




GRAMMER OF EDIT

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- Motion pictures are constructed using editing techniques.
 1. Shots build into scenes.
 2. Scenes build into sequences.
 3. Sequences build into complete films.




Edit?

An Arrangement of Shots and Sound
based on Screenplay

According to Brown low – Last Direction

Einstein- the Essence



The beginning stage – There was no editing

Only one shot- like a stage show



There are four elements of the edit

Composition

Sound

Camera angle

Continuity





- **Composition**

The editor's job is to select and work on the shots with an acceptable composition

Sound

Using the Right sound at the Right moment, an editor can create an emotion and tension

Camera angle

Scenes are normally shot from various camera angles





- **Continuity**

- Continuity of Content

The action has to remain the same between two cuts. For example, if the subject has picked up a pen with his right hand in an MCU, then it is to be expected that the pen is still in his right hand in the following MLS



Continuity of movement

The editor should strive to maintain continuity of movement

Continuity of Position

Continuity is also important in the position of the actor or subject on screen.



Continuity of sound


Space and time determine the continuity of sound.



TRANSITIONS

Transitions are changeovers from one/scene/sequence to another. They take four forms.

Cut



The cut is an instantaneous change from one shot to another and is the most commonly used transition. In a good cut, the transition from shot to shot perceived by the viewer



Dissolve

A dissolve is a transition in which two shots overlap each other. With the first gradually disappearing while the next one appears and then remains on the screen.




Fade

A fade is a gradual change of the image wherein the image slowly emerges from black or vice versa. Fade in and Fade out.



Wipe

When one shot is replaced by another in a geometric pattern, it is called a wipe.





Montage

Montage is derived from a French word
'monter'

Which means to assemble

Intellectual Montage





Intellectual Montage

This is the type of editing, that calls for the active participation of the human mind, to arrive at the intellectual concept inherent in such montage.



Eye+Drop of Water- Sorrow

Dog+Barking- Anger



Nonlinear editing

Working on a nonlinear editing system is like working with a sophisticated word processor. Using a computer screen and a mouse you can randomly cut and past segments and move them around until you are satisfied with the result.



linear Editing

Working on a linear editing system is a bit like using a typewriter to type a term paper; you need to assemble everything in the proper sequence as you go along

