EDITING TECHNIQUES FOR FILM

The Editing Process

★ Shots are edited together to create scenes.

★ Scenes can be edited together to tell a story.

Editing

★ Many regard it as the single most important creative step in determining the look an shape of the finished film

Dede Allen - BONNIE AND CLYDE, REDS

★A good editor can save a poorly directed film

★A bad editor can damage the work of even the finest director

Thelma Schoonmaker - RAGING BULL, THE DEPARTED, CASINO

★ "... Editing is a lot about patience and discipline and just banging away at something, turning off the machine and going home at night because you're frustrated and depressed, and then coming back in the morning to try again."

Watching a film is like putting together a puzzle…

★ Overall picture emerges when all the little pieces have been fit together

★ Each piece is a shot

★ When put together properly, the viewer sees the whole picture and not just the pieces

Lev Kuleshov

★ Kuleshov said that editing a film was like constructing a building.

★ Brick-by-brick (shot-by-shot) the building (film) is erected.

Kuleshov Experiment

★ Just as two images joined together form a third meaning not inherent in either of the two images alone...

★ ...the way the many images making up a film are put together creates a meaning not inherent in the individual shots

Viewers infer meaning based on context.

★ The viewers didn't realize it, but the emotion and the story they felt were the result of the human need to fill in the blanks.

✳ <u>Editing Basics</u>

Sample of Editing Techniques

★ 1. Master

★ 2. Match cut

★ 3. Continuity editing

★ 4. Jump Cut

★ 5. Montage

★ 7. Shot Reverse Shot

Master shot

★ A master shot is a film recording of an entire dramatized scene, from start to finish, from an angle that keeps all the players in view.

★ Usually, the master shot is the first shot checked off during the shooting of a scene; it is the foundation of what is called camera coverage, other shots that reveal different aspects of the action.

NIGHT OF THE HUNTER

Match cut

★ It is a cut in film editing from one scene to another, in which the two camera shots' compositional elements match, helping to establish a strong continuity of action.

★ It can be used to underline a connection between two separate elements, or for purely visual reasons.

Continuity

✻ Continuity editing can be divided into two categories: *temporal continuity* and *spatial continuity*.

Temporal Continuity

Diagenic sound:

sound that actually occurs within the story during the action being viewed.

Match on action cuts:

A cut which splices two different views of the same action together at the same moment in the movement, making it seem to continue uninterrupted.
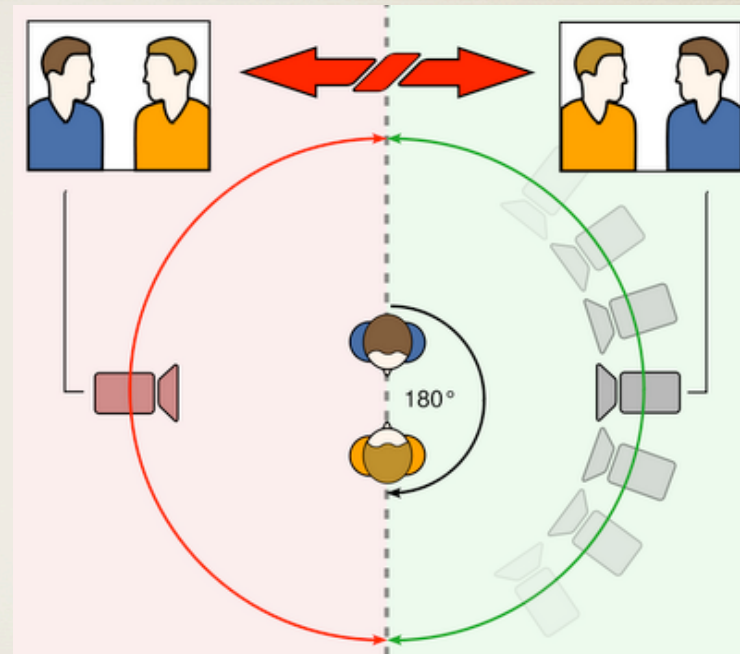
Spatial Continuity

* the 180 degree rule

* the Eyeline match

Eyeline Match

The eyeline match creates order and meaning in cinematic space.

For example, character A will look off-screen at character B.

Cut to character B, who will return that look and so 'certify' that character A is indeed in the space from which we first saw her or him look.

Eyeline Match

✳ <u>Continuity Errors</u>

Shot Reverse Shot

✳ One character looks at the other character and then back again - they appear to be looking at each other but are not in the same frame.

Example

Jump Cut

* An elliptical cut that appears to be an interruption of a single shot. Either the figures seem to change instantly against a constant background, or the background changes instantly while the figures remain constant.

Montage

✳ A montage is a short sequence in a film in which narrative information is presented in a condensed fashion.

The Graduate montage

Do The Right Thing clip

http://www.youtube.com/watch?v=jc6_XgtOQgI

✳ <u>The Graduate montage</u>