

Editing

What is Editing?

- Editors combine and coordinate individual shots into a cinematic whole.
- It is not uncommon for the ratio between unused and used footage be as high as ten to one.

Technique, Craft, and Art of Editing

- The technique is the actual joining together of two shots--often called cutting or splicing.
- The craft is the ability to join shots and produce a meaning that does not exist in either one of them individually.
- The art occurs when the combination of two or more shots takes meaning to the next level--excitement, insight, shock, or the epiphany of discovery.

Kuleshov Effect

- Lev Kuleshov, Soviet film theorist and filmmaker, created a short film in which an identical shot of an expressionless actor appeared after shots of a dead woman, a child, and soup.
- Audience assumed that the actor reacted to each shot appropriately

The Editor's Responsibilities

- Manipulating the footage (the actual handling, cutting, and assembling of film shots)
- constructing the overall form of the movie
- helping to realize or augment the film making team's collective artistic vision

Conventions of Editing: Montage

- In France, montage is the word for editing, from the verb monter (“to assemble or put together”)
- Montage is a sequence of shots that combine to form a larger idea.

Continuity/Discontinuity Editing

- Continuity editing is seamless or invisible editing because it flows so smoothly that we are not distracted by the cuts.
- Discontinuity editing is when the editing calls attention to itself rather than invisibly propelling the film.

Conventions of Editing: Shot/Reverse Shot

- A shot/reverse shot is one of the most common and familiar of all editing patterns, cross-cuts between shots of different characters, usually in a conversation or confrontation.

Conventions of Editing:

Match Cut

- A match cut helps create a sense of continuity
- A match on action cut matches action
- A graphic match cut matches the shape, color, or texture of objects
- The eyeline-match cut joins shot A, a point-of-view shot of a person looking offscreen in one direction, and shot B, the person or object at which he or she is looking.

Conventions of Editing: Parallel Editing

- Parallel Editing (also called cross-cutting or intercutting) is the intercutting of two or more lines of action that occur simultaneously

Conventions of Editing:

POV Editing

- Point of view editing is used to cut from shot A (a point of view shot, with the character looking toward something (offscreen) directly to shot B.
- Point of view editing is editing of subjective shots that show a scene exactly the way a character sees it (unlike an objective eyeline match cut).

Conventions of Editing: Jump Cut

- A jump cut presents an instantaneous advance in the action--a sudden, perhaps illogical, often disorienting ellipses between two shots caused by the removal of a portion of the film.

Conventions of Editing: Fade-In and Fade-Out

- Fade-in and Fade-out are transitional devices that open or close a scene slowly.
- For example, a shot made on black-and-white film fades in from a black field or fades out to a black field.
- Traditionally, fades suggest a break in time, place, or action.

Conventions of Editing: Dissolve

- A dissolve is a transitional device in which shot B, superimposed, gradually appears over shot A and begins to replace it midway.
- Traditionally, shows passage of time or implies a connection between two shots

Conventions of Editing:

Wipe

- The wipe is a transitional device in which shot B wipes across shot A, either vertically, horizontally, or diagonally to replace it.
- Wipes often indicate a change of time place, or location.

Conventions of Editing: Iris-In and Iris Out

- Iris-in and iris-out are optical wipe effects in which the wipe line is a circle.
- The iris-in begins with a small circle, which expands to a partial or full image; the iris-out is the reverse.
- Used primarily by early filmmakers to isolate figures or achieve a close-up.

Conventions of Editing: Freeze Frame

- The freeze frame is a still image within a movie, created by the repetition of a frame.
- The freeze frame stops time and calls attention to an image.

Conventions of Editing: Split-Screen

- The split screen can tell multiple stories within the same frame.