

EDITING TOOLS

The basic tool for an editor is, of course, his or her imagination, the ability to combine images and build meanings.

An editing programme will however be useful to set all this in motion. There are plenty of programs available for video editing. Some are more complicated, have many functions, others are simpler. You probably also have them on your computers, e.g. Windows Movie Maker, iMovie.

You can take advantage of the following free programmes:

OpenShot Video Editor <https://www.openshot.org>

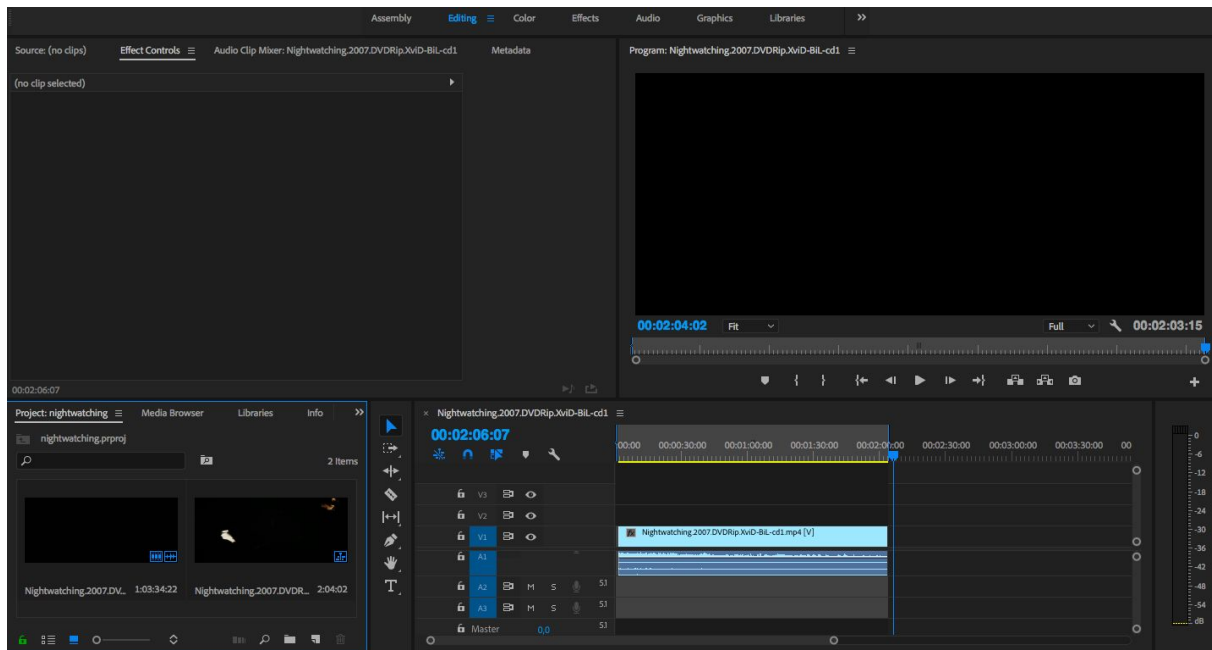
HitFilm Express <https://hitfilm-express.softonic.pl>

Or the 7-day trial version of Adobe Premiere Pro <https://www.adobe.com/>, which is also used by professional editors around the world.

Regardless of which editing program you choose, all of them have 3 common elements that make your work very easy:

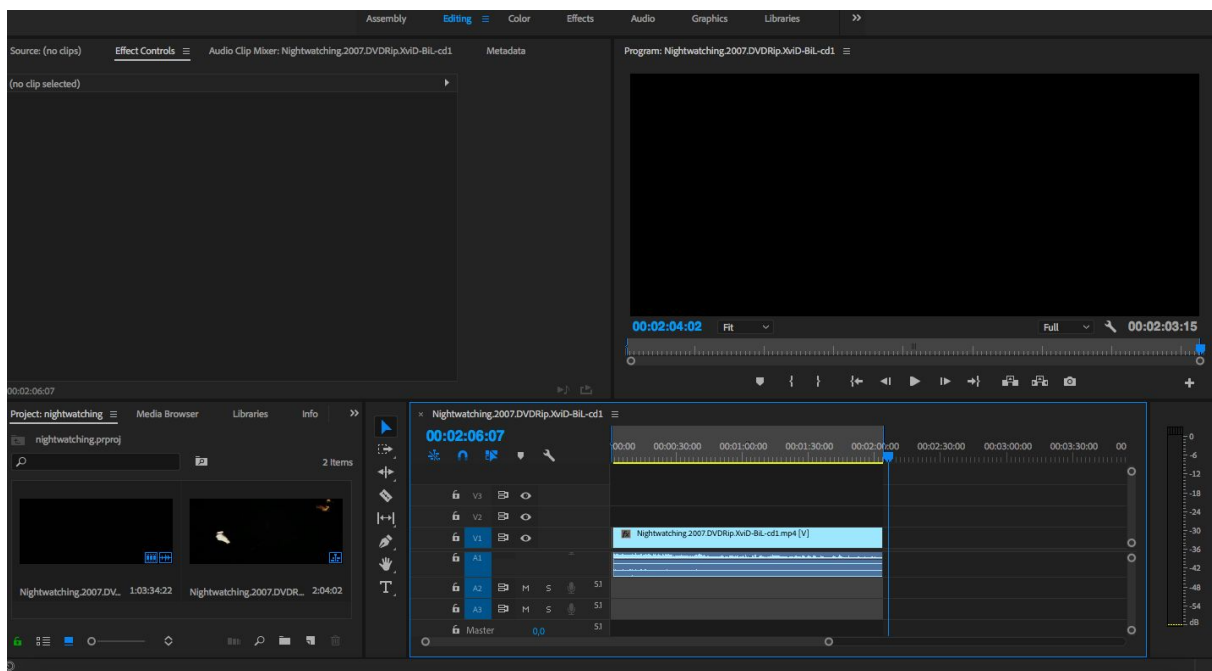
The project or media window

The place where you input all the files you use for work: video, music, animation, titles, photos.



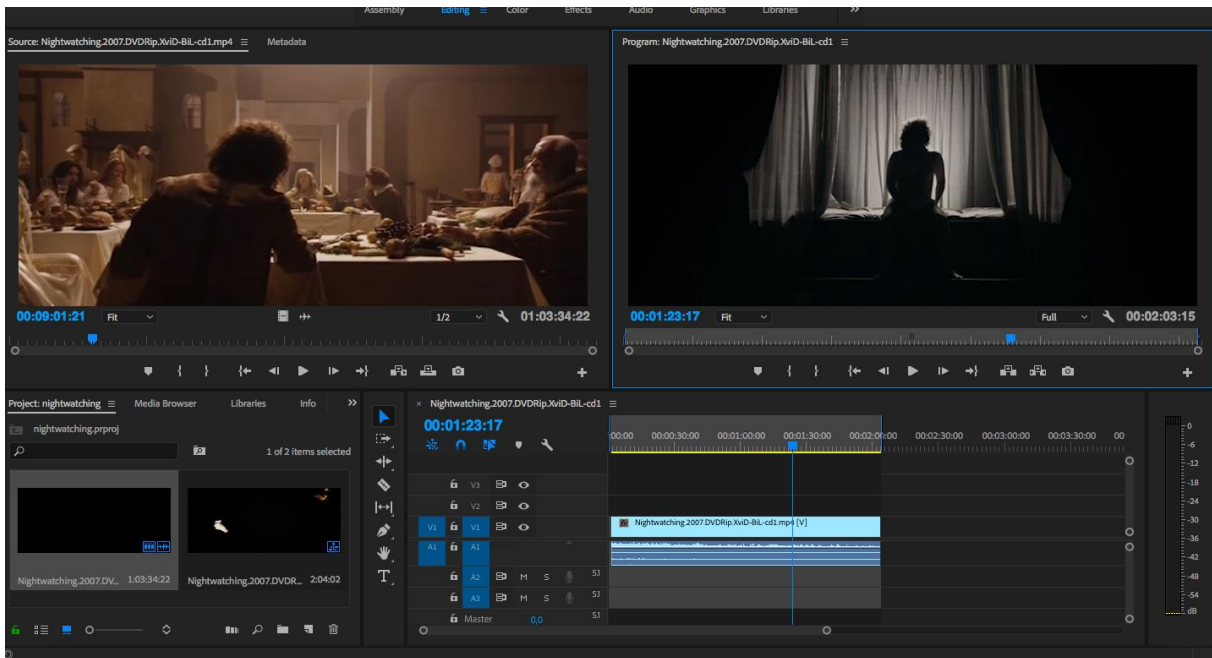
“Timeline”

Our film in graphic form – individual files, shots, scenes transferred from the Project Window and placed on horizontal paths in a certain order, time and relation to each other. On the horizontal axis you will find time units. As we play the vertical line, it moves from left to right and reads what is underneath – from top to bottom (if you put two video clips one underneath the other, the one at the top will cover the one at the bottom and you will not see it). A timeline usually has two segments – one is the video track (image), the other the audio track (sound).



File or project preview window

This is the window where you can see the file preview or you can play the timeline, i.e. your project. Both these windows are often used simultaneously.



In order to find all the functions in the program you are using, it is worth to click around a bit, to search out available tutorials, and work by trial and error. And most importantly, do not be discouraged the first time you open the program! Give yourself a moment to get used to it. Consider it as a console for games and experimentation.