



# VIDEO EDITING

INOVENSIUS HUGO



# VIDEO

# EDITING

Editing adalah suatu proses mengatur dan menyusun rangkaian shot demi shot menjadi satu scene, scene demi scene menjadi suatu sequence, akhirnya merupakan suatu rangkaian shot dari suatu cerita yang utuh.

# 7 RULES OF CUTTING

**Rule #1** Never make a cut without a positive reason

**Rule #2** When undecided about the exact frame to cut on, cut long rather than short

**Rule #3:** Whenever possible, cut 'in movement'

**Rule #4:** The 'fresh' stock shot is preferable to the 'stale'

**Rule #5:** All scenes should begin and end with continuing

**Rule #6:** Cut to proper values rather than proper matches

**Rule#7:** Substance first – then form

# WORKFLOW EDITING



Camera File →

MP4, MTS, MOV, etc



PRORES FILE →

422 LT ( mov )

Software



OFFLINE  
EDITING

Cut to Cut



# EDITING WORKFLOW

FINAL ARTWORK

( mastering )

prores 422 HQ, DCP, WMV, MKV, MP4

ONLINE EDITING

Grading, Grafis, Effect, Transisi



# PRORES FILE FORMAT





A modern living room with a large TV mounted on a wall of vertical wooden slats. The TV displays a woman in a dark flight suit standing next to a car on an airfield. In the foreground, a woman sits in a black chair, holding a smartphone to her ear. To her right, a man sits at a desk, working on a laptop. A large floor-standing speaker is visible on the left. In the foreground, a coffee table holds several glasses of water. The room is dimly lit, with light coming from the TV and the city lights visible through a window on the left.

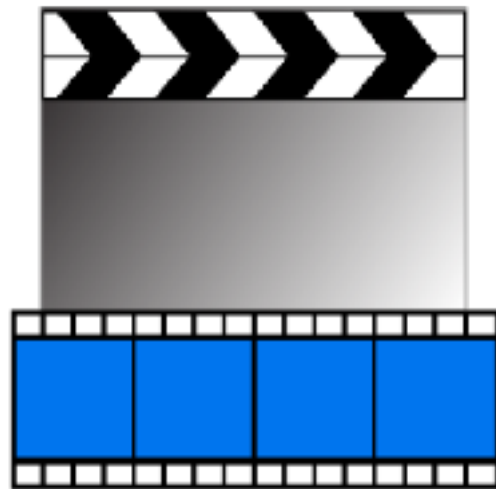
**PRORES**

MP4, MTS, MOV - Codec H.264



PRORES MOV - Codec 422 LT

# SOFTWARE PRORES



**MPEG  
STREAM CLIP**

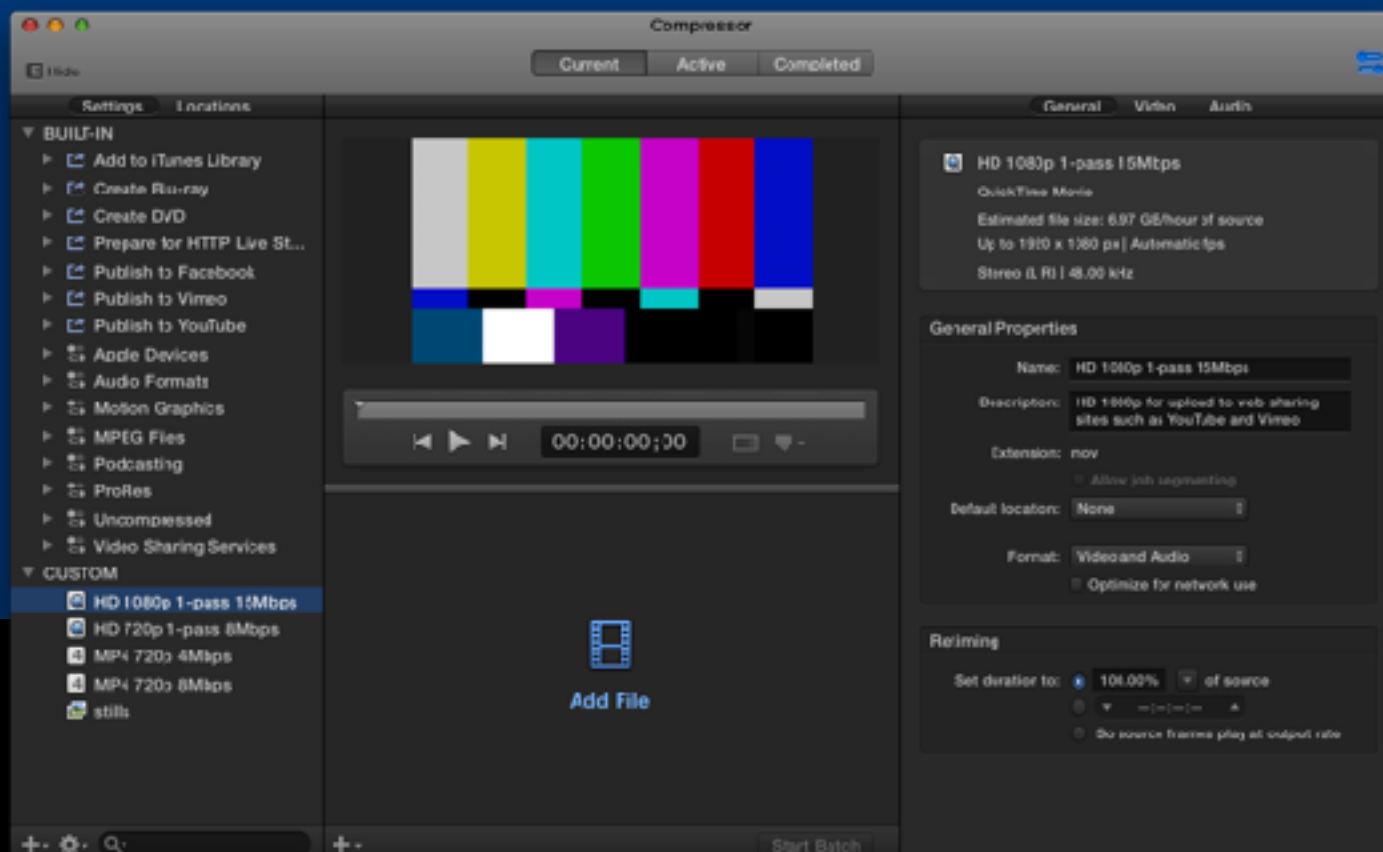
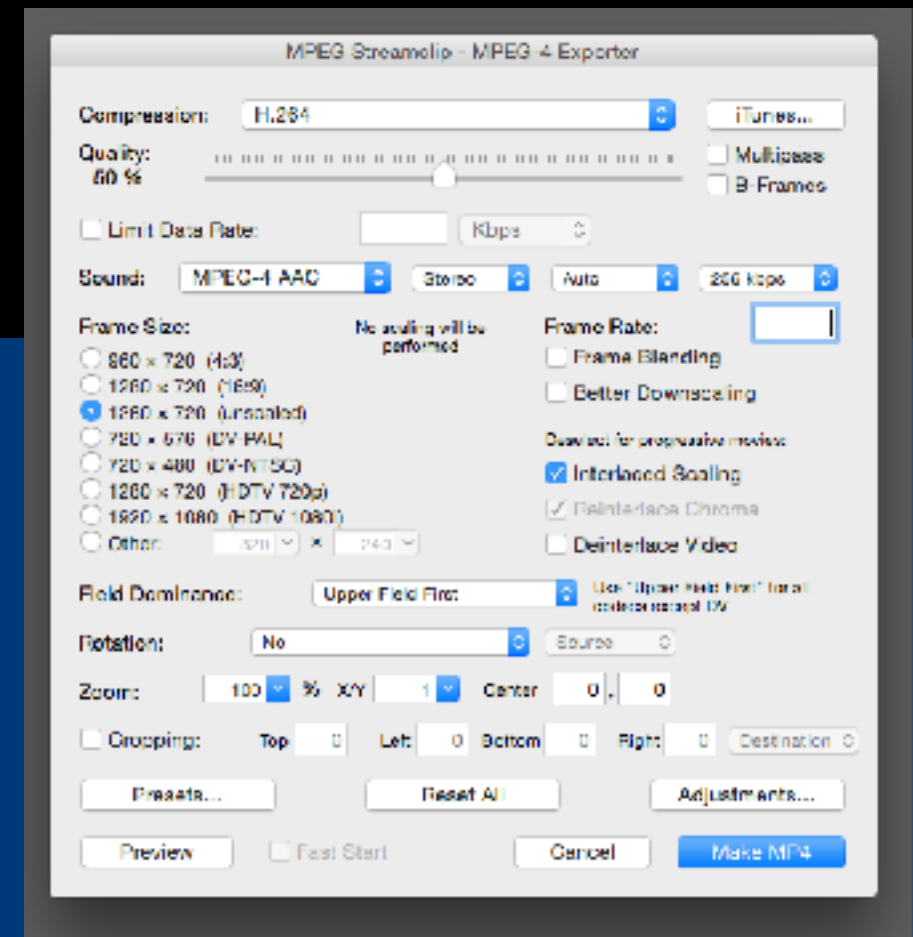
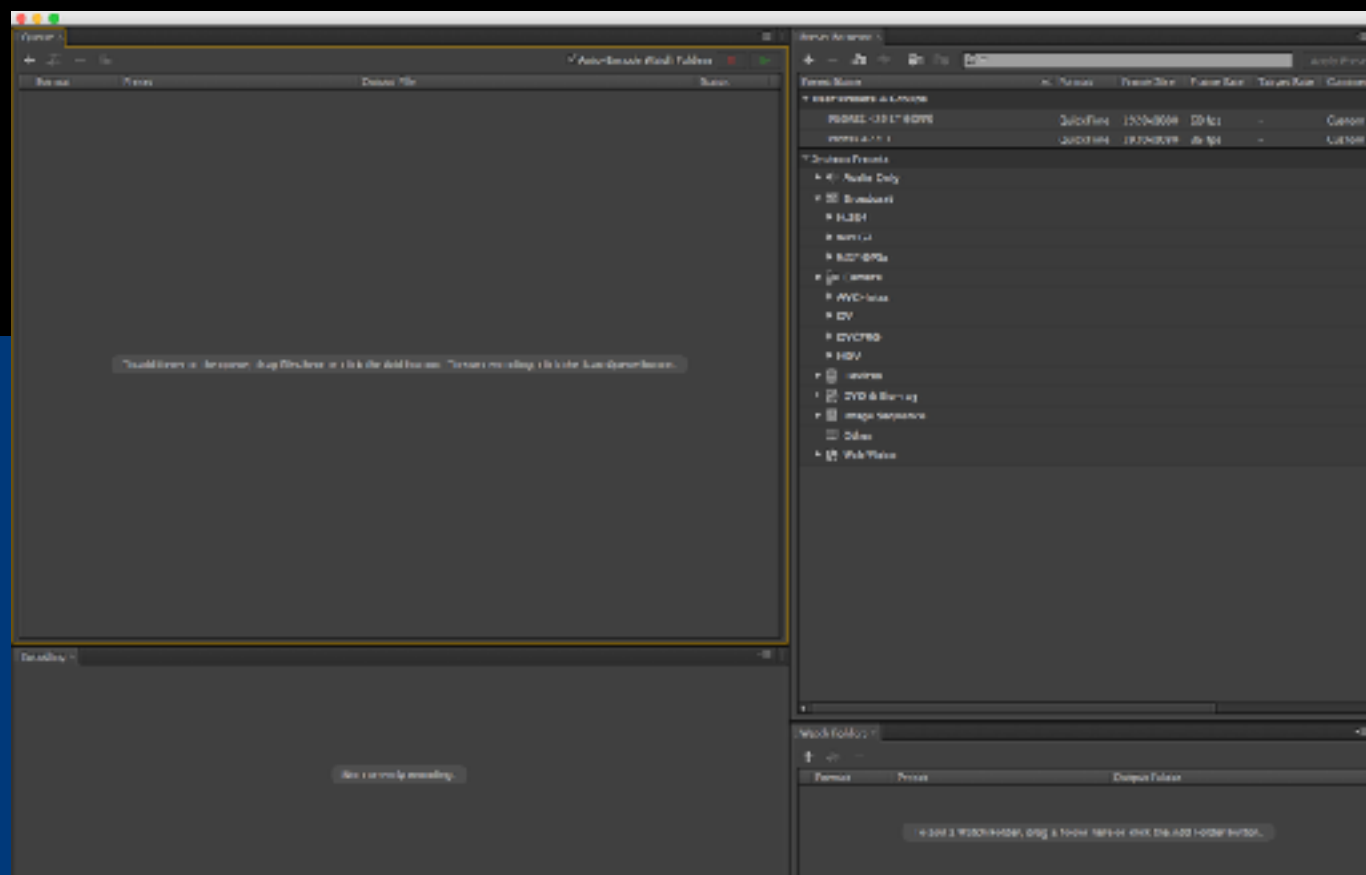


**ADOBE  
MEDIA ENCORE**



**COMPRESSOR X**





# INTERFACE

# EDITING STEP



FINAL CUT PRO X

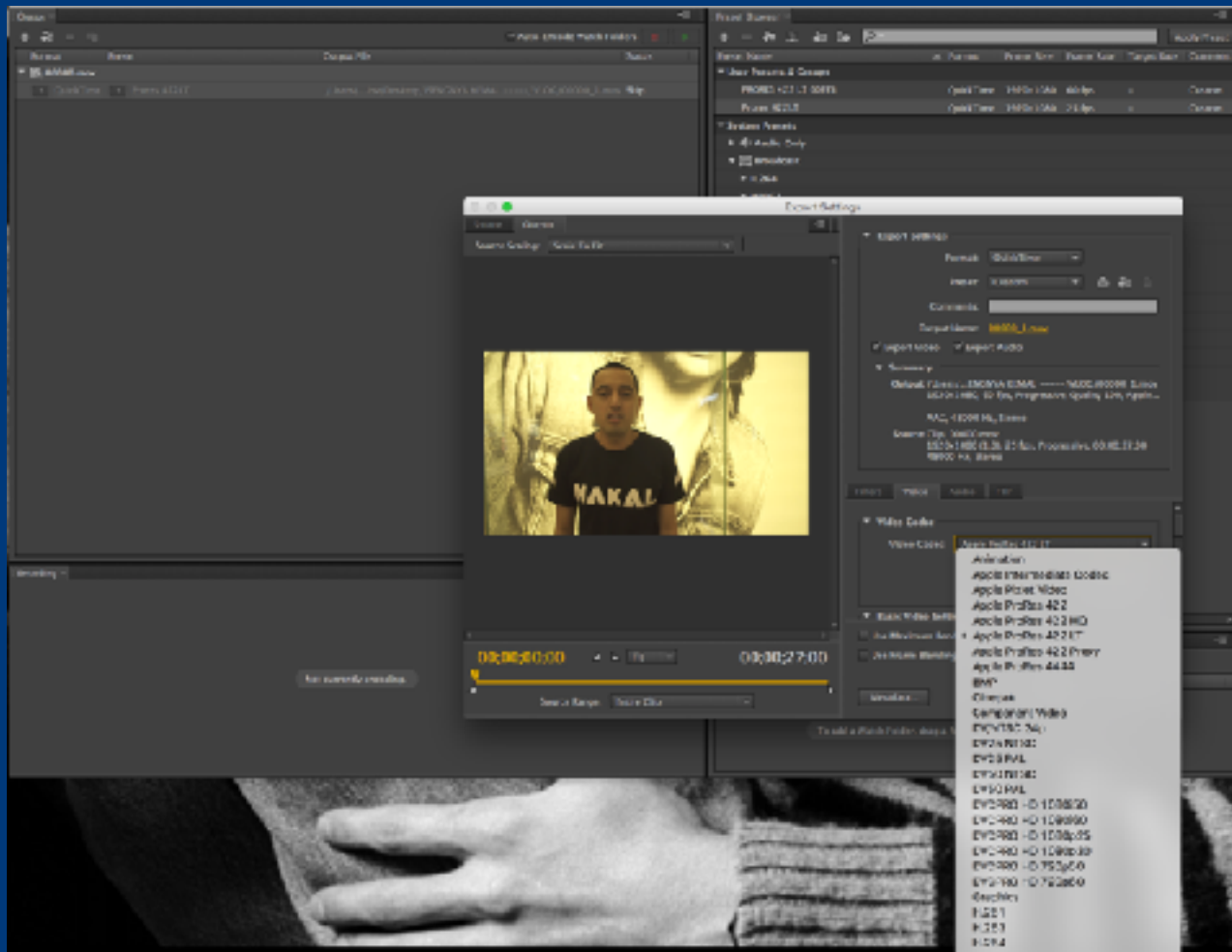
Library → PROJECT -Setting Sequence ( SET Ratio & FPS )



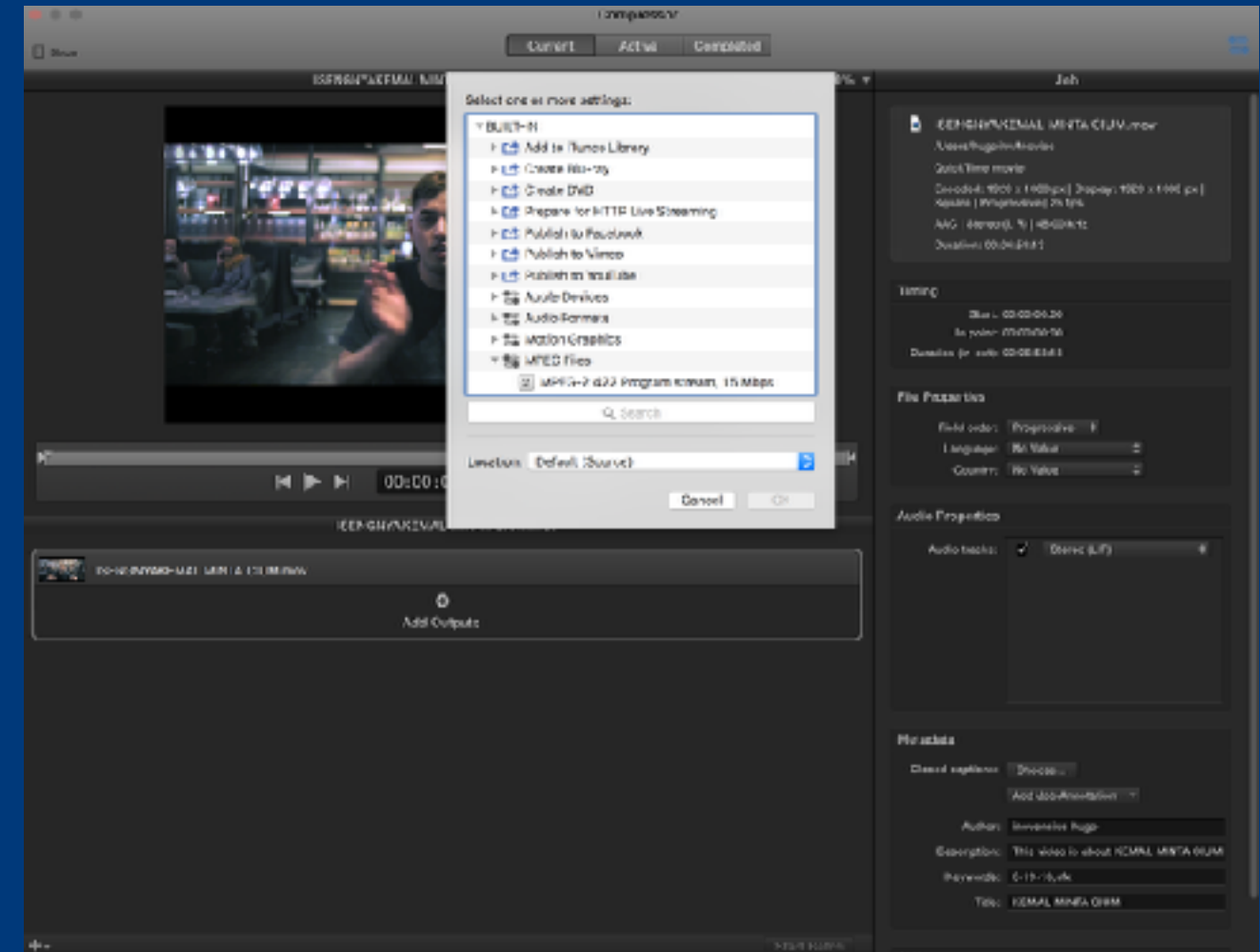
ADOBE PREMIERE

NEW PROJECT → SET SEQUENCE ( RATIO & FPS )





**ADOBE  
MEDIA ENCORE**



**COMPRESSOR X**

**PRORES SOFTWARE INTERFACE**

# FPS

**Frame per Second disingkat FPS. Jumlah bingkai gambar yang ditunjukkan dalam satu detik untuk gambar bergerak.**

**Frame rate adalah Jumlah bingkai gambar atau frame yang ditunjukkan setiap detik dalam membuat gambar bergerak, diwujudkan dalam satuan fps (frames per second), makin tinggi angka fps-nya, semakin mulus gambar Bergeraknya.**

# CODEC

**Codec merupakan suatu kompresi dan hal ini sangat berkaitan dengan file format. Converter berkaitan dengan file akhir yg anda inginkan. Sebagai contoh untuk kegunaan upload ke youtube, vimeo, dsb**



4:3 ( Square 1.33 : 1 )

320 x 240  
400 x 300  
512 x 384  
640 x 480  
800 x 600  
1024 x 768

16:9 ( Wide Screen / 1.77:1 )

360	640 x 360
540	960 x 540
HD	1280 x 720
FULL HD	1920 x 1080
2K	1152 x 2048
4K	2304 x 4096

16:9 ( Anamorphic / 2.35:1 )

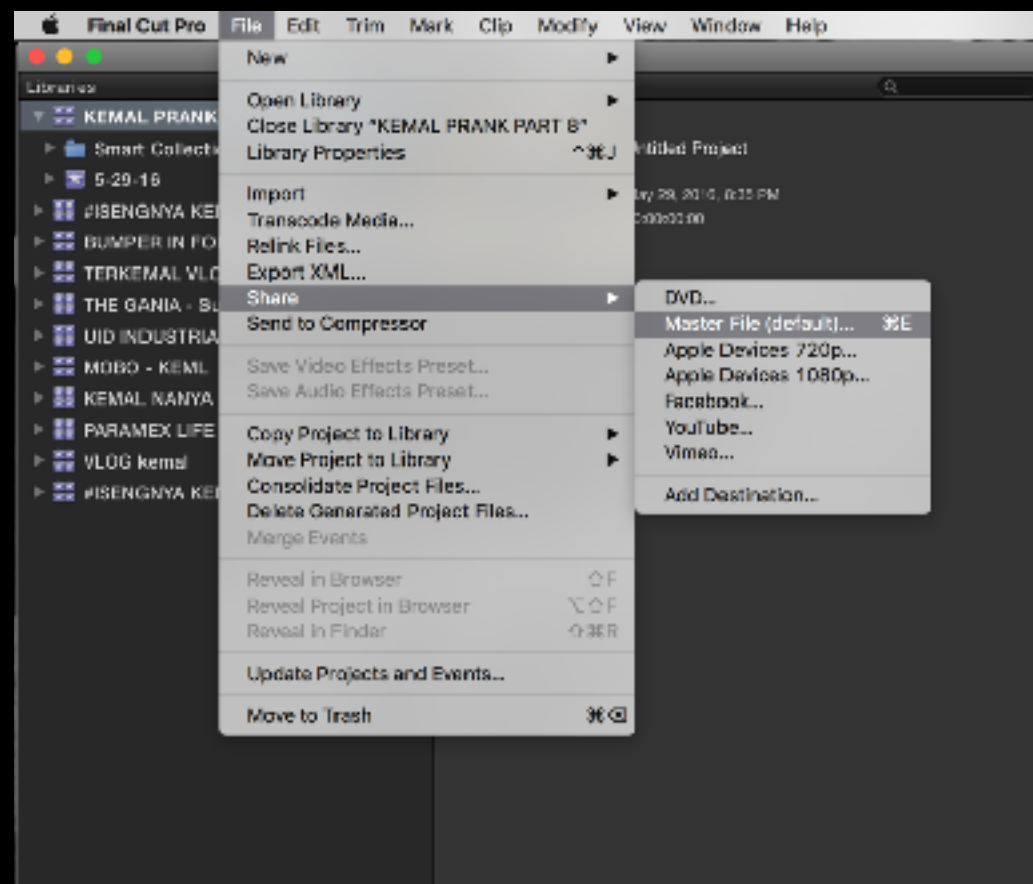
HD	1280 x 544
FULL HD	1920 x 817
2K	2048 x 871
4K	4096 x 1743

**VIDEO  
RATIO  
RESOLUTION**

# RENDER SETTING



## FINAL CUT PRO X

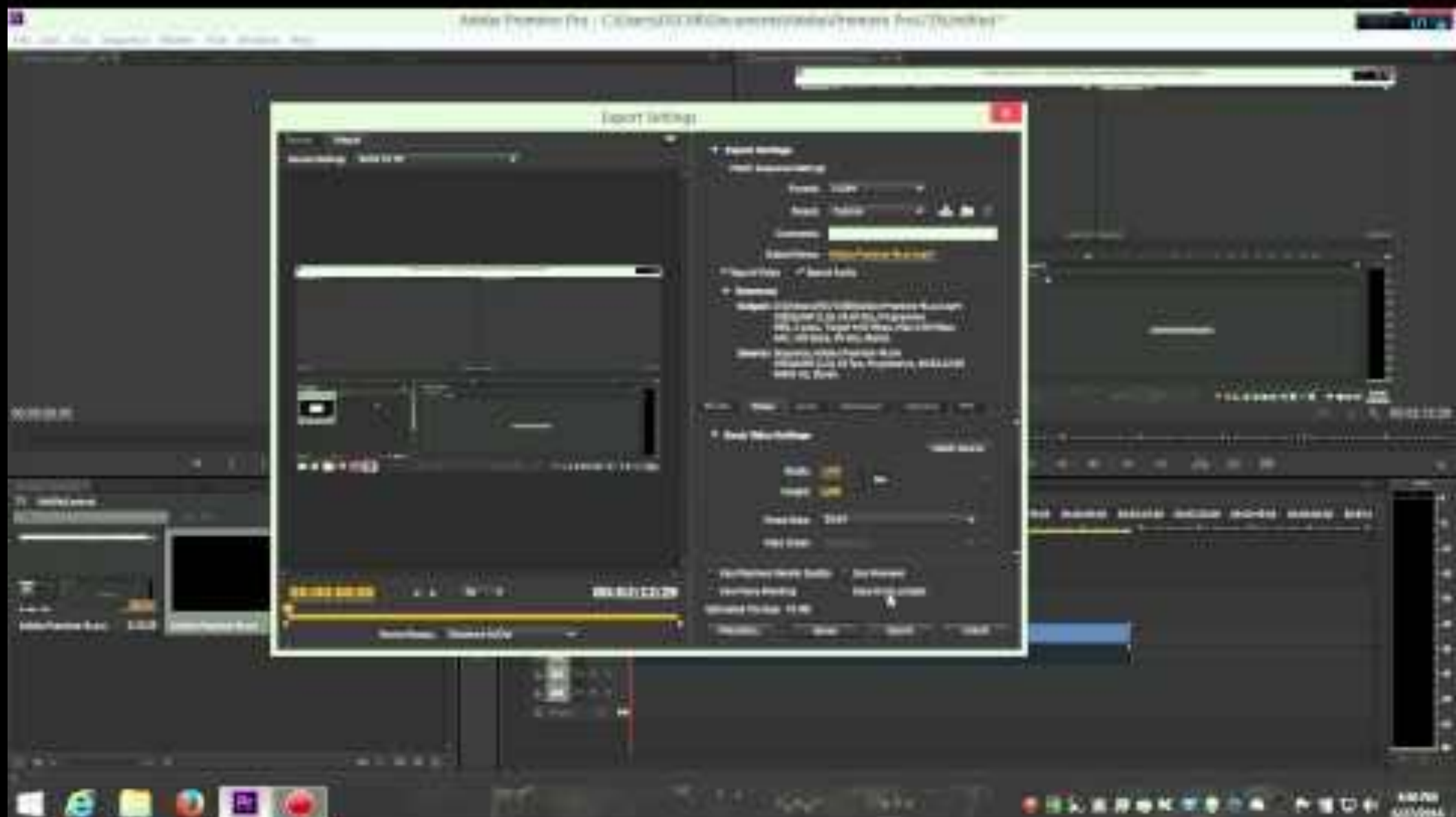




# RENDER SETTING



ADOBE PREMIERE



# **LANGKAH - LANGKAH VIDEO EDITING**

- 1. Prores Video File**
- 2. Set Preset ( Library/composition )**
- 3. Tentukan Resolusi Sequence ( work Area )**
- 4. Buat Sequence**
- 5. CUT to CUT footage dalam sequence**
- 6. Beri Transisi dan effect bila diperlukan**
- 7. Balancing Warna**
- 8. Render Final Editing**



**THANK  
YOU**