

Editing Workshop – Day 1 and Day 2

Conducted by Adspire Labs at Nepathya

Software Used: DaVinci Resolve

Day 1: Editing Theory and Storytelling Basics

1. What is Editing?

Editing is the process of selecting, organizing, and combining video and audio clips to create a cohesive and meaningful story. It determines the emotional flow, pacing, and clarity of the content. Editing is not only a technical step but a creative one, where stories are truly crafted.

Example: You film a music performance. You decide to show crowd reactions, close-ups of instruments, and rhythmic cutting to the beat. This editing choice enhances viewer engagement and emotion.

2. Role of the Editor

The editor is a creative storyteller who interprets the director's vision and turns raw footage into a polished final product. The editor ensures:

- The story flows logically and emotionally
- Mistakes or irrelevant content are removed
- Scenes are cut with proper rhythm and pacing
- Viewers stay emotionally connected to the story

Example: A video might be technically perfect but emotionally flat. The editor adjusts timing, cuts, music, and transitions to evoke the intended response.

3. Basic Editing Techniques (Theory)

Jump Cut

A direct cut that skips forward in time within the same scene. It's often used to speed up action or create a stylized effect.

Example: A person writing at a desk. Jump cuts show them halfway through, then finishing.

J-Cut and L-Cut

- **J-Cut: The sound from the next scene starts before the video changes.**
- **L-Cut: The video changes but the sound from the previous scene continues.**
Example: A person is walking in a park. Before the shot ends, we hear a voice saying “Where are you?” Then it cuts to a phone ringing.

Montage

A series of clips edited together to show progress, passage of time, or emotional buildup.

Example: A student preparing for exams—studying, highlighting notes, falling asleep, finally giving the exam.

Match Cut

A cut between two scenes where visual elements are similar in composition or motion.

Example: A spinning basketball match cuts to a spinning globe in a classroom.

Cut on Action

A cut made during a subject's motion, which makes transitions smoother.

Example: A person begins to open a door from one angle. The cut happens mid-action to a different angle of them entering the room.

Continuity Editing

A technique that maintains consistent spatial and temporal logic across shots.

Example: A character walks from left to right in one shot. In the next shot, they should still be moving in the same direction to avoid confusing the audience.

4. Story Structure (Story Arc)

Most effective stories follow this four-part structure:

- 1. Beginning (Setup) – Introduce characters, setting, and situation**
- 2. Conflict – Introduce challenges or changes**
- 3. Climax – The most intense or dramatic moment**

4. Resolution – The conclusion or resolution of conflict

Example: A boy dreams of becoming a dancer (setup), struggles through training (conflict), gets a chance to perform (climax), and receives applause and confidence (resolution).

Understanding this structure helps editors create rhythm and emotional impact.

5. Storyboard Planning

A storyboard is a visual or written plan for each shot or scene before shooting or editing. It helps organize the narrative flow and ensures essential elements are captured.

Example of a storyboard plan:

- **Shot 1: Wide shot of classroom**
- **Shot 2: Close-up of student writing**
- **Shot 3: Over-the-shoulder of teacher**
- **Shot 4: Bell rings, students leave**

This type of pre-visualization helps the editor and team work efficiently.

Day 2: Practical Session – Project Setup and Media Organization

1. Introduction to Equipment Used at Adspire Labs

Though this class is conducted at Nepathya, the following equipment overview reflects the tools used at Adspire Labs, where real client projects are executed. Understanding these tools helps editors handle and process footage more effectively.

Camera Equipment

- **Blackmagic Pocket Cinema Camera 6K**
Used for cinematic storytelling and commercial ads. Shoots in Blackmagic RAW and ProRes for advanced post-production work.
- **Canon DSLR (e.g., 80D, 200D)**
Used for interviews, small shoots, and vlogs. Provides compressed MP4 or MOV files suitable for online content.

- **Smartphones with Gimbals**
Used for quick reels and social content. Often used with apps like Filmic Pro for manual control.

Lighting Equipment

- **Softbox Lights**
Used to create soft, diffused lighting for interviews and indoor shoots.
- **LED Panels (Daylight and RGB)**
Used for creative lighting effects and consistent brightness control.
- **Ring Lights**
Used primarily for portrait shoots, beauty content, and interviews with centered lighting.

Audio Equipment

- **Rode Wireless GO II (Lavalier System)**
Captures dialogue cleanly in noisy environments.
- **Zoom H1n Audio Recorder**
Used for ambient sounds or backup audio during interviews or outdoor shoots.
- **Shotgun Microphones (Rode, Boya)**
Used for directional audio in controlled environments.

Other Tools

- **Tripods and monopods for stable framing**
- **Camera sliders and gimbals for smooth cinematic motion**
- **Green screen setup for keying and VFX**
- **Reflectors and flags for controlling light**

2. Creating a New Project in DaVinci Resolve

Steps:

1. **Open DaVinci Resolve Project Manager**
2. **Click "New Project"**

3. Name the project clearly using a standard format:

Example: Client_Project_Date → Nepathya_Training_July2025

This prevents confusion and keeps project files organized for future reference.

3. Importing Media

- **Go to the Media Page**
- **Use the Media Storage panel to locate files on your hard drive**
- **Drag and drop video, audio, and image files into the Media Pool**

Note: Always copy media to your hard drive before importing to avoid file link errors or missing footage.

4. Creating and Organizing Bins

Bins are like folders inside your editing software. Organizing footage into bins improves speed and reduces errors during editing. At least five bins should be created:

- 1. Main Footage – Core video content (interviews, main scenes)**
 - 2. B-Roll – Supporting shots (hands, landscapes, tools)**
 - 3. Sound / Music – Background music and sound effects**
 - 4. Voiceover / Dialogue – Separate recorded voice or sync tracks**
 - 5. Extra / Backup Files – Unused takes, alternate options**
-

5. Save and Backup

DaVinci Resolve does not auto-save frequently. To avoid losing work:

- **Press Ctrl + S or Cmd + S every few minutes**
 - **Enable Live Save in Preferences**
 - **Create backup project files regularly, especially before major changes**
-

Summary

Understanding editing theory and organizing your media effectively are foundational skills for every editor. This two-day introduction prepares students to work on real-world projects with confidence, using industry practices followed at Adspire Labs. These skills will form the base for deeper sessions on editing, animation, sound design, and color grading.

Assignment: Story-Based Media Download & Bin Organization in DaVinci Resolve

Date: 7th July 2025

Due Date: 12 July 2025

What You've Learned So Far:

Day 1 – Theory Session

- What is **Editing**?
- Role of an Editor in storytelling
- Introduction to **Basic Cuts** (Matchcut, L-Cut, J-Cut, Jump Cut – theory only)
- **Story Arc**: Beginning – Conflict – Climax – Resolution
- How to plan a story using a **Storyboard**

Day 2 – Practical Session

- Gears we use at **Adspire Labs** (Camera, Lights, Mics – demo only)
 - Creating and saving a project using **Project Manager** in DaVinci Resolve
 - Importing media via the **Media Page**
 - Creating and organizing **Bins**
-

Assignment Instructions:

This assignment will help you combine what you've learned so far into one simple, organized project. You will plan a basic story, collect media for it, and organize that media inside DaVinci Resolve using bins.

STEP 1: Choose a Simple Story

Select a short and easy-to-understand story idea. Examples:

Making Tea, A Walk in the Park, A Lost Wallet, A Day in College, etc.

- The story should have a **beginning – middle – end**
- Nothing complicated — just keep it clear and visual

STEP 2: Make a Simple Storyboard

Sketch or write out 3–5 key shots that would visually represent your story.

STEP 3: Download Matching Media

Use the following free websites to download videos and music that match your story:

- **Videos:**

- pexels.com/videos
- pixabay.com/videos

- **Sound/Music:**

- pixabay.com/music

♦ *If you want to use your own recorded video or voice-over/dialogue, that's great! But not required.*

! Please don't overdo anything — the goal is to collect and organize, not edit yet.

STEP 4: Create a New Project

- Open DaVinci Resolve > Project Manager
- Create a project named:
YourName_asg1 (e.g., *Asmita_asg1*)

STEP 5: Organize Your Media (Minimum 3 Bins)

In the **Media Page**, create at least **3 bins** to organize your downloaded media:

1. **Main Footage** – Key scenes of your story
2. **B-Roll** – Supportive or atmospheric visuals
3. **Sound/Music** – Background music or ambient sounds
4. **Voice/Dialogue** – Narration or VO (optional)
5. **Extra/Unused** – Backup or extra clips

✓ *Make sure your files are placed in the correct bins before saving.*

What's Next?

In the **next class**, we will start the **editing process** using your project.

Bringing your own mouse and earphone/headphone is COMPULSORY.

Marks Distribution (Total: 8 Marks)

Task	Marks
Clear story idea	2
Storyboard	2
Relevant media downloaded	2
Organized bin structure (3+ bins)	2

Got Questions?

If anything is unclear, feel free to **message in the group** or **DM**.

*Remember: the story can be anything — just keep it simple, build a storyboard, organize your media properly, and **we'll turn it into a video in the next session**.*
