

# Introduction to Video Editing

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*The Ferguson Library*  
*Instructed by Frank Skornia*

**Welcome to Introduction to Video Editing at The Ferguson Library.**

By the end of this class you will be able to complete the following skills in Lightworks:

- Create a project and add media files to edit together
- Select clips from media files to become part of your video
- Apply transitions between your clips
- Add an audio track to your video
- Add Title and Credits scenes to your video

Lightworks is a powerful video editing and compositing suite available with a free license for both Mac and Windows PCs. You can download your copy of Lightworks at <https://www.lwks.com>.

## **Definitions:**

**Aspect Ratio:** The width of a picture (or screen) in relation to its height.

**Conversion:** Converting between aspect ratio almost always require compromise that may irk video maker or viewer

### **Common Aspect Ratios:**

**4:3** This is the standard television format used throughout the second half of the 20<sup>th</sup> Century

**16x9** This is the accepted standard for widescreen TV, DVD, and high-definition video

**21x9** A very wide screen format used for theatrical release movies. Sometimes called Cinemascope

**Chyron:** An electronically generated caption superimposed over your video footage

**Compressors & Codecs:** Software or firmware used to compress and decompress digital video.

**Editor:** This is where you perform track-based video editing. Each track can contain multiple clips in sequence, one after another. You can have unlimited tracks in the editor.

**Encoding:** The process of converting digital video into a particular format

**Frame Rate:** The number of individual frames or images that are displayed per second in your video. Standard film frame rate has been 24 frames per second (fps) since 1927. Standard TV frame rate is 30 fps in North America and 25 fps in Europe. Current trends for digital video have been

**Key Frame:** a location on a timeline which marks the beginning or end of a transition. It holds special information that defines where a transition should start or stop. The intermediate frames are interpolated over time to create an illusion of movement.

**Project Contents:** This is where you find your imported media, and access your library of subclips and sequences.

**Post Production:** Everything that happens to the video and audio after the footage has been shot.

**Resolution:** The width and height of the displayed image measured in pixels.

**Interlaced:** Interlaced scanning displays alternate sets of lines, separated by 1/60<sup>th</sup> of a second. Each set of lines is called a field.

**Progressive:** The entire image is displayed in 1/60<sup>th</sup> of a second

**Definition:** Resolutions are also commonly referred to as Standard Definition (SD), High Definition (HD), or now Ultra-High Definition (UHD)

**Common Resolutions:**

Name	Pixels (Width x Height)	Aspect Ratio
480p/480i (SD)	720 x 480	4:3 (approx.)
720p (HD)	1280 x 720	16:9
1080p/1080i (HD)	1920x1080	16:9
4K (UHD)	3840x2160	16:9

**Timeline:** This is where you can view the order of the sequences in your video, add effects and transitions, and add additional video and audio tracks

**Transition:** The way in which two video clips are joined together.

**Types of Common Transitions:**

**Cut:** The most common transition – an instant change from one shot to the next

**Mix/Dissolve/Crossfade:** A gradual fade from one shot to the next

**Fade:** Fades the shot to a single color, usually black or white. “Fade to black” or “Fade to White” might be familiar phrases that describe this

**Wipe:** One shot is progressively replaced by another shot in a geometric pattern. Wipes are a good way to show changing locations

**Viewer:** This is where you can view your video and mark sections

## Video Editing Process

1. Plan – Think about what you want your video to be like
  - a. What shots or images will you need or want?
  - b. Where will you do the shooting?
  - c. What equipment will you need?
2. Shoot your project (Production) – Use a camera to capture your footage
  - a. Do multiple takes (if possible)
  - b. Try different angles of the same scene (if possible)
  - c. Expect that you will not shoot everything you need or want
3. Import your media – moves the media from your camera into your editing system
4. Organize your media
  - a. Figure out a naming scheme that will help you keep track of what you shot and why
  - b. Decide which footage you want to keep and which to get rid of. You won't use everything you shoot
  - c. Go back to your original plan – do you have all the shots that you want or need? Do you need to go out and shoot more footage?
5. Edit your story – Assemble your shots in the order you want to tell your project's story
6. Trim your story – Adjust your clips so that transitions are smooth
7. Add transitions – Add transition effects to help amplify the story you are telling
8. Add titles – Used to provide information to your audience that they cannot get in another way
  - a. Opening and closing credits
  - b. Chyrons and subtitles
9. Add effects
  - a. Plan to spend more time working on effects than you expect
10. Mix your audio – Make sure your audio matches the quality of the footage you are using
  - a. Know your equipment – how well does your camera record audio?
  - b. During your planning phase, decide if you are going to record your audio separately with a good microphone
11. Output your project – Decide how you want to view and share your video
  - a. Look at the available file formats, codecs, framerates, and resolutions
  - b. Look at the requirements for the platform you want to share it on

## Further Study & Practice



The Ferguson Library provides access to the Udemy learning site for all its members. To access Udemy please visit:

[https://infotrac.gale.com/itweb/stampl\\_main?db=UDEMY](https://infotrac.gale.com/itweb/stampl_main?db=UDEMY)

### Suggested Courses:

- The Complete Video Production Bootcamp
- Complete Filmmaker Guide: Become an Incredible Video Creator
- VP1: Creating Quality Videos for Entrepreneurs & Nonprofits

### Additional Learning Resources

- **Lightworks Documentation:**  
[https://www.lwks.com/index.php?option=com\\_lwks&view=download&Itemid=206&tab=4](https://www.lwks.com/index.php?option=com_lwks&view=download&Itemid=206&tab=4)
- **Lightworks Community Forum:**  
[https://www.lwks.com/index.php?option=com\\_kunena&view=entrypage&func=entrypage&Itemid=81](https://www.lwks.com/index.php?option=com_kunena&view=entrypage&func=entrypage&Itemid=81)
- **Lightworks Video Tutorials:**  
[https://www.lwks.com/index.php?option=com\\_content&view=article&id=162&Itemid=246&start=QuickStart](https://www.lwks.com/index.php?option=com_content&view=article&id=162&Itemid=246&start=QuickStart)