Post-Production

Ashwin Saraf
Brian Block
Sam Bantner
Travis Bagley

Post-Production

What is Post-Production?

A Formal Definition:
Post Production- *The technical processes, as cutting, editing, and post-synchronization, necessary to ready a filmed or recorded work for sale or exhibition*

In General:
Post production includes any type of editing or processing that occurs after the actual recording of the work. This may include but is not limited to:
- Video editing
- Soundtracks
- Special effects
- Sound effects
- Credits/Titles/Subtitles
- Content transfer (How will it be distributed)

Topics

- Non-linear Editing Software
  - Software Vendors
  - Basic Ideas
  - Formats and Compression

- Editing
  - Video Editing
  - Sound Editing

- Effects
  - Compositing - render layers

- Output
  - Titles & Credits
  - Data file DVD & playable DVD

Non Linear   VS   Linear

Non Linear

- Allows access to any video frame without the need to progress in one direction through the film
- You may jump to any frame
- Is not destructive to film negatives/originals
- The equivalent of using Word vs a typewriter
- Dominates the commercial film market.
- Hard drive space may limit quality

Linear

- Frames can only be accessed by passing through previous frames
- Film negatives are cut and spliced together for a final video
- Old-School still common in T.V and newsrooms.
- Medium limits quality

Non-Linear Video Editing Software

- Adobe Premiere Pro ($400-$1600)
  - Several different editions and suites available to meet customer preference
  - One of the most heavily used in post-processing
- Sony Vegas Video ($50-$700)
  - Very new software
  - Also comes in several editions
- Avid Studio ($170)
  - Learning curve
- Apple's Final Cut Pro ($300)
- Video Lan Movie Creator (VLMC)
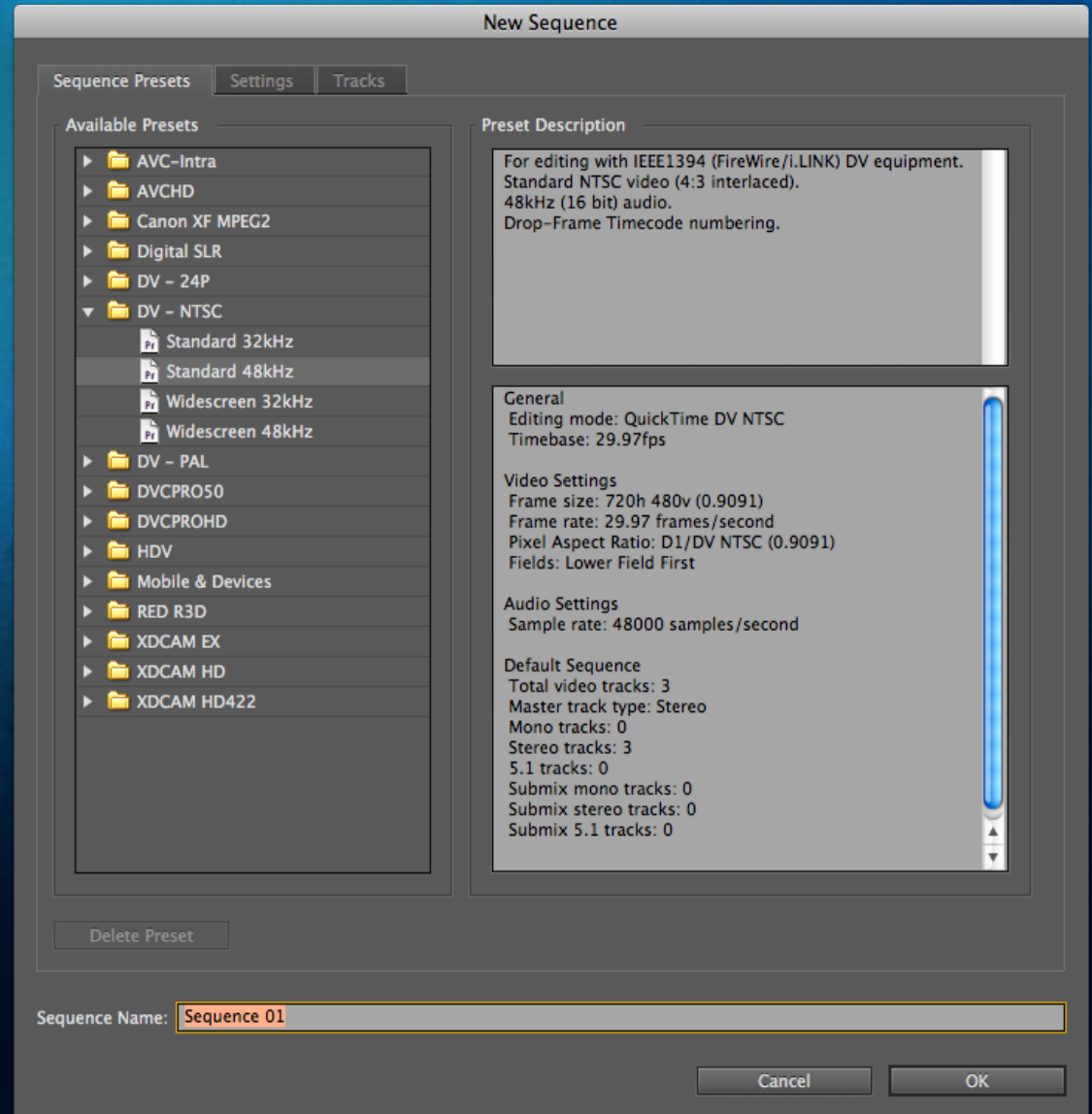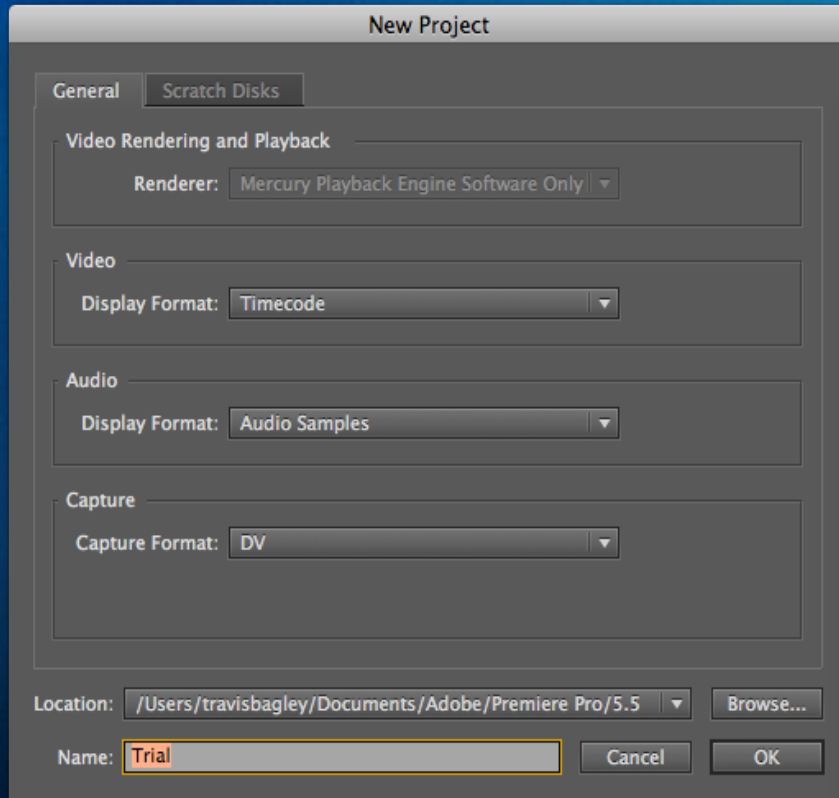 - Open Source

Home Video Editing (not professional quality)

- iMovie
- Windows Movie Maker
- Virtual Dumb
- Wax
- Video Spin
- Movica
- The list goes on and on...

Adobe Premiere CS4 - CS5.5

What it does and how to use it.
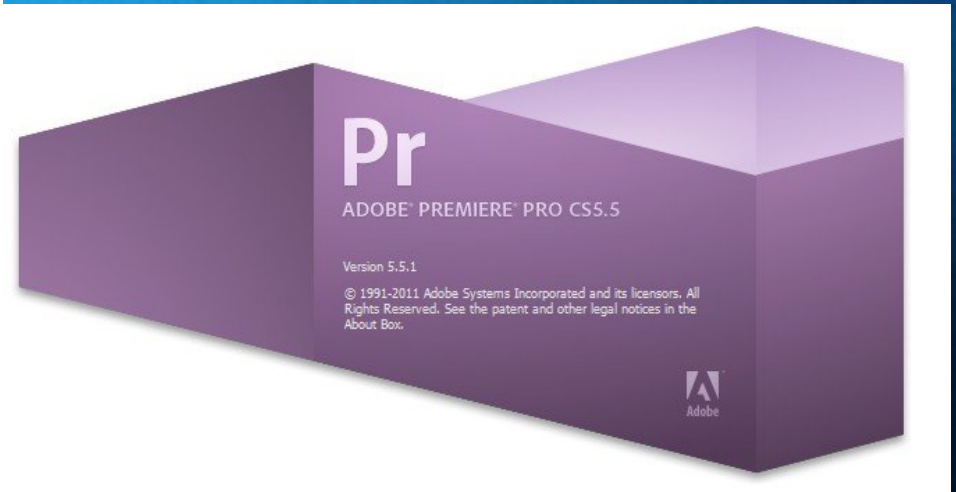
Getting Started

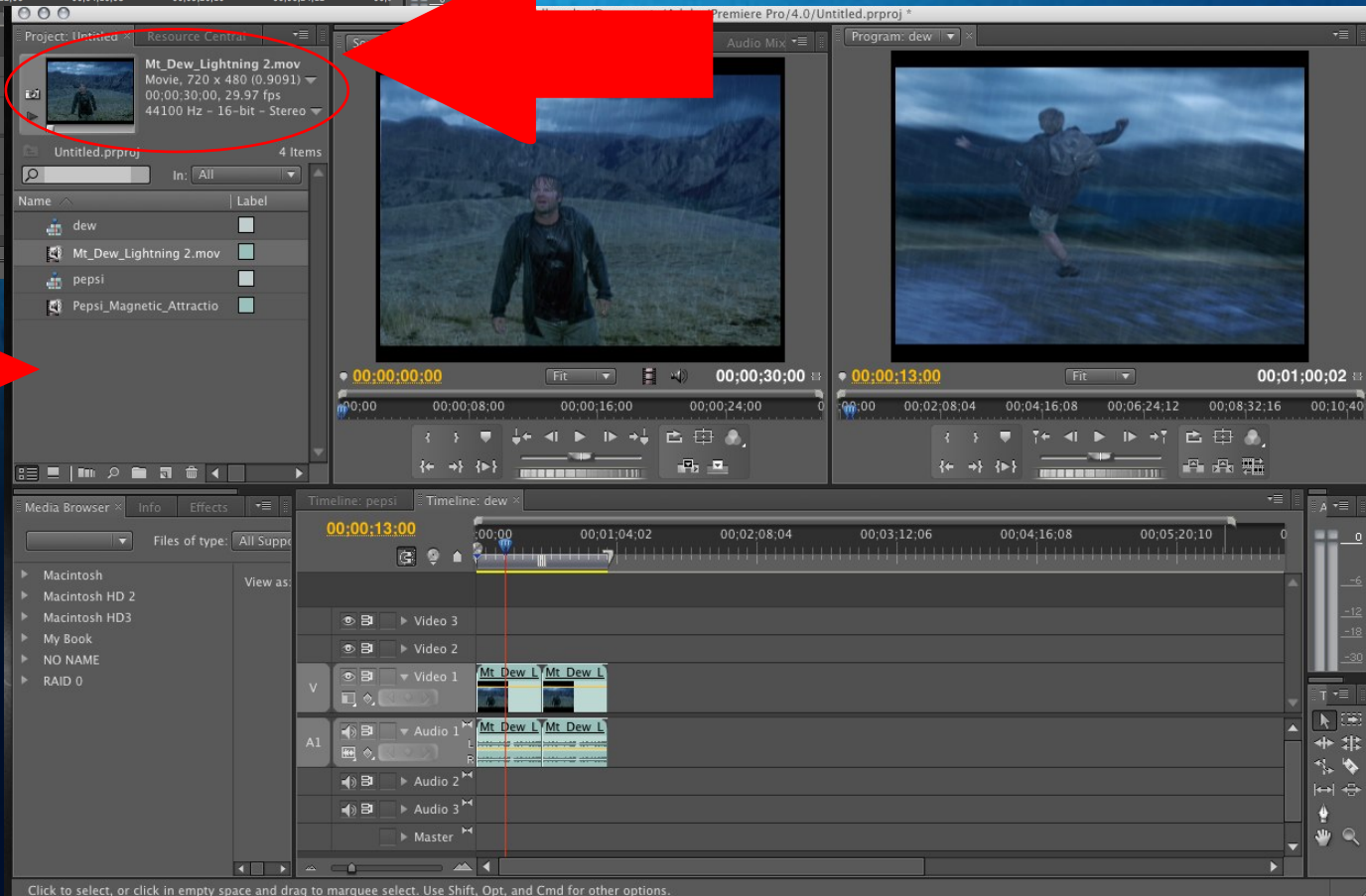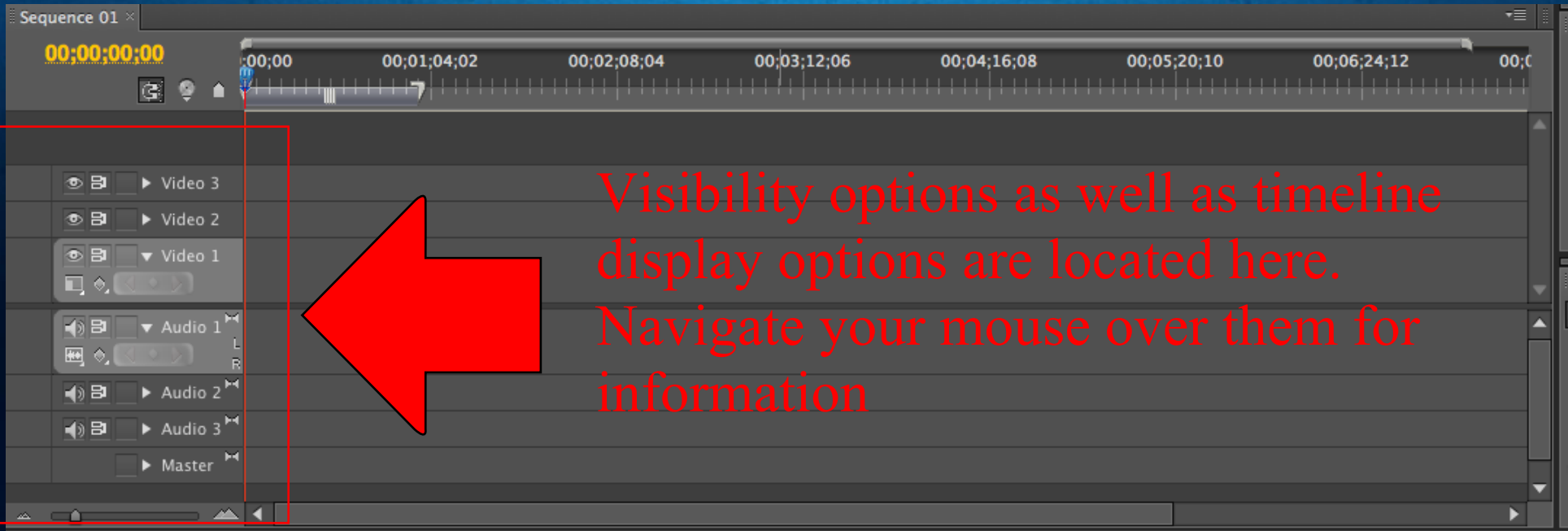# Default Workspace Layout (editing)
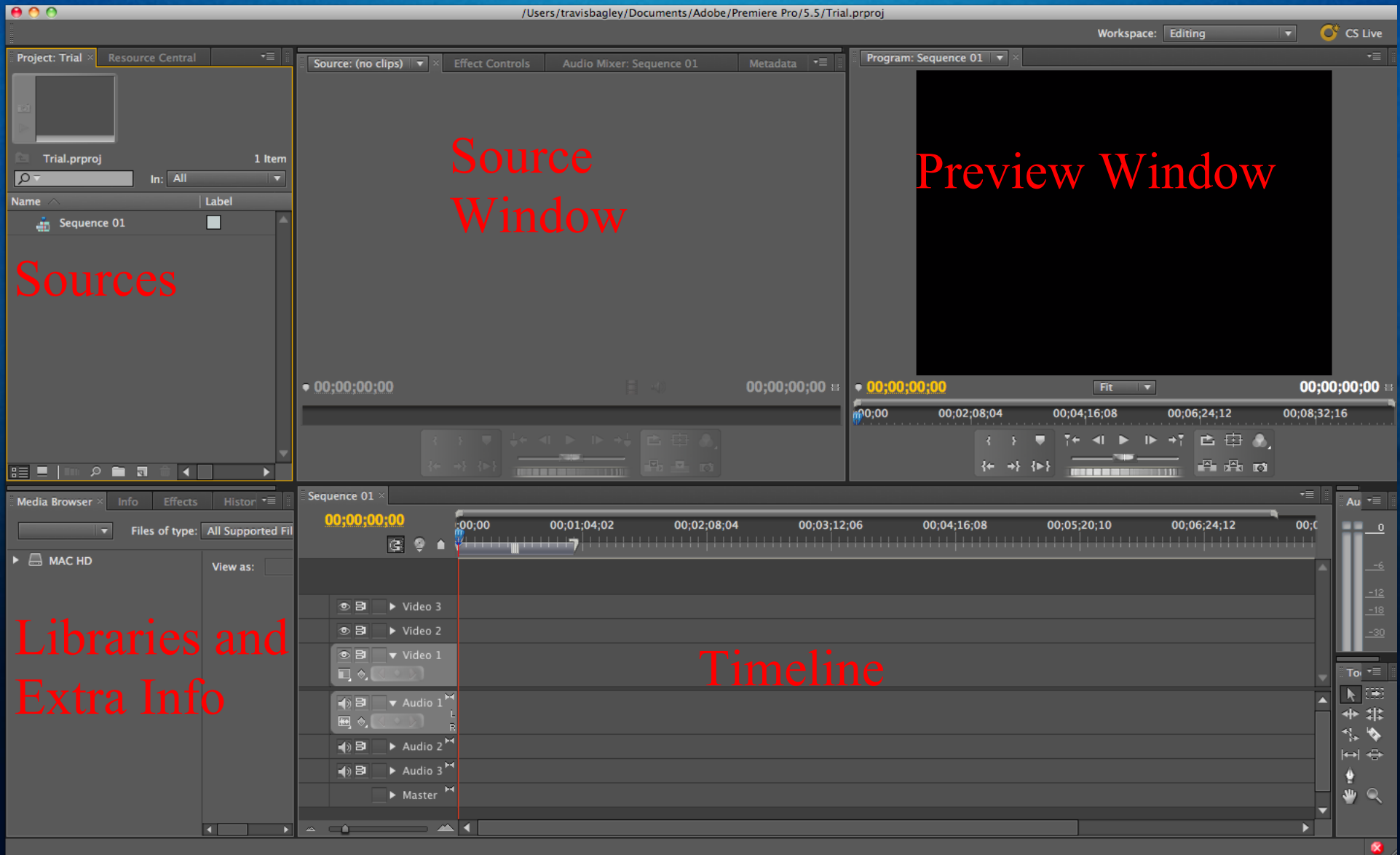
Importing Sources
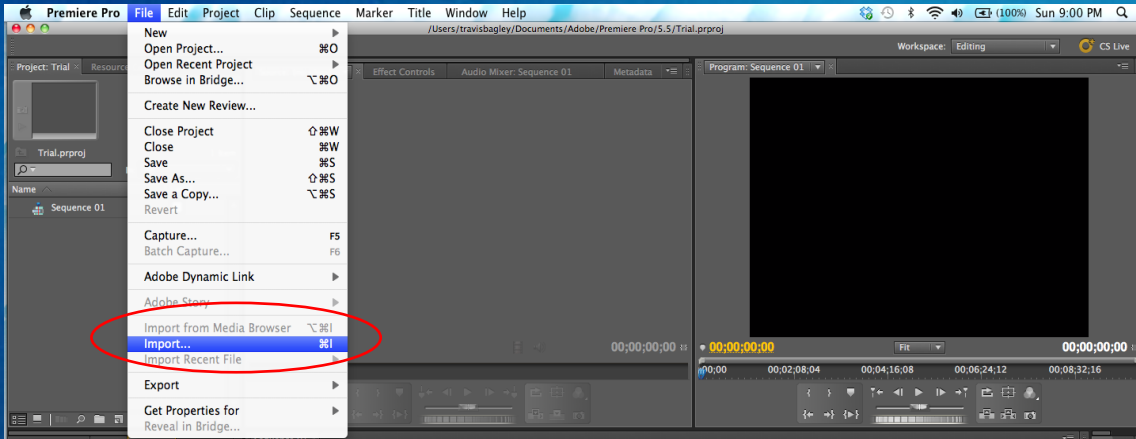
Quick source preview

Currently
available sources

Layering - The Timeline

- Drag sources to the timeline to add them to your video
- Priority is set by the outer most layer i.e. video 2 overlaps video1
- You may drag source segments to change their duration and their sequencing

More on Layering

- Note how Video is being displayed in detail. Here you can choose what effects you wish to see in the timeline. This includes keyframes and effect intensities and durations.
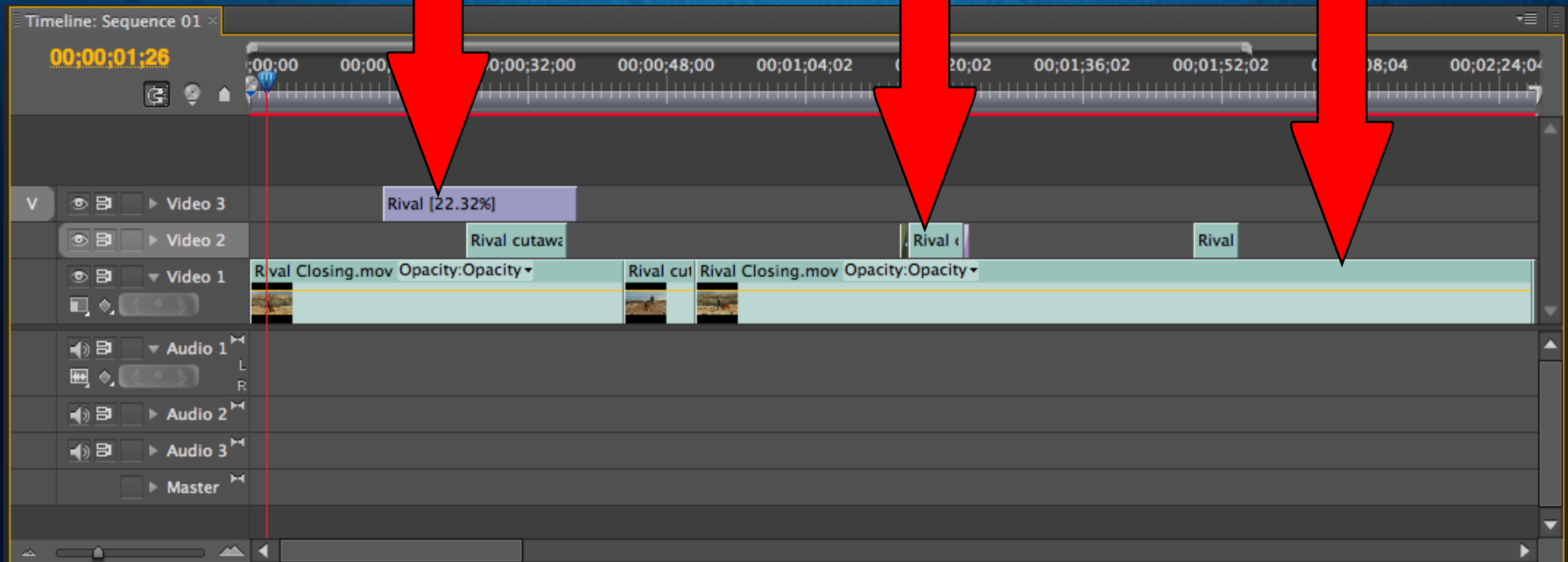
Effect Control Basics

Effect controls allow you to access all types of animation/editing
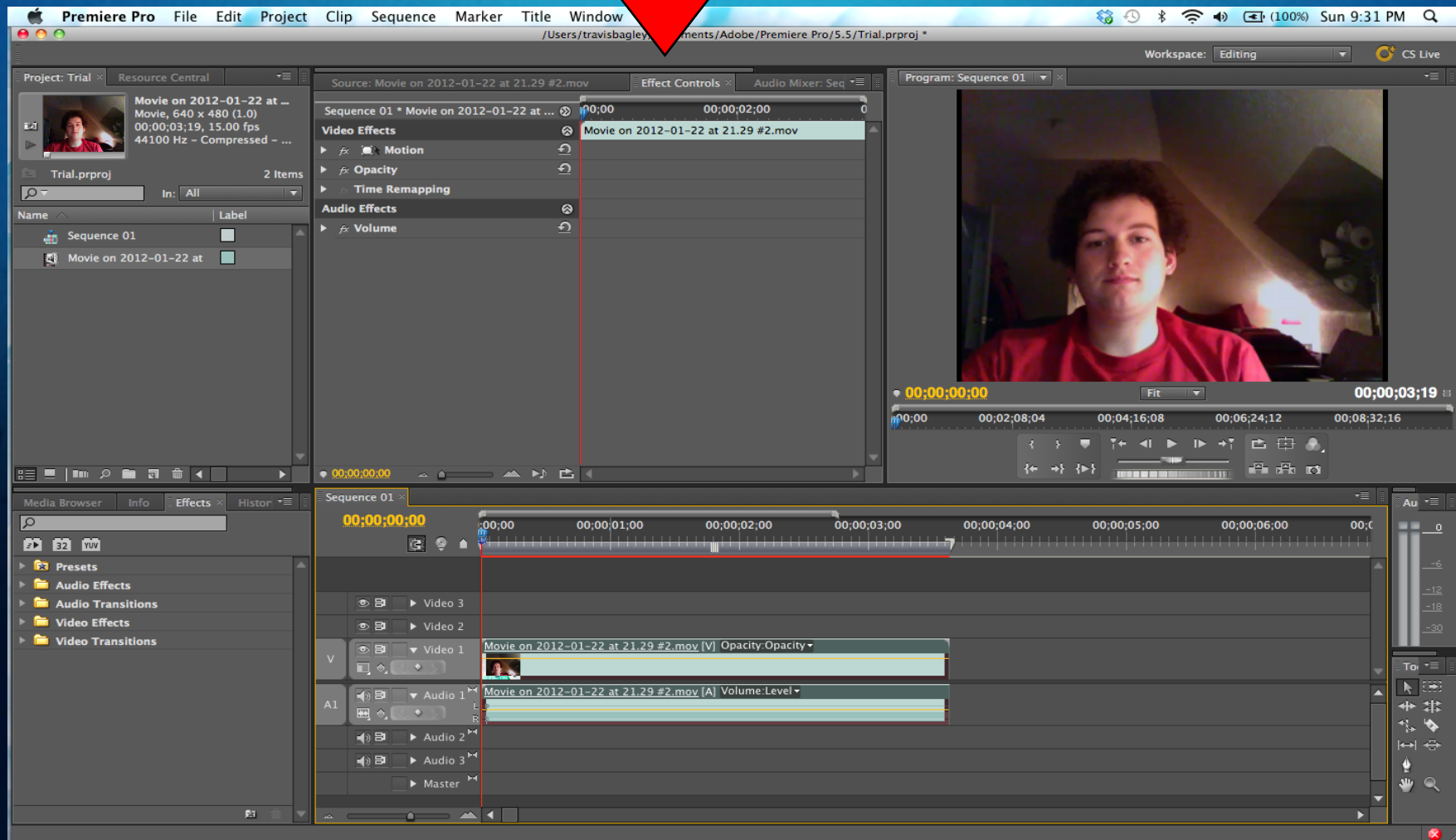
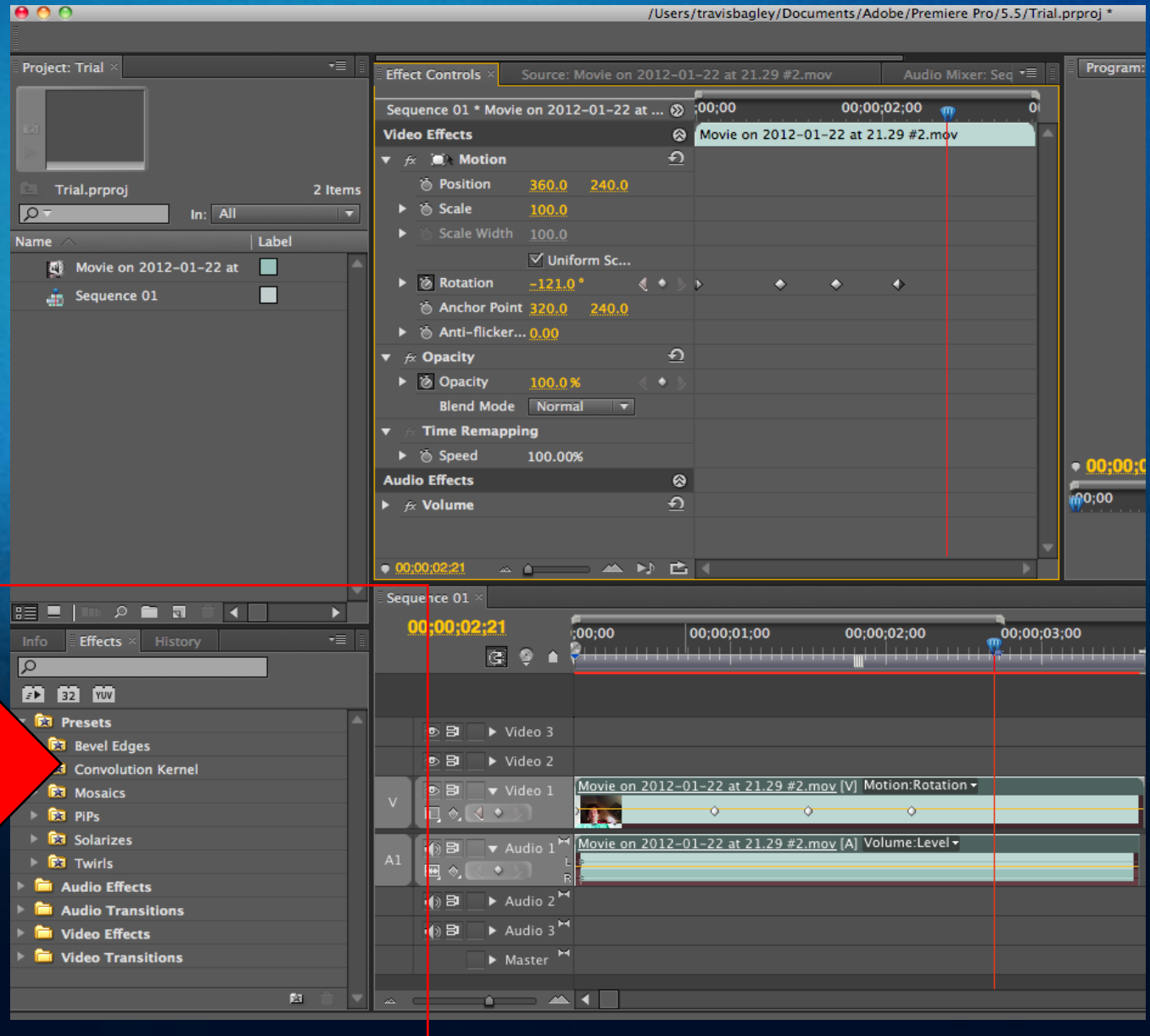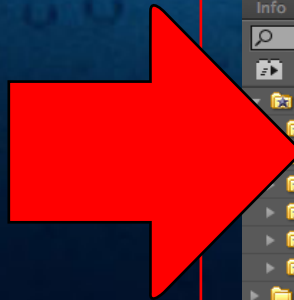# Effect Controls Cont.

Keyframes

Clock
activates
animations
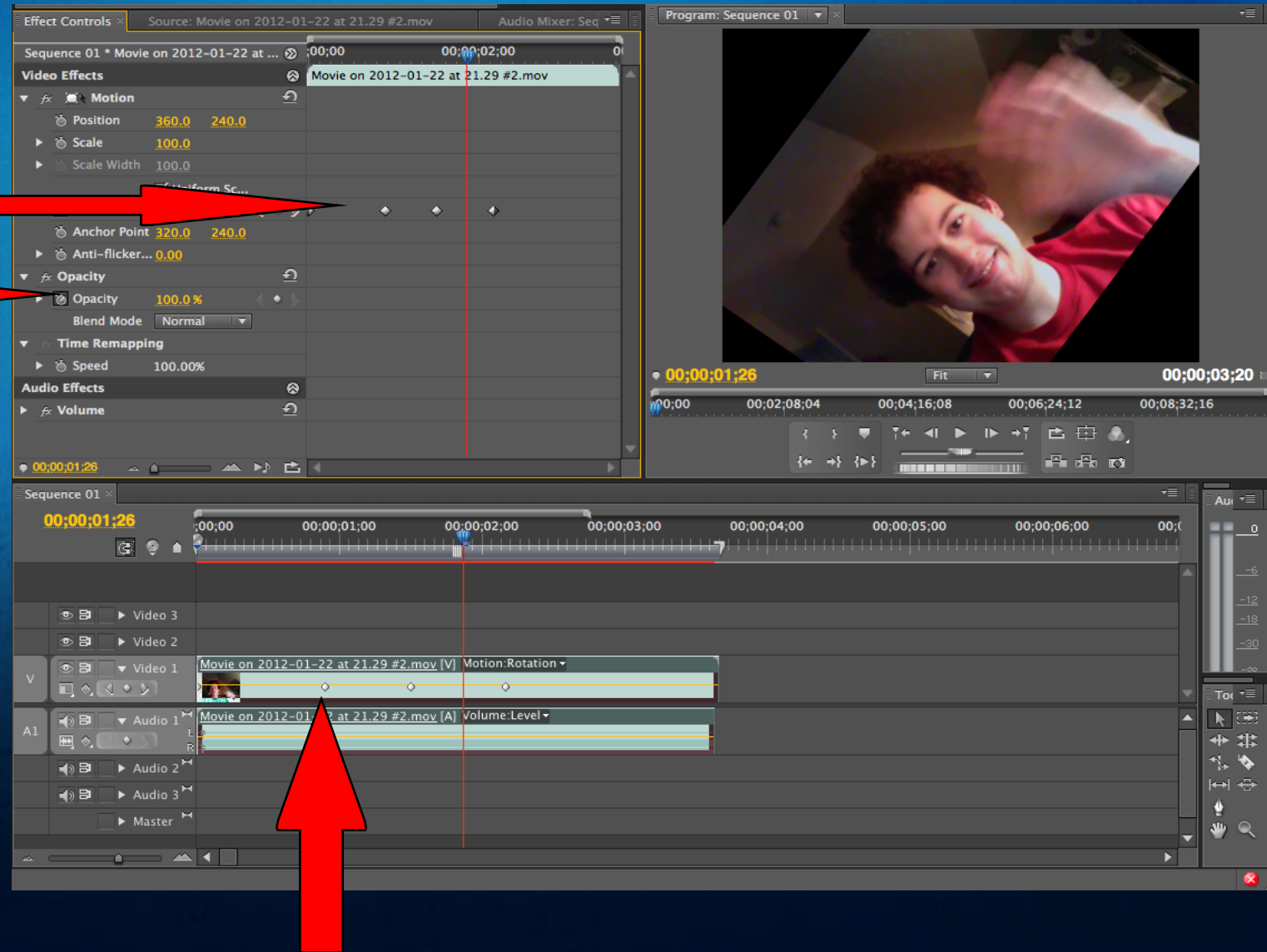
Keyframes show up in timeline with
the appropriate drop down selection
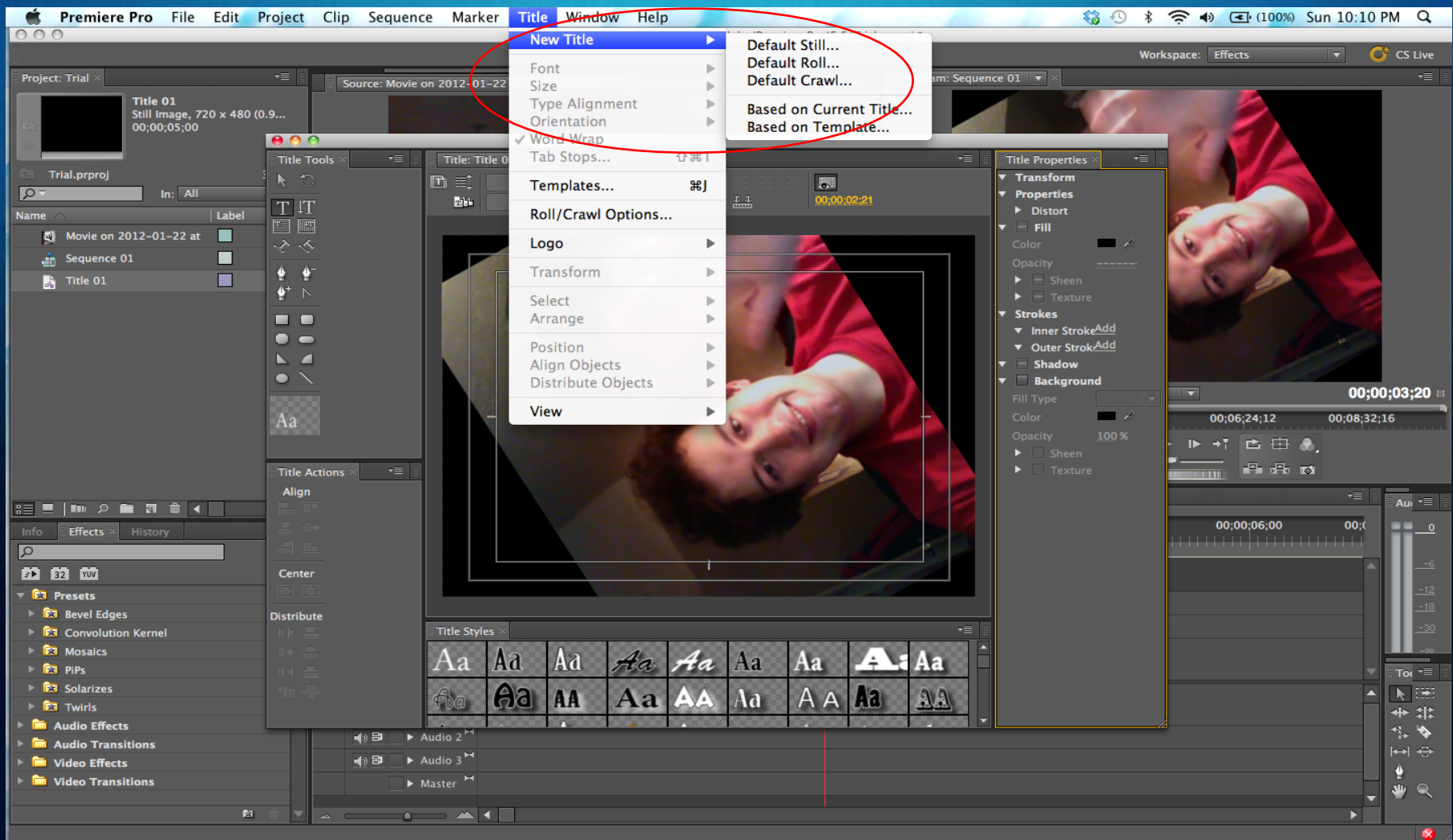
Effect Controls Cont.

Drag extra effects from the effects tab onto the clip of your choice. This will add another effect control menu.

More effects are located here.

Titles

Titles are essentially new layers you can create from other clips. Titles act as separate entities and can be manipulated much like sources. Titles can be used to create blurs, shapes, holes, etc in a layer. Layer mapping allows you to map sources onto one another in certain locations.

Titles Cont.

Drag a title onto the timeline.

Track Matte Key can be used to map layers to titles.

Adobe Quick Tips

- The space bar acts as a pause and play button
- Ctrl + t will create a new title
- The interface relies heavily on dragging and dropping
- Check for drop down menus
- You can move tabs around the workspace to create a custom working area.
- Adobe is very extensive but not too complicated, the easiest way to learn is to play with it
- Adobe can be set to auto save changes over time periods
- There is a tool box on the right bottom side of the default editing workspace that allows you to change the mouse icon
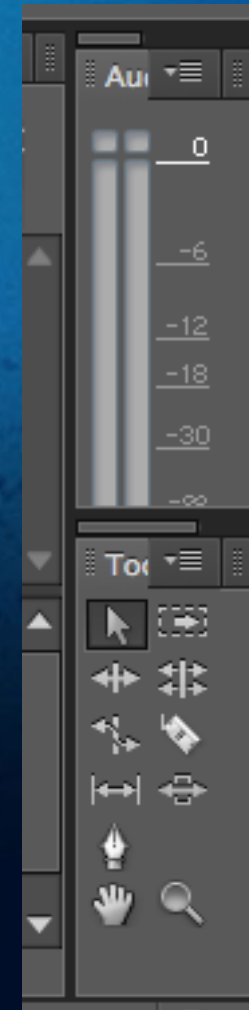
Exporting Your Movie
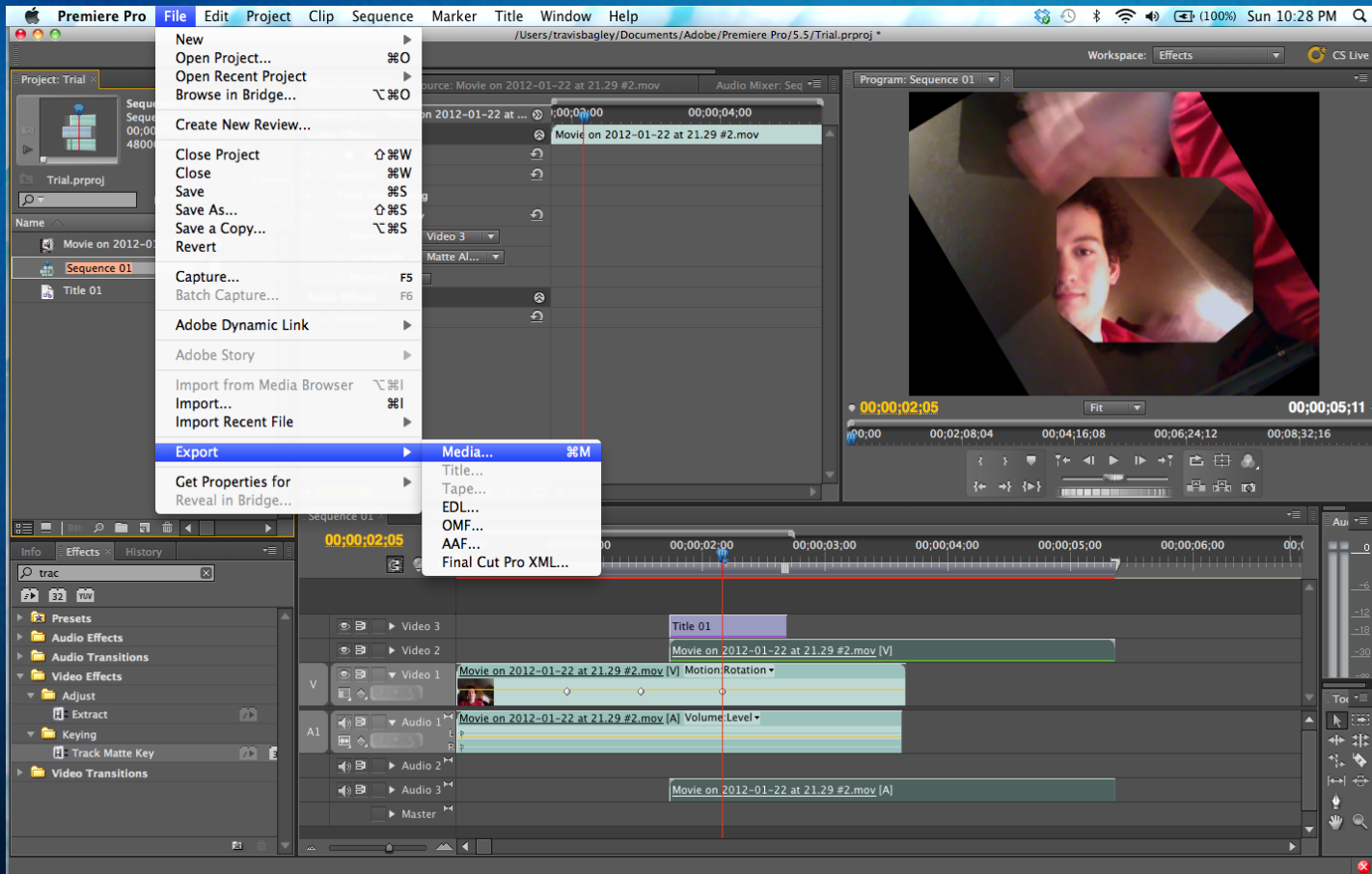
Note: You must have a sequence highlighted in order to export your movie.

Exporting Cont.

There are many exporting options. You can select formats and qualities. Queue will add the export to an encoder queue in which you can pause and add multiple exports. Export will immediately encode your movie, but you will not be able to use premiere until it is done.
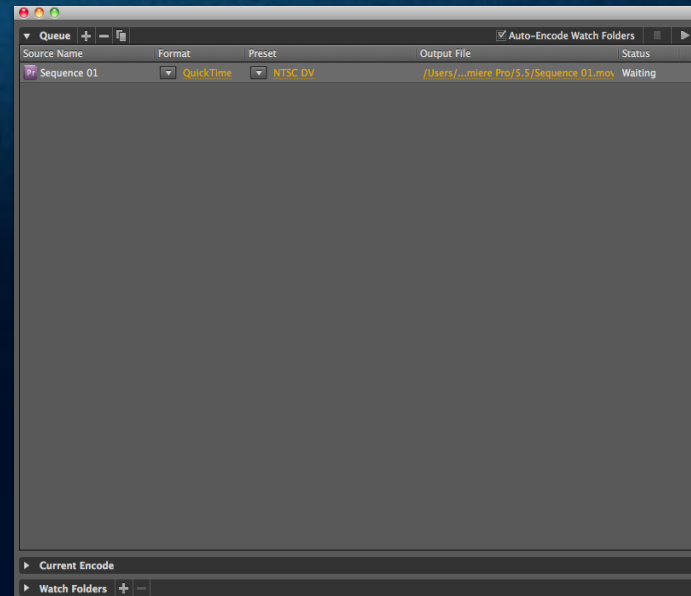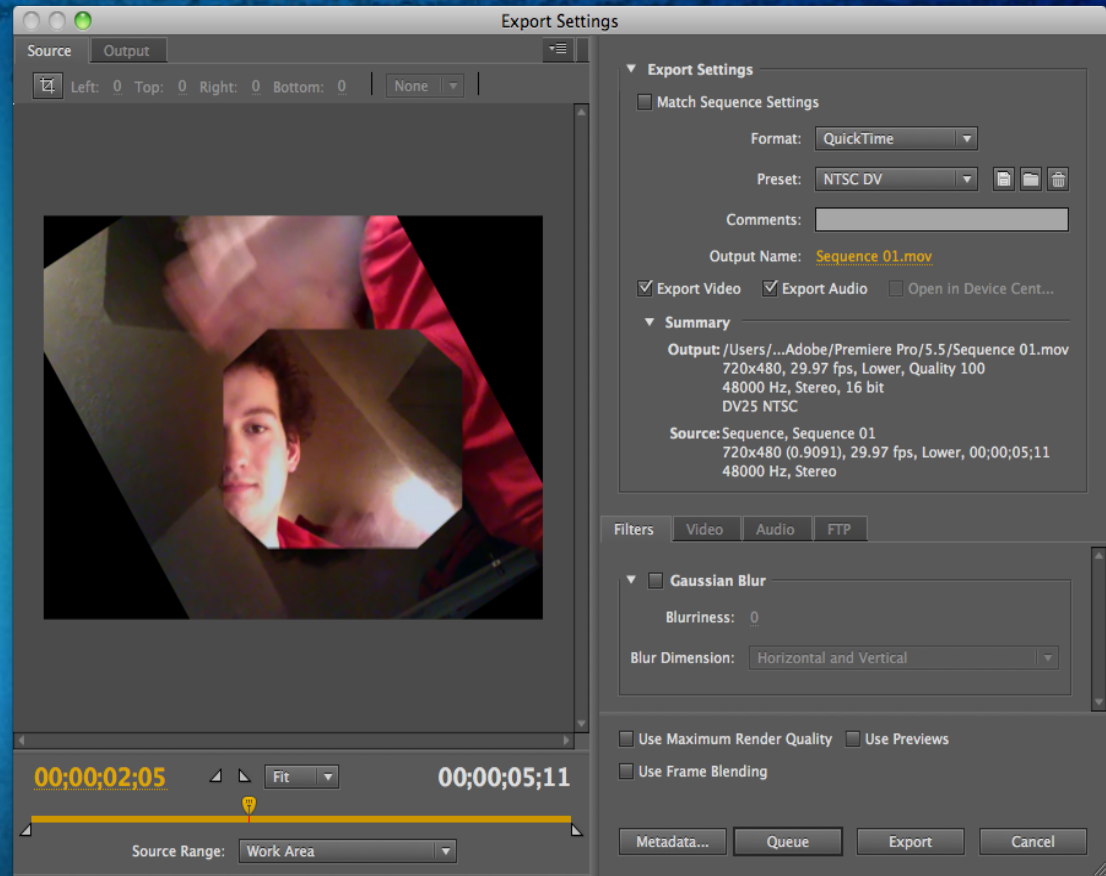
Recording
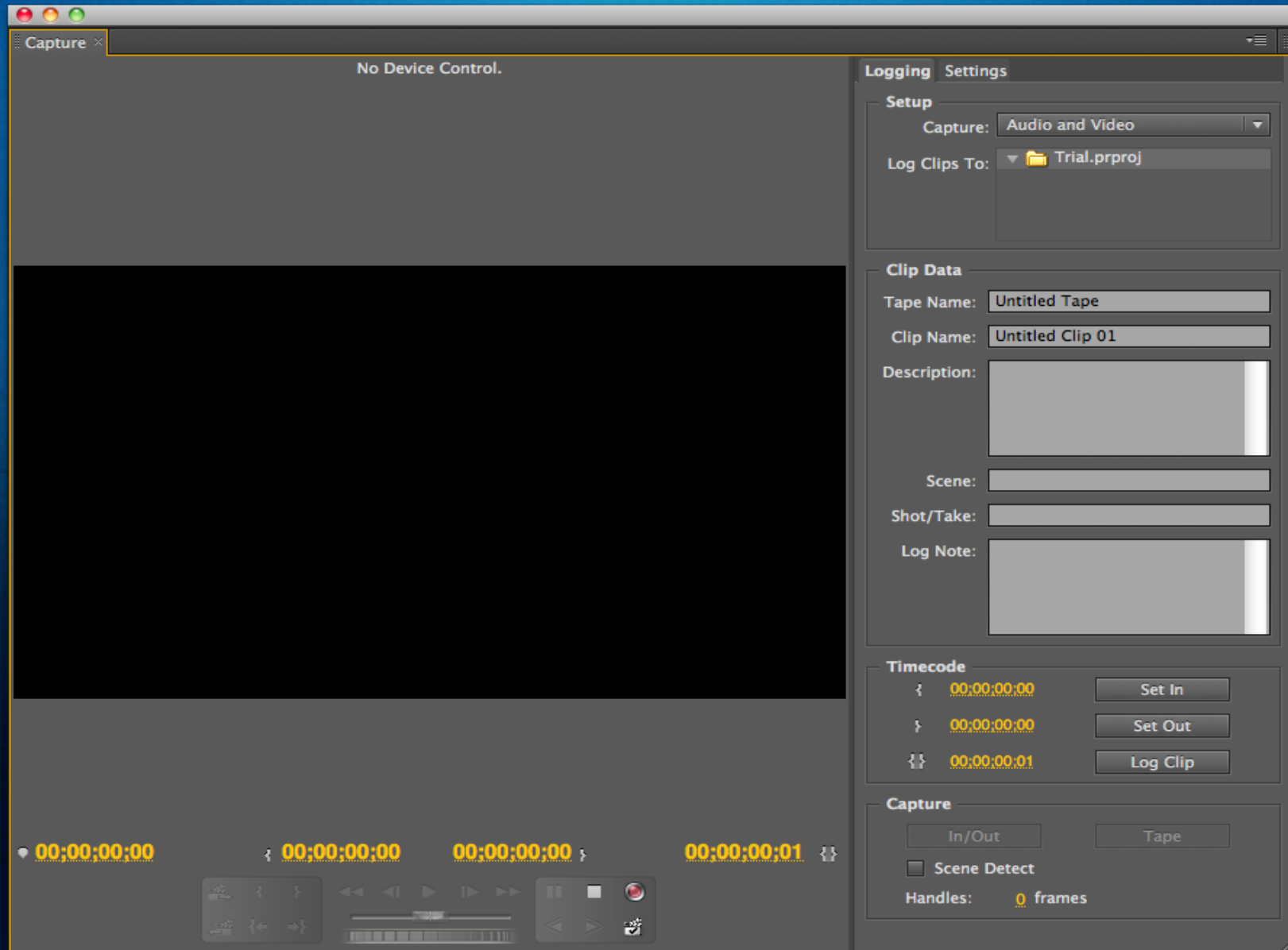
Sound

Sound Design
 - The process of specifying, acquiring, manipulating or generating audio elements.

 Diagetic VS Non-Diagetic

Questions to ask yourself
 What is the mood of my animation?
 What is generating sound in my scene?
 What is the focus of the scene?
 How can I bring this scene to life?

Sound Design

- Sound Placement
  - Volume
  - Frequencies
  - Channels (stereo separation)

- Background Music
  - Setting the *Mood* ;)
- Background Sounds

- Foley sounds (fun ones)
  - Foley artist
  - (hard, background, electronic, etc...)
- Dialogue

can you hear the sounds? http://www.youtube.com/watch?v=Ea24Sm5WVz0&feature=related

Sound Editing (DAW)

- Software to edit/mix/create sounds are called DAW
  - Audacity
  - FL studios
  - Pro Tools
- Can be a separate process from video editing
  - A lot of sound can be determined as the project progresses during the production stage.
- Mostly completed by post-production
  - Most Sound Design completed
  - Then what needs to be done?
    - Timing
    - Importing to video editing software
      - File>Import (browse) > open

Compositing – Rendering

- Render a Maya model on top of an scene (image, video etc.)
- Background serves as a setup for lights and camera.
- Use Mental Ray renderer to capture shadows and reflections.
- Can be used to merge different kinds of scenes, allowing post processing to plug that blank looking space in the scene.

Compositing - Rendering

- Steps :

  - Creating the Camera.

    Need the camera setup according to the desired background angle.
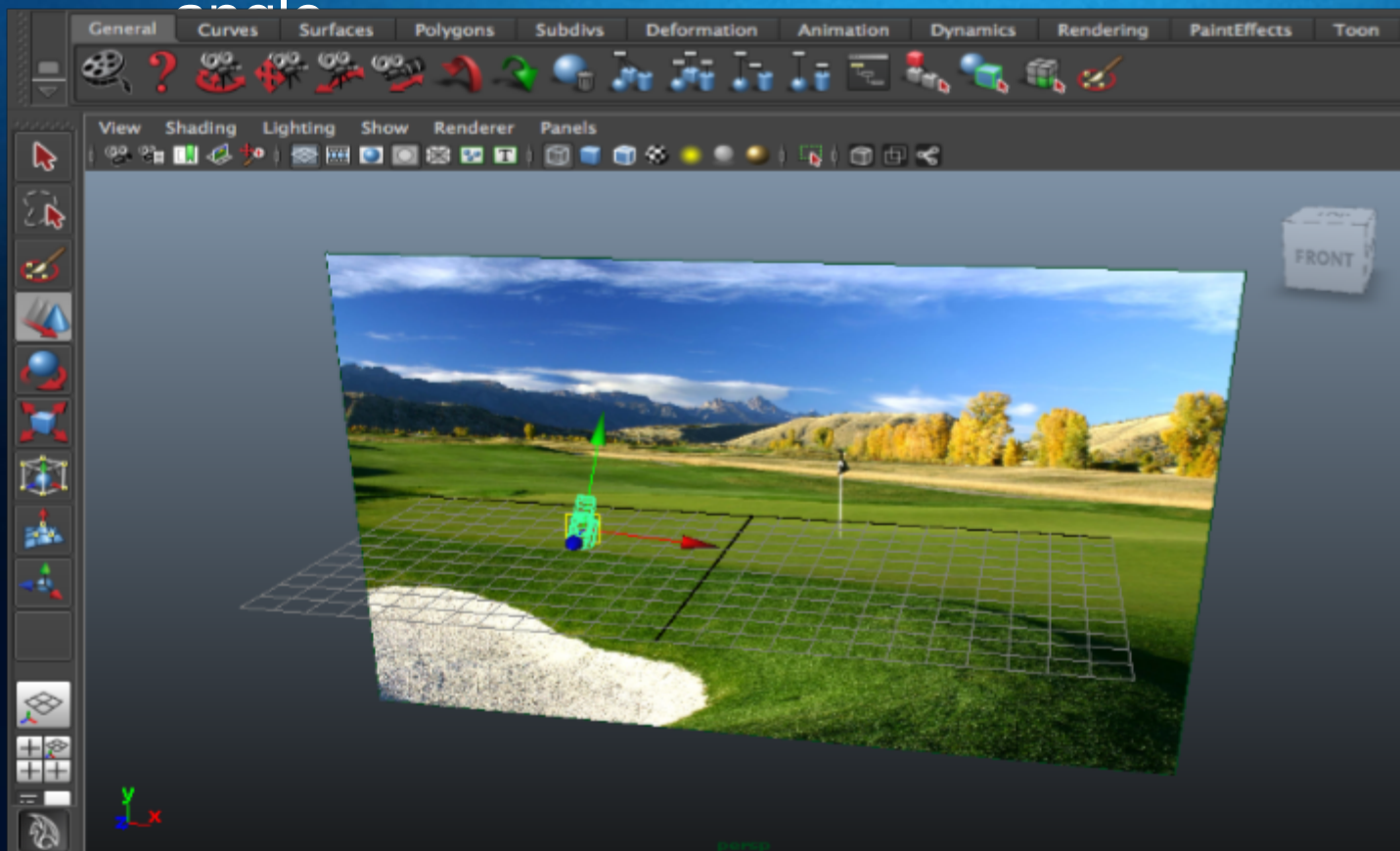
Compositing – Rendering

- Import your model you want to composite.

Compositing – Rendering

- Set-Up the lights

Compositing – Rendering

- Create shadows for the light.
- Multiple lights can be created. Planes for wherever shadows are required.
- Can be used in a similar manner to composite models in videos.
- Compositing might also include that dinosaur there that never was. A meteor hitting earth 100 meters behind Jim Carrey. (Lots of mainstream uses)

Animation Formats

- FLV
- F4V
- MPEG-2
- QuickTime
- Windows Media
- AVI
- BWF
- AIFF
- JPEG
- PNG
- PSD
- TIFF
- etc...

Compression

Good Compression   Bad Compression

Uncompressed Footage takes up about 17MB for every second of video.

Compression - Involves encoding information using fewer bits than the original representation.

- Advantages
  - Smaller File Format
  - Faster Render Times
- Disadvantages
  - Lower Quality Video

Titles and Credits

Titles

Titles

Credits

Credits

Credits

Titles and Credits

Output to a disc

- Adobe Encore CS5 (DVD authoring tool)
    - Part of Adobe Premiere package.

- Can be used to output to all kinds of discs (DVDs, BluRay).

- Can do nearly everything you want in a disc - different audio tracks, subtitles, and slideshows.