FETAC
Editing Practice & Techniques

Level 6 N32861

Ice Hockey

Edited by

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Description

For this project, on ice hockey, most of the clips are quiet short, and typically have only one , and no more than 3 focal points.
So to edit a short piece of continuous smooth action, requires the editor to be careful in their selection

There are also several shots of the same piece of action , but from different angles, which can be used to develop the sense of movement, action and the emotions of the players and the stadium audience.

Work Undertaken

Set up

To set up my 'edit' firstly I imported all the relevant clips into a newly created event for this ;particular piece of work.

As there so few clips, it was not necessary to assign keywords , or mark favorites, but I did spend some time watching the clips, and skimming through them for focal points of action and emotion, and for audio quality, and significant sounds.

Some of the clips have poor or no usable audio, and some of the camera seem not deliver their intended purpose. For example there is a shot of a player, skating with no puck, but then has a puck in the next shot.
But over all the picture quality, camera work and audio is sufficient to work with.

So firstly I create a new project, for initial edits , and bring all the clips down on to the timeline, At this point I know there will be lots of changes and moving of clips, but as over all there is not a huge amount of clips, so it will be easy enough to move or remove clips as necessary, and to make trims and cuts to develop the story line.

I move the clips into order to lead up to the goal, and trim beginning and ends as necessary. At this time this is only in rough , but I am constantly watching the clips over and over again to see how the edits work together and also at this time I am trying to 'sync ' the action of different shots , so the cuts will not jump or jar , out of continuity.

Fine Tune
With the preliminary edit done, I now begin making more final decisions on the edit and building up the audio and adding effects to create a seem-less view for the audience.

The first thing I do, is duplicate the project, which means all my existing edits will remain untouched, and this will give let me track the progress of my project over time.
I typically use a numeric naming system to keep track of the multiple projects.

Some of the things I do are, take a scream from a group scene and add it to a spot where a player is coming past the goal, and is clearly screaming, but it cannot be heard.
Even loosely placed it is quiet effective, but I do adjust for the best effect.
I also monitor and adjust the audio levels , but bearing in mind music will be added later, and may need to be readjusted.

Another is to extend audience noise , and general ambient sound of the cheering stadium , over the clips where the audio is very poor.
This kind of audio is easy to work with, as it is always in the background and generally covers all kinds of other mistakes.

I also extend sound of a player being slammed down after being thrown over a players back, into the next shot. This kind of sound really helps develop the atmosphere of what its like on the ice.

Another example of using audio to develop the finished clip is to add a buzzer sound to the moment the clock runs out.

I also use this time to use editing techniques like, slip , slid , ripple and roll to adjust all the edit points , to fine tune the how clips interact with each other, hopefully giving a tight, fast paced edit with no edits that jar to the eye. This is particularly important in moving shots, and for example, I use a moment , such as the point when player is level with the goal, and match this on the subsequent shot from a different angle. With constant viewing, you can assess the correct point where they are in sync, and using the trim and slip tools to adjust the edit points and when you are happy with that , you can use the roll tool to adjust when this takes place on the timeline.

There are quite a few of these kinds of moments, so it can take time.

Final Pass

When I am happy with the fine tune edit, I again duplicate the project , keeping the naming convention, and begin my final pass.

I add a music track, with a hockey theme and adjust the audio level to blend with the other audio levels.

I add dissolves at the beginning and end and use , the 'Assembler Text' option to put an opening credit
To keep the theme I use the same text option to for other parts of the piece, such as the moment for 'slow motions'

I also add some effects to emphasise certain key moments.
For this I use a keyframe animation to zoom in on the losing fans , in among the winning fans. This really emphasises their emotions.
I also use a zoomed in shot (with no animation) to show the winning fans.

I watch the whole piece, a few times to check for any obvious mistakes and then export it as a compressed file , in Apple Pro Res 422 proxy format for a good quality but low size file.

Reflection
Having watching the clip at home now, I am still quite happy with most of the editing work, however, a poor quality set of headphones, and working in a noisy working environment, meant that it was hard to pick out some glaring audio mistakes.
The most obvious being the crowd sound when in slow motion, is really terrible and should be deleted, and on the last shot the players screams should have been edited back in at this point.