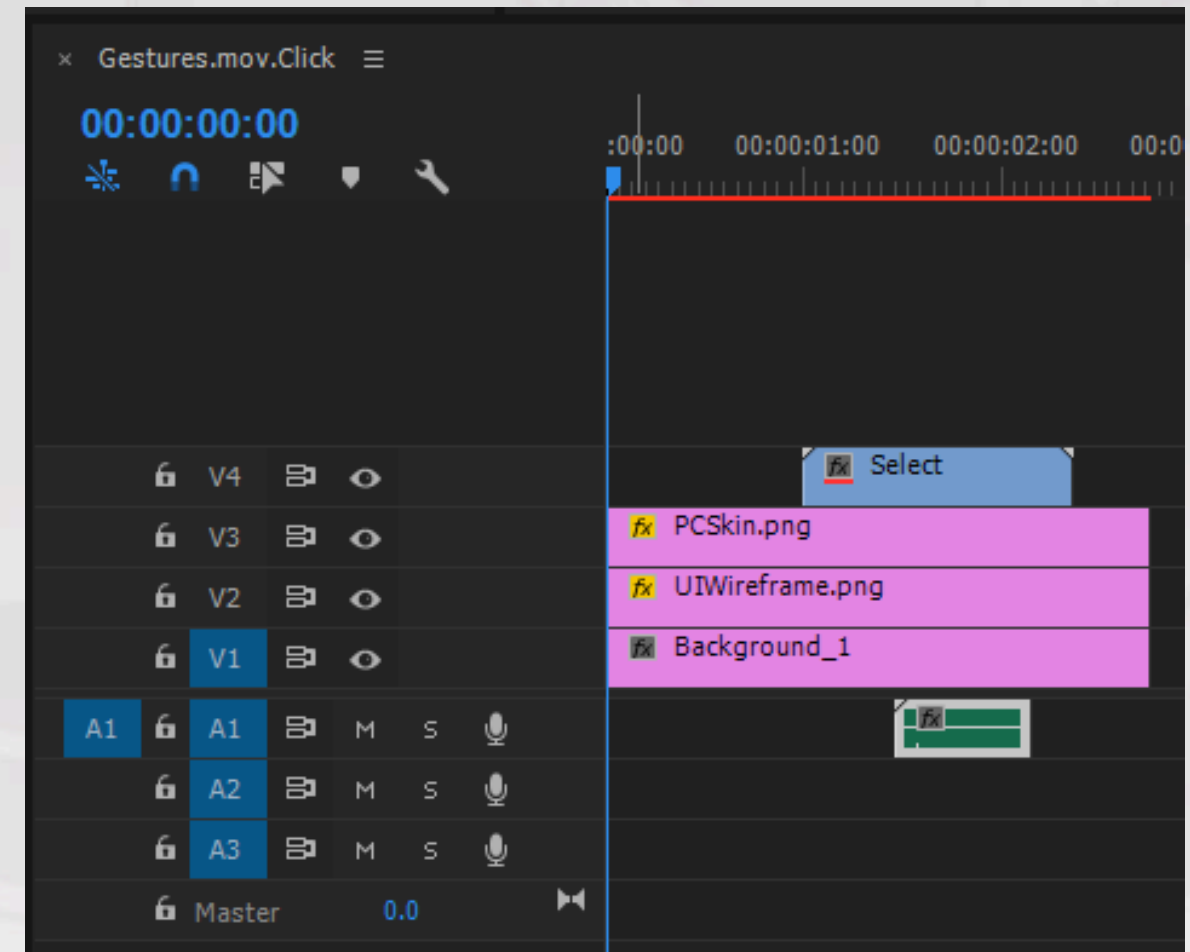
Styling Asset Properties Using the Effect Controls

- The Position and Scale properties of assets in your video sequence will be edited frequently for each clip.
- Select a clip. Choose Effect Controls. Modify the values of both properties for the labtop skin and UIWireframe assets so that they appear correctly.
- Now preview the results to position the hand to select the screen.



Add Audio Files

- Drag and drop the Click2 audio file. Add it to a folder called Audio.
- Drop onto the timeline to coincide with the selection in the video clip.
- Select the Audio clip. In the Effect Controls panel > Master, you will find the Level option under the Volume to increase the dB if necessary.

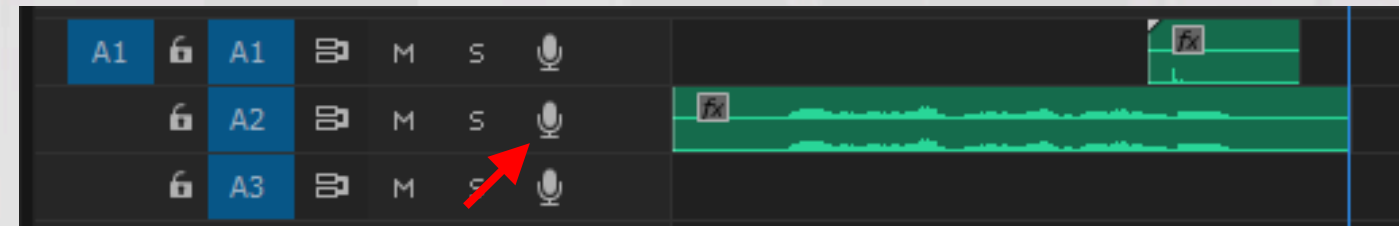




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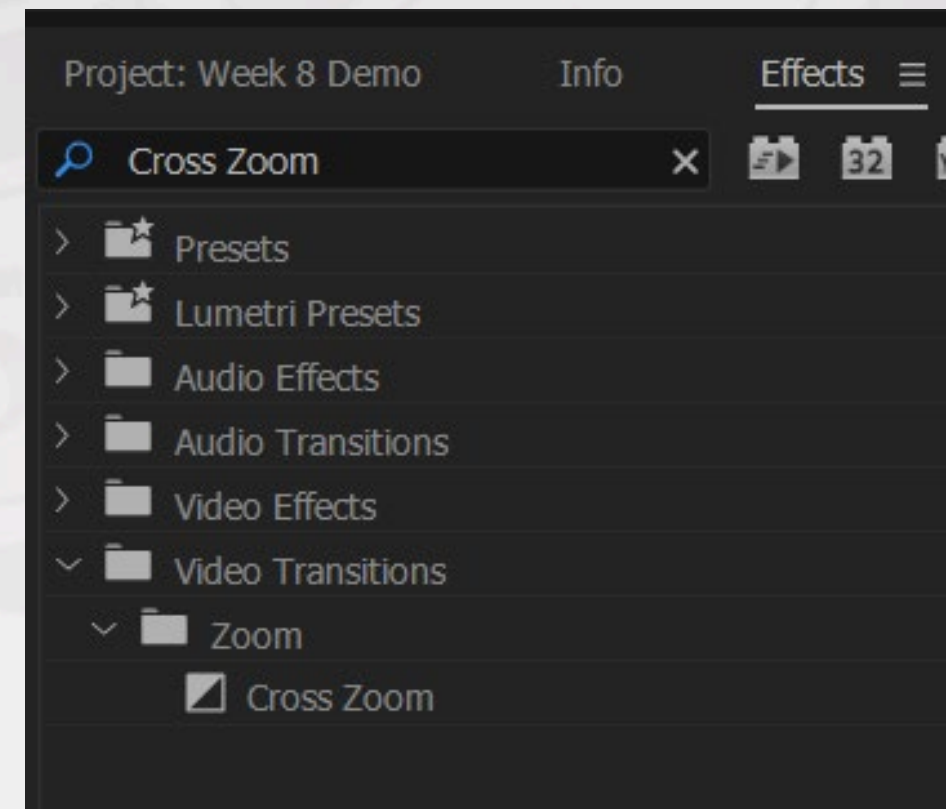
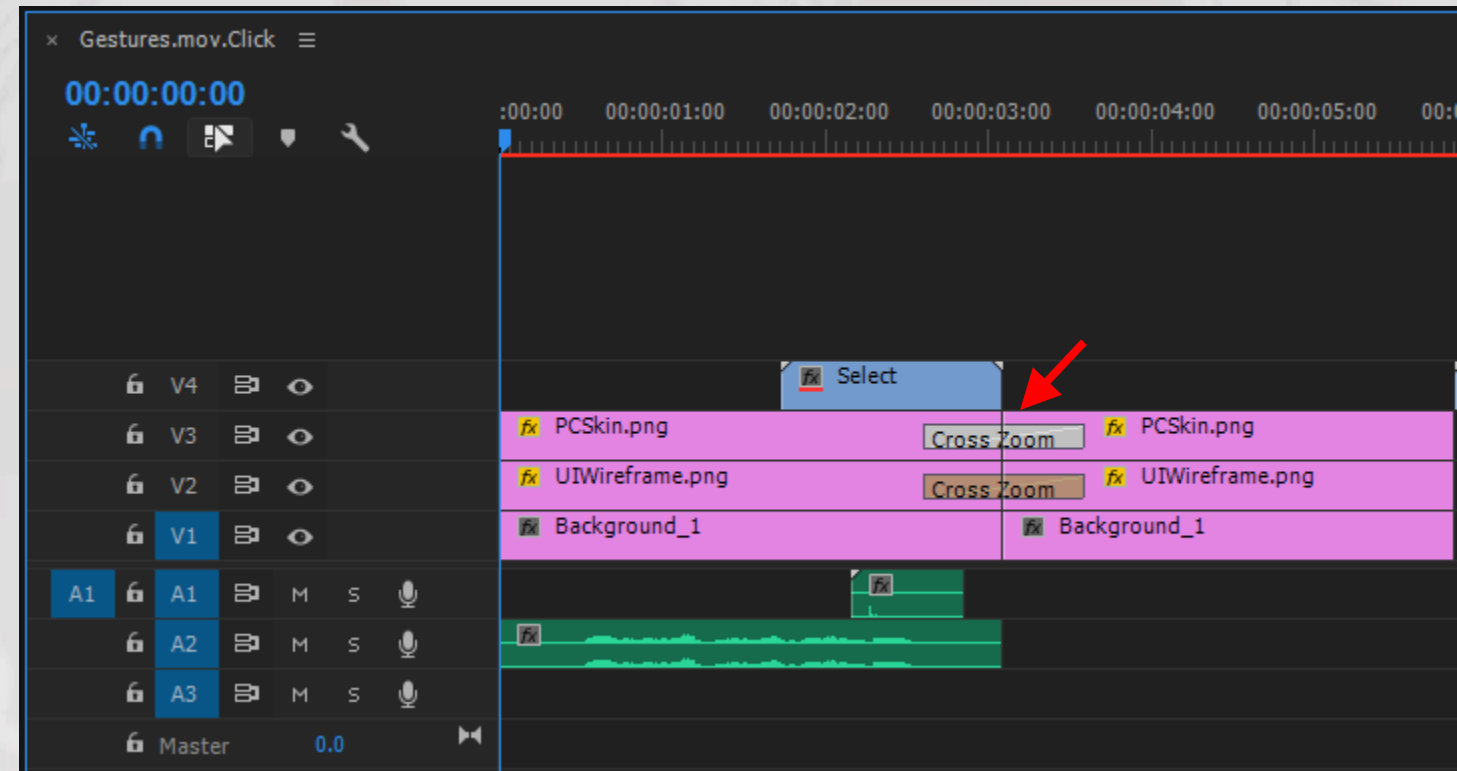
Add Audio Voice Over Narration

- Set up a mic recording device on your PC.
- Select the mic record icon on the timeline. You will see appear a countdown in the Program monitor.
- Read through your script. The audio file will be added directly to the timeline.



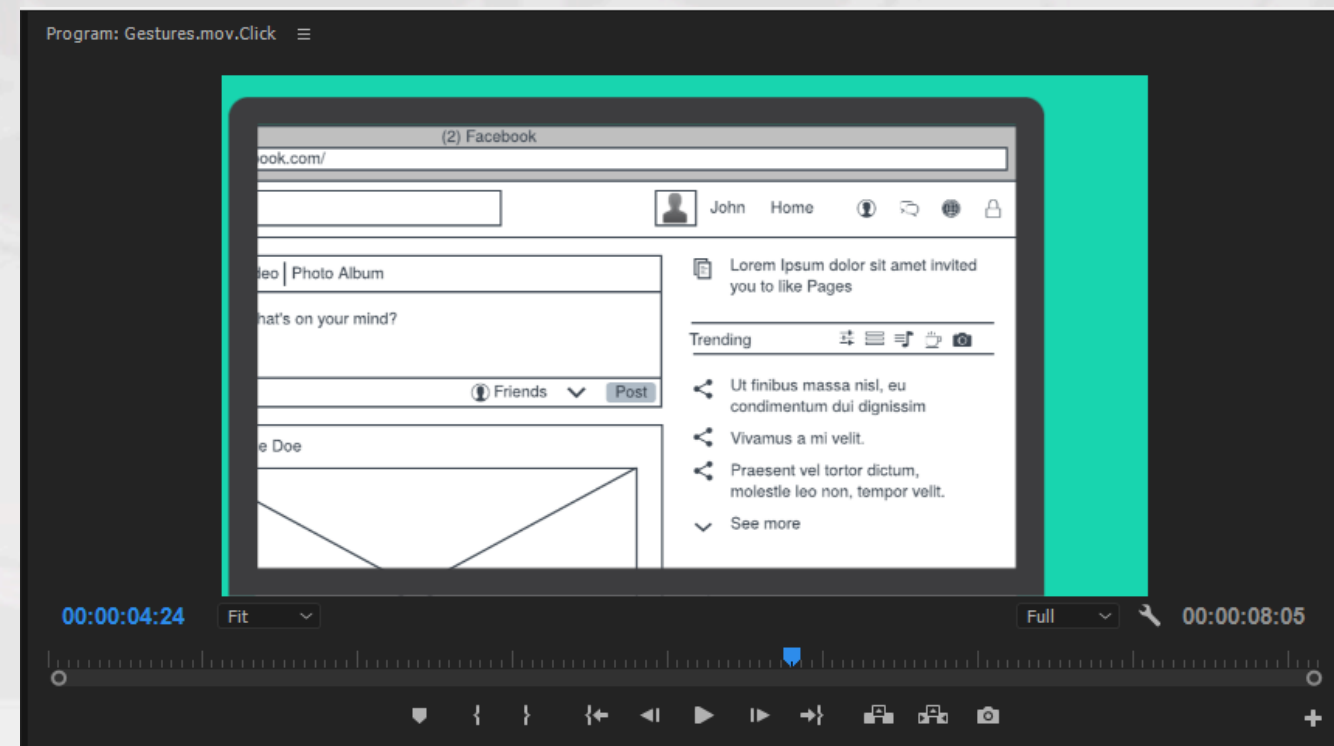
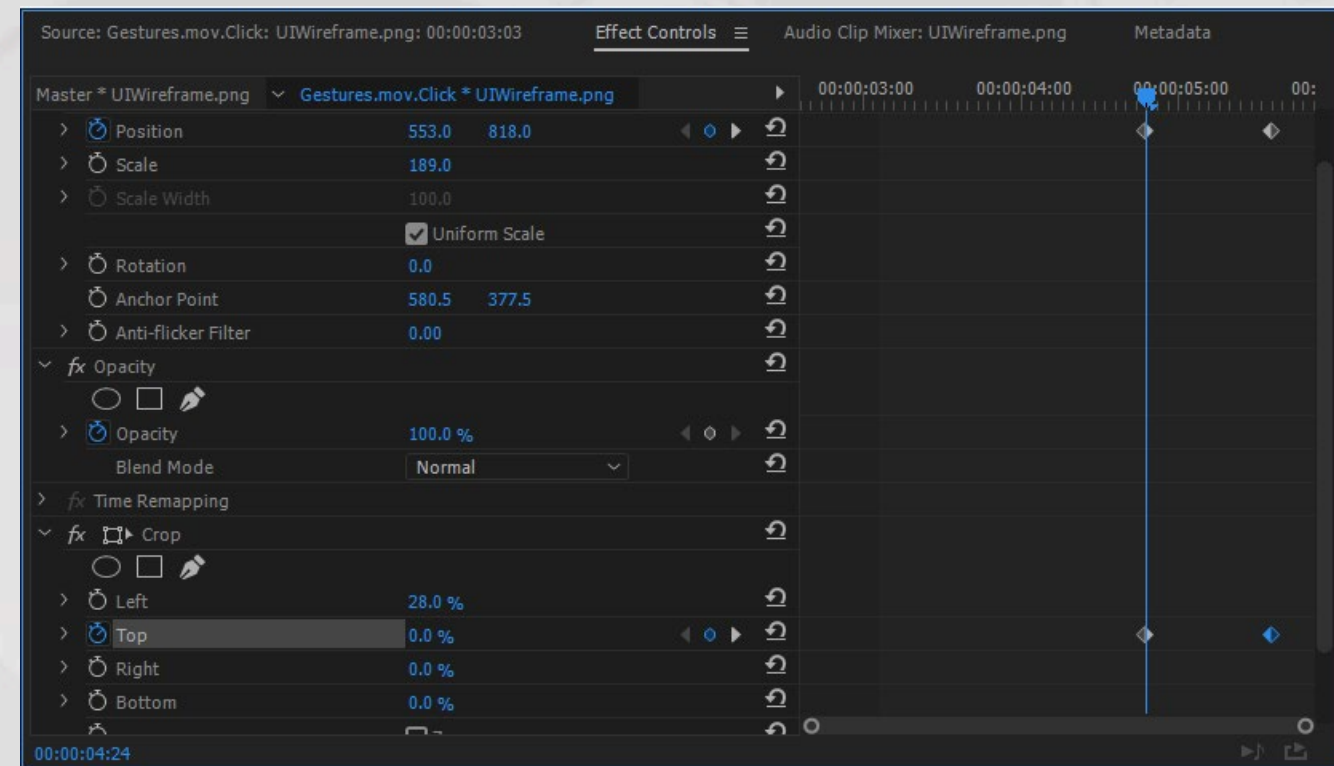
Adding a Transition between Clips

- Repeat these steps to create multiple clips for each action in your script while modifying the UIWireframe.png and audio files.
- Add a video transition between two neighboring clips. Choose Cross Zoom from the Zoom menu in the Effects panel.
- Drag and drop and select it to change the duration if necessary.



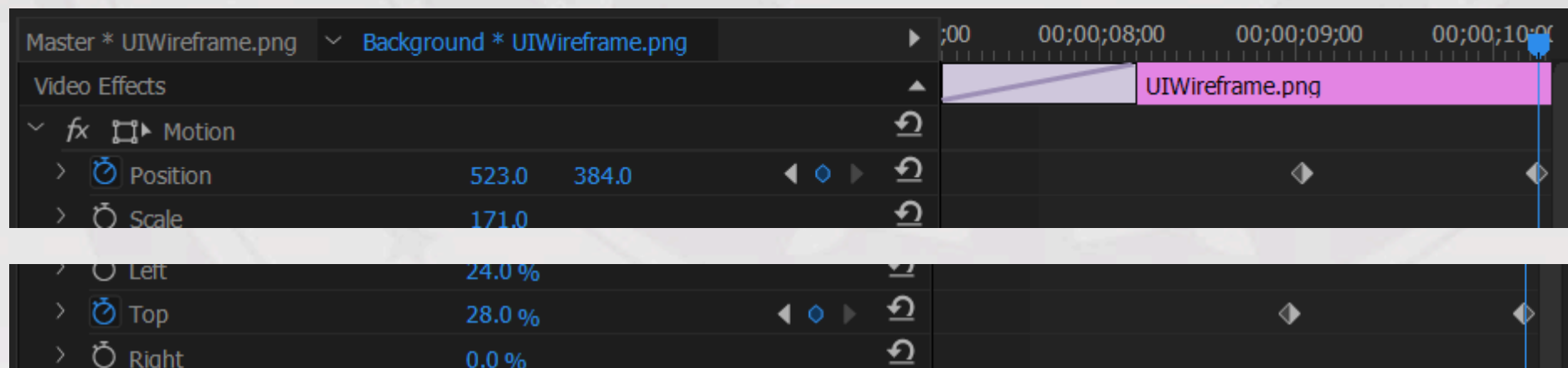
Animating Effect Properties

- Choose the Effects panel to view the list of effects that can be applied to the video clip.
- Drag and drop the Crop effect onto the Effect Controls or the video clip on the timeline. The Crop effect is available in Video Effects > Transform > Crop.
- Using the selection tool, move the image in the correct position. Then, move the handles of the crop area.
- In the Effect Controls panel. Select the Toggle Animation icon for the Crop. Move the playbar and select the circle to add a keyframe for the Left and Top property, animating the percentage value to cut out the image that appears beyond the labtopskin.png layer.
- Right click on the keyframe and select Linear.



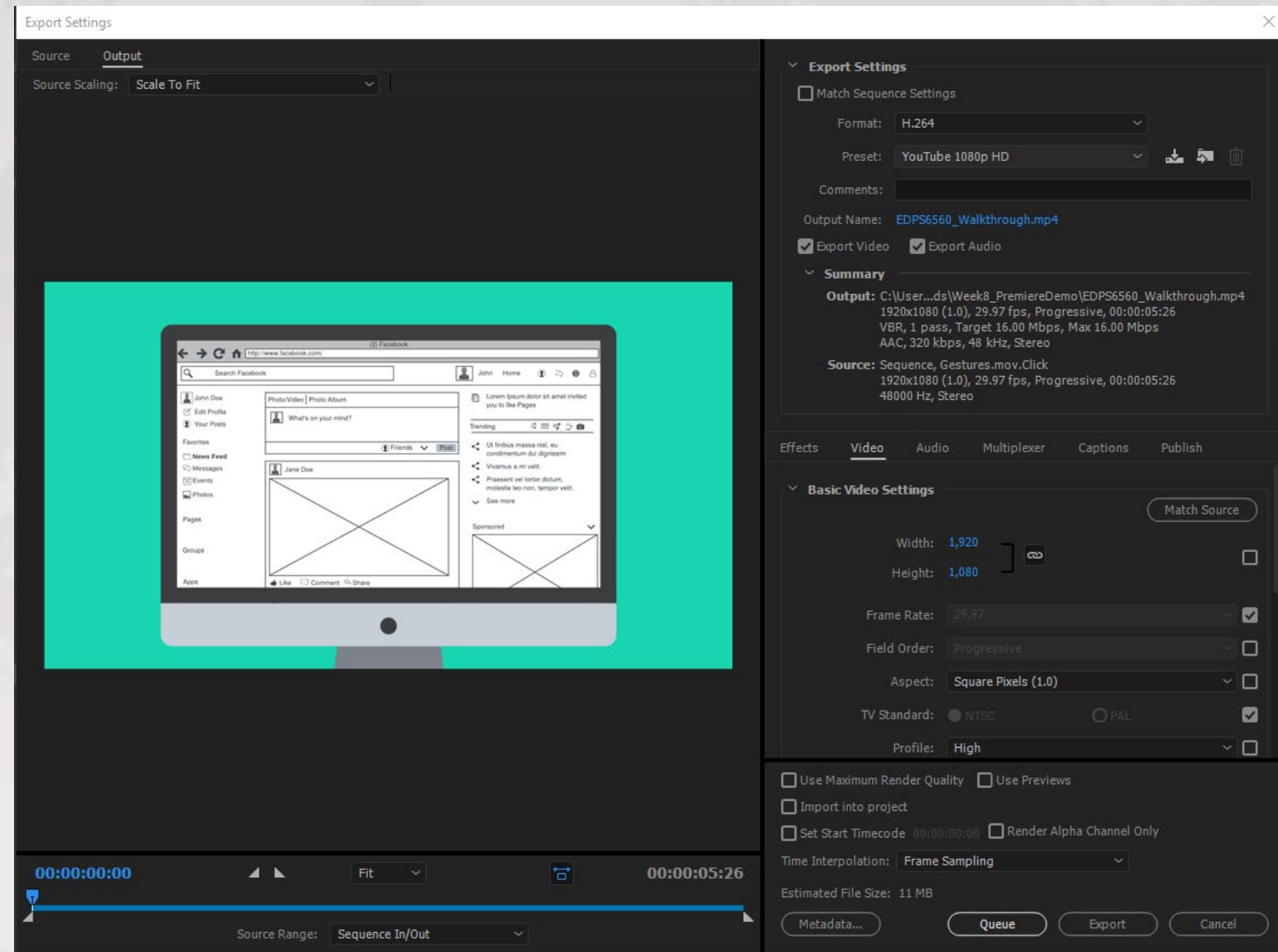
Animating Effect Properties

- Repeat the same steps later to animate the position property (y-axis value).
- You'll need to align the keyframe for both the crop and position properties on the timeline.
- Practice by animating the movement of the UIWireframe.png layer.



Publishing the Video

- Select the timeline.
- Choose File > Export > Media.
- In the Format dropdown menu, choose H.264 for .mp4 file.
- In the Preset dropdown menu, choose YouTube 1080p HD.
- Select the Output Name hyperlink. Select a folder and write the name of the video file.
- Choose Export. Sign up for a YouTube account and upload your video to host it on the web.





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Looking forward to your Premiere assignment...

- A few instructions for the Project #2: Video in Premiere Pro
 - Due date: 15th 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 15th 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....