

## Lesson 8: Making a Sequence

### Overview:

This lesson will teach you how to create a sequence out of your selects from the footage you shot on your day of filming.

**Skills Taught:** writing, technology, media, art

**Goals:** Students will complete a rough cut and final cut of chosen selects to create a sequence to upload to One Day on Earth.

**What you will need:** A computer connected to the internet, with editing software that has an appropriate amount of space for media storage. You may consider using an external hard drive to store footage and or photos.

**Materials:** digital slide show, worksheet

**Prep:** read lesson and review digital slide show

**Class time:** 2 or more hours

### Activities:

Creating a sequence from footage selections.

**Journal:** Logging and making notes during the creation of the sequence.

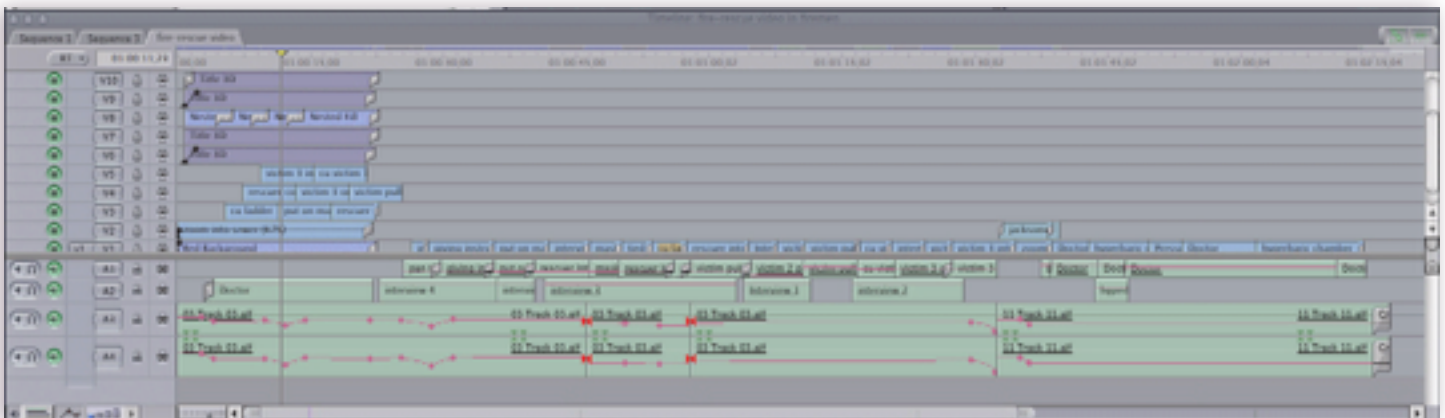
### Vocabulary & Terms:

Sequence

Cut

Rough Cut

Final Cut



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In addition to uploading your selections of raw footage to the One Day on Earth archive, consider whether or not you have the time, resources, and interest to make a more detailed edit of your footage. If so, you will need to understand the fundamentals of editing, designing sequences, rough cuts and final cuts.

## Editing:

Editing is organizing, selecting, and structuring shots from raw footage into sequences that give order and narrative to scenes that, when combined, create a movie.

## What is a Sequence?

A sequence is a linear succession of related or non-related shots that develop a given subject to make a part of a film that deals with one event or has a particular style. Examples include action sequences, dream sequences, or the intercutting of multiple scenes for dramatic or narrative effect.

## Cut:

In cinema, the word “cut” can mean several things:

- a verb meaning to join shots together in the editing process
- an order to end a scene ("cut!")
- to make an abrupt change in image and sound: to cut from one shot to another
- a completed version of a scene, sequence, or film

# Making a Sequence

*Note: The following section is heavily dependent on the software you are using. We try to remain as general as possible, but if something doesn't seem like it applies exactly, please consult your help menu, a manual, or an online tutorial for clarification.*

In lessons 6 and 7 you used your editing software to import and view video clips. You probably noticed a large horizontal window at the bottom of your screen. This window is called the timeline, and it where editors arrange video, audio, and graphics files into scenes, sequences, and entire films.

## Getting around the timeline:

As you may remember from the suggested viewing in lesson 1 of Mitchell Rose's *The Event*, “time only moves to the right.” (<http://vimeo.com/13913632>). This is true of your timeline. The left side is the the beginning of your film, and the right side is the end.

## Drag a file into your timeline:

Your files should already be arranged and organized in your program's browser. Drag a file from the browser and drop it into the timeline. One or more bars should have appeared in the timeline. The top bar is the video track, and if there was sound on the file, the bottom one or two will be audio tracks (depending on whether you recorded stereo or mono.)

**Play:**

Locate your timeline's play button. Often times it will just be the space bar. Press it and watch the cursor move across the timeline as your video clip plays in the viewer window. You can move to a specific spot in your footage by dragging that cursor (also called the playhead) across the timeline.

**Zoom in or out of the timeline:**

Your program may have a sliding bar, often identified by an icon that looks like a pair of mountains. Sliding this to the left or right will zoom in or out of your timeline, allowing you to more accurately navigate your project.

**Single frame:**

While working in your timeline, hit your left or right arrow key. This should move the playhead a single frame in that direction. This is helpful in determining exactly where a cut should occur.

**Careful with that blade:**

Find your splicing tool (its icon should look like a razor blade.) Move your playhead to the point in a clip where you want to make your cut, select the splicing tool, and click on that point of your clip to make a cut.

Now you have two clips. If you use your arrow tool now, instead of the splicing tool, you can move around those clips independently. Or, if you only want to keep one of them, you can highlight the one you don't want and press delete to remove it from the timeline.

To create your sequence, continue dragging clips into the timeline, trimming them, and arranging them until you're satisfied with the results.

**Importing Sound, Music, or Voice Overs for the Edit:**

You or your students may decide to add sound, music, or voice over in addition to the audio imported with your video files. You will need to import sound files into the editing program you are using. Please refer to your editing software manual to figure out how to properly import sound files.

**Rough Cut:**

A rough cut is a draft of your movie that has not been completely edited. It is unfinished but contains the main information that you want the final project to have.

**Final Cut:**

A final cut is the approved final edited version of your movie.

**Journal:**

As you edit, keep track of what you are doing by writing notes in your journal. Include any other thoughts or experiences you had while creating the sequence. When you have your rough cut, watch it several times and make notes in your journal on what you see including:

- what works
- what doesn't work
- changes you want to make
- any questions or challenges you are having