

Editing Strategies: Cuts and Transitions

Editing is joining the end of one shot to the beginning of another. A **straight cut** (or edit) is simply when the last frame of Shot A is followed by the first frame of Shot B with no overlap or effect. Straight cuts between shots of the same subject work best with a change in camera angle and framing, but continuous timing; a straight cut that makes the passage of time obvious is called a **jump cut**. A **match-on-action** is a cut between two shots where the subject's action (or movement) is the same or similar. A subject can begin an action in one shot and carry it through to completion in the next. Straight cuts between different subjects work best with a **graphic match**. A graphic match is a cut between two shots with a similar composition (from one door to another).

Ripple and Roll Tools

Ripple (RR): Adjusts the length on clip A, moves other clips to accommodate (without changing clip B duration)

Roll (R): Adjusts the edit point (changing Out point of Clip A affects In point of clip B). Duration of entire sequence stays the same.

Ripple Delete (Shift-Delete) Removes the selected material and closes the gap.

You can also close a track gap by selecting it and pressing Delete.

The Trim Edit Window

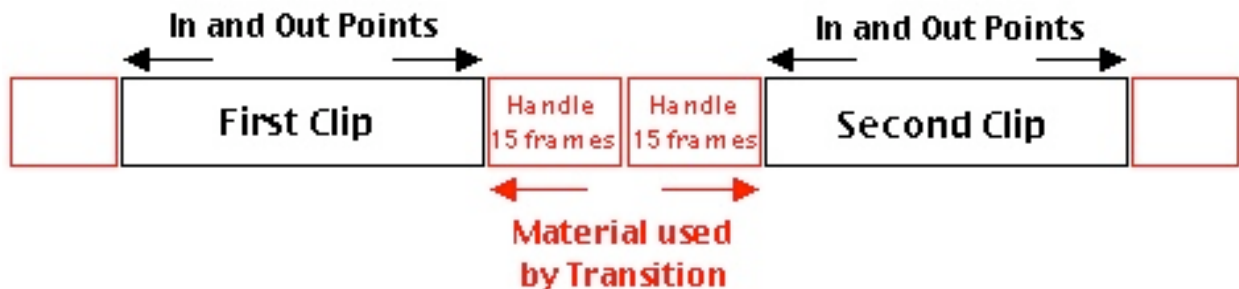
Open this window by double-clicking an edit point, clicking on the edit point with the Ripple or Roll tool (from the Tool Palette), or Cmd-7. This window allows you to change the edit point between two clips.

Transitions

Fades (typically from/to black) are a commonly used transition, usually between scenes or sequences, often to suggest the passage of time. A **dissolve** is a gradual transition from one image to another. **Dissolves** can be used to "soften" a straight cut, to suggest the passage of time, to make a connection between two images.

In FCP, some of the most often used transitions are; Cross Dissolve, Dip to Color Dissolve, or Fade in Fade Out Dissolve, which can be subtle.

Pre-set transitions are located in the **Effects** window, under **Video Transitions**. Transitions require equal numbers of frames from Shot A and Shot B. Transitions do not use material (video) from inside the 'in and out' points of a clip; they work using material that is outside the 'in and out points'. Transitions work on the material that we normally call 'handles'.



You can also make a fade or dissolve by lowering the opacity of a clip, with either a color matte or another clip on the track beneath it.

Here are some of the other transition types provided in Final Cut and what they do:

* **3D Simulations**: These six transitions imitate an action in three dimensions. You can use them to zoom in and out and create spins, cube spins, and swings.

The transitions under the 3D simulations are Cross Zoom, Cube Spin, Spin 3D, Spinback 3D, Swing, and Zoom.

* **Dissolves**: A dissolve, the most common transition, is an equal fade out of a clip, over an equal fade in of another. These transitions morph the image into something else by gradually erasing what was there previously.

The dissolves available to you are Additive dissolve, Cross dissolve, Dither dissolve, Fade In, Fade Out, Non-Additive dissolve, and Ripple dissolve.

* **Iris**: An iris puts the focus on the center of the frame, and the edges change toward that center. You can manipulate an iris transition in dozens of ways.

Iris transitions include Cross, Diamond, Oval, Point, Rectangle, and Star.

* **Map**: By selecting or inverting specific channels, dramatic solarizing effects can be created during the transition. Solarizing appears to burn out the edges of images and reminds one of psychedelic effects from the 1960s.

The Map transitions are Channel map and Luminance map.

* **Page Peel**: The first clip peels away to reveal the second. You can make lots of adjustments to this effect. Add some extra frame handles on this one because they are particularly important. Also, think about the relationship between the two images as one is peeled away.

* **QuickTime**: QuickTime has its own category in the Effects menu of Final Cut's transitions. You can find the QuickTime transitions (like all the other transitions) under the Video Transitions folder on the Effects tab of your Browser. This array of transitions includes some that are similar to transitions already in Final Cut as well as interesting ones, such as Radial, where the first clip swings out in an arch like the hands of a clock to reveal the second.

The 13 QuickTime transitions are Alpha Compositor, Chroma Key, Cross Fade, Explode, Gradient wipe, Implode, Iris, Matrix wipe, Push, Radial, Slide, Wipe, and Zoom.

* **Slide**: The Slide transitions in Final Cut are Band slide, Box slide, Center Split slide, Multi-Spin slide, Push slide, Spin slide, Split slide, and Swap slide.

* **Stretch (and Squeeze)**: This set of transitions includes Cross Stretch, Squeeze, Squeeze and Stretch, and just Stretch.

* **Wipe**: Wipes differ from dissolves in that they don't blend. They move one thing out of the way with another, but wipes give you more options than slides.

The 14 wipes available to you are Band wipe, Center wipe, Checker wipe, Checkerboard wipe, Clock wipe, Edge wipe, Gradient wipe, Inset wipe, Jaws wipe, Random Edge wipe, V wipe, Venetian Blind wipe, Wrap wipe, and Zigzag wipe.

A transition that appears in **bold** is a real-time transition; all other transitions have to be rendered.