



O-CITY PROJECT



Erasmus+

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1. Lesson Content

Lesson 2 Topic Edition

Development of the audiovisual project through the simultaneous use of photos, audio and music in a prescribed period of time

In this lesson, we will learn to combine the edited photos, the selected music and the audio of the voice over.

What is the first thing we should do?

1. Think about the final duration of the audiovisual project

It is important not to exceed 3 minutes of video since we must capture the attention with few images and a summarized informative text.

2. Select the photos that you will include, the music that will be in the background and the recording of the voiceover you have made

At this point in the training, we already have the edited photos, the selected music and the voice spoken.

3. Download the application or software that will allow you to work with the three elements simultaneously

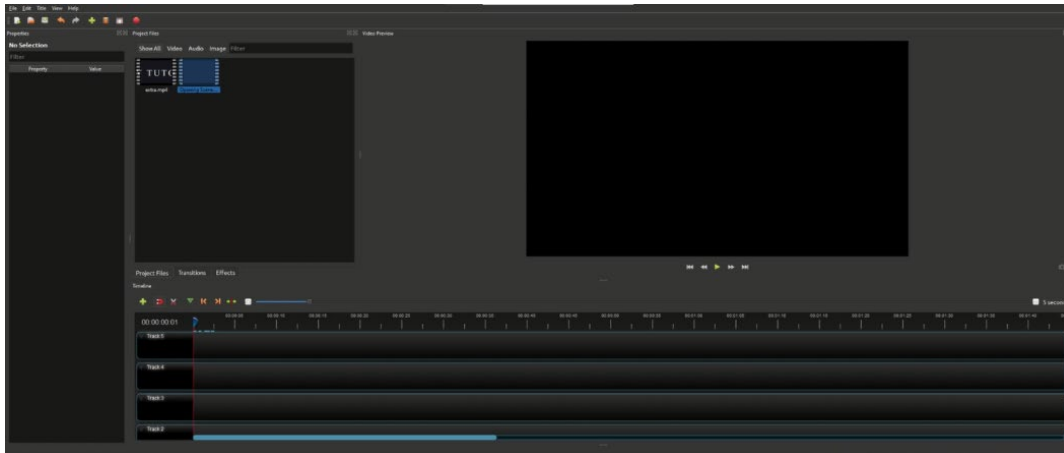
We are going to learn how to use the OpenShot software.

Again, here we can use online applications to work directly on the website or download software to edit on our computer.

- We download the software, install it and open it.

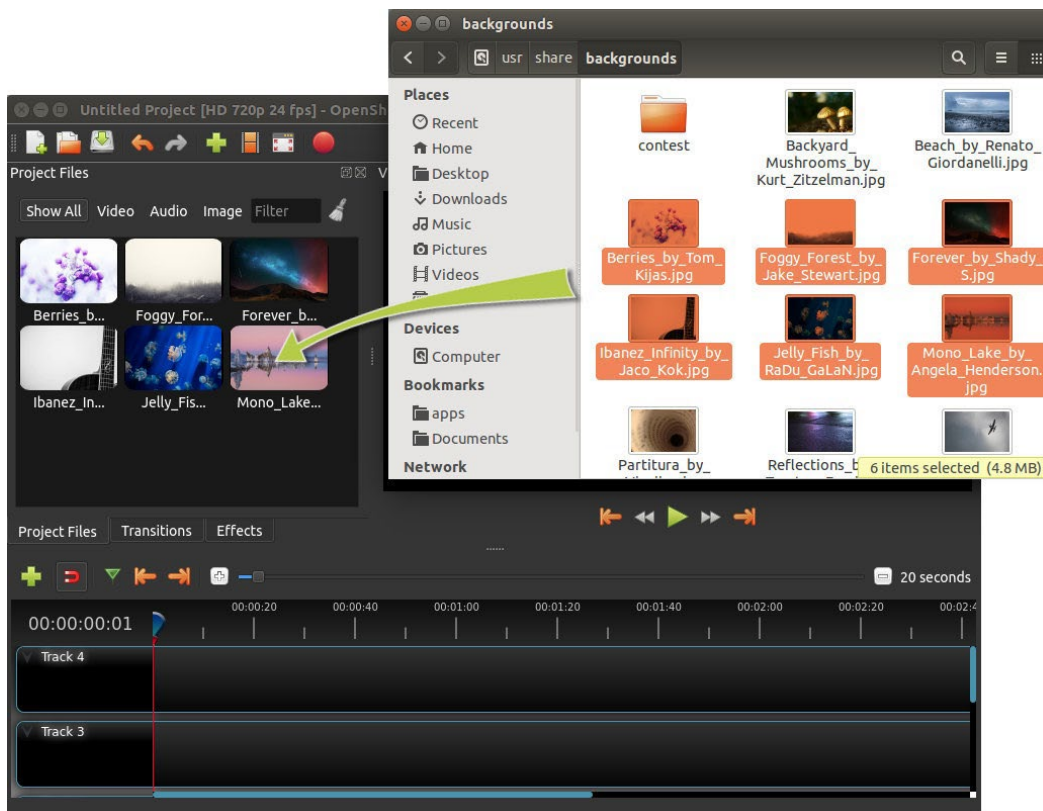


This is the main working panel of the program:

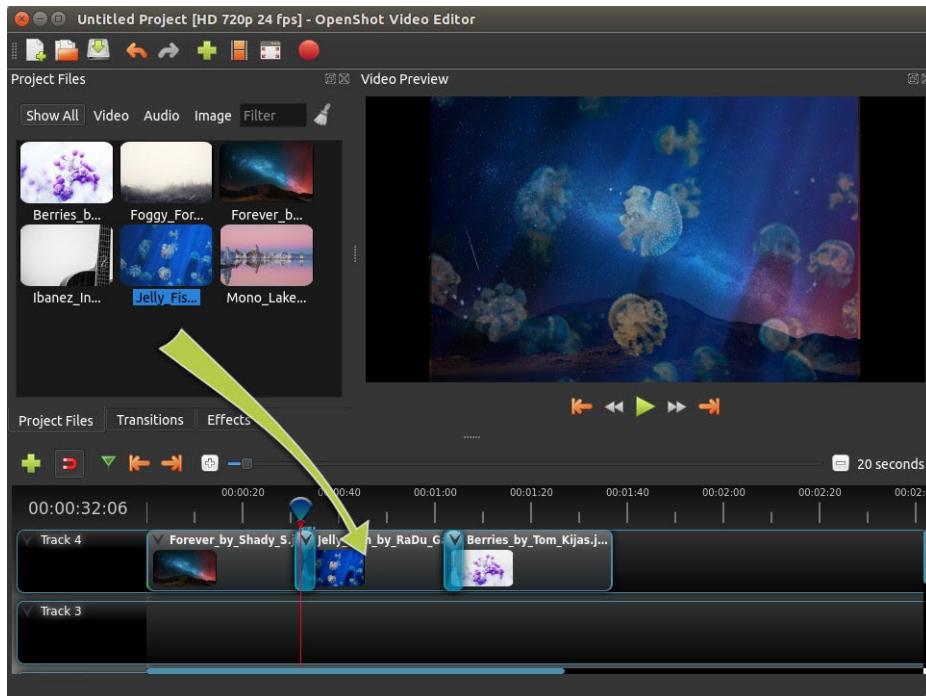


Source: GMStudio

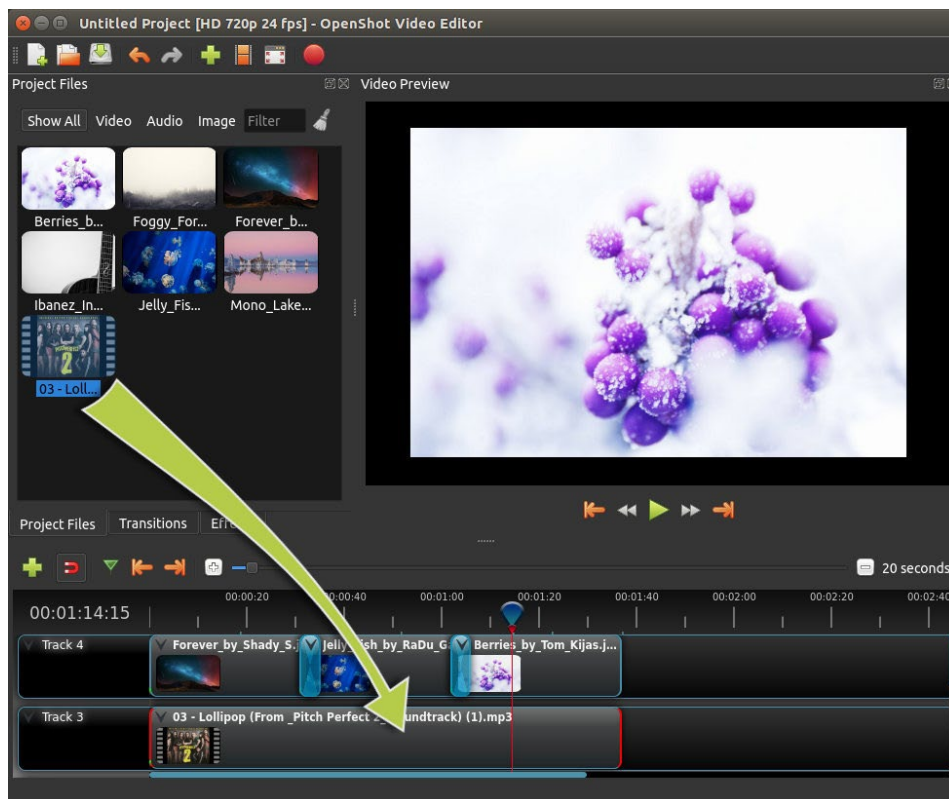
- We open and insert the photos that we are going to use. On the top left of your screen you can see the option “File”, where is the “Import File” button



- We open and insert the music that we are going to use.



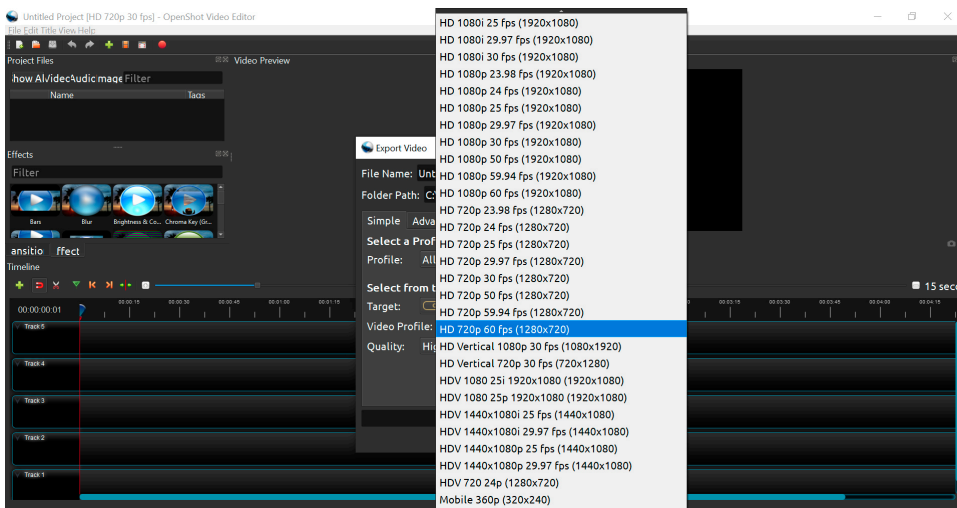
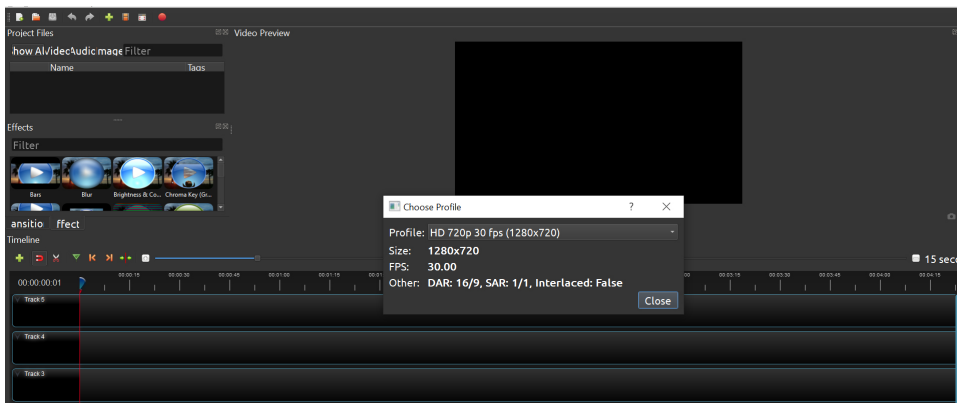
- We open and insert the recording of the script we have made.



If you can't find a file you have already generated or imported make sure to click "Show All"

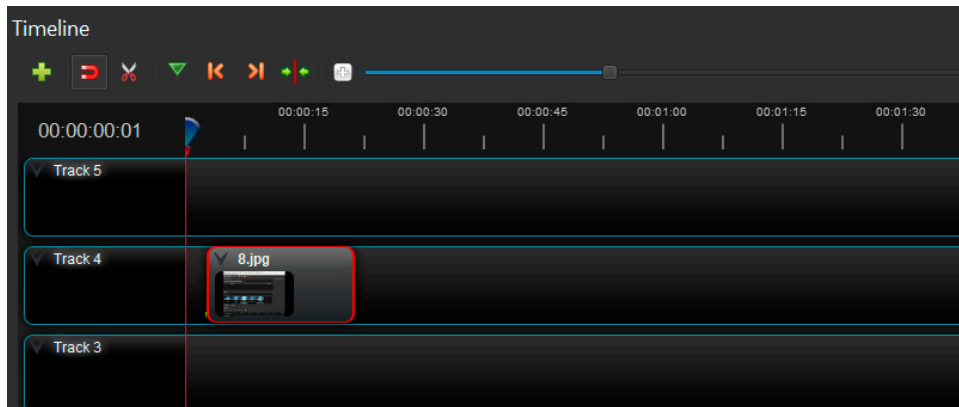
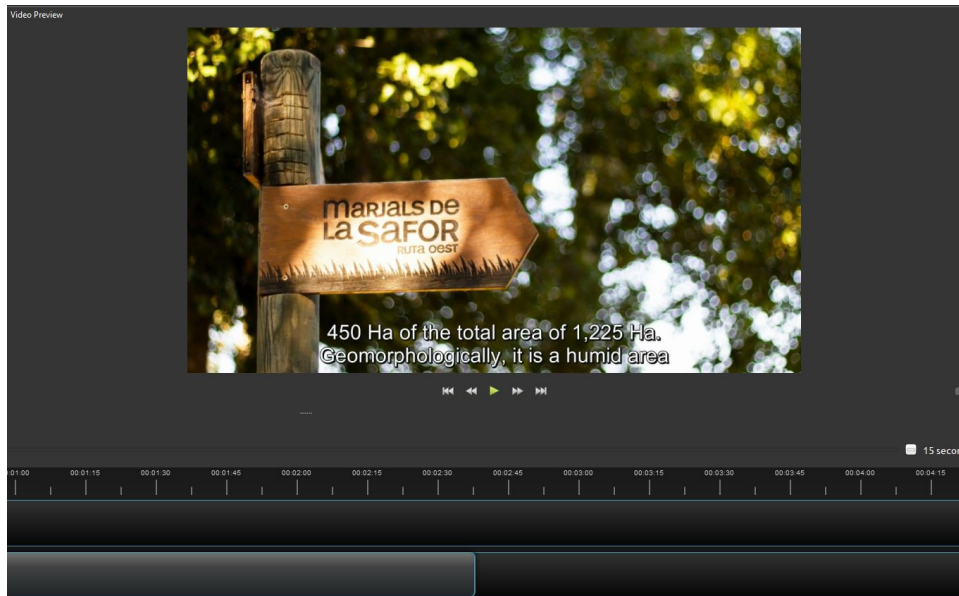
It is advisable to put each type of resource in a different track. For example, use Track 1 to include the photos, Track 2 for the voice-over, Track 3 for the ambient sound, Track 4 for music, Track 5 for logos (at the beginning and the end of the video according to O-City requirements) and Track 6 for the subtitles.

- As you can see in the images below you can change the resolution options by clicking the arrow and choosing the ideal option for your footage.



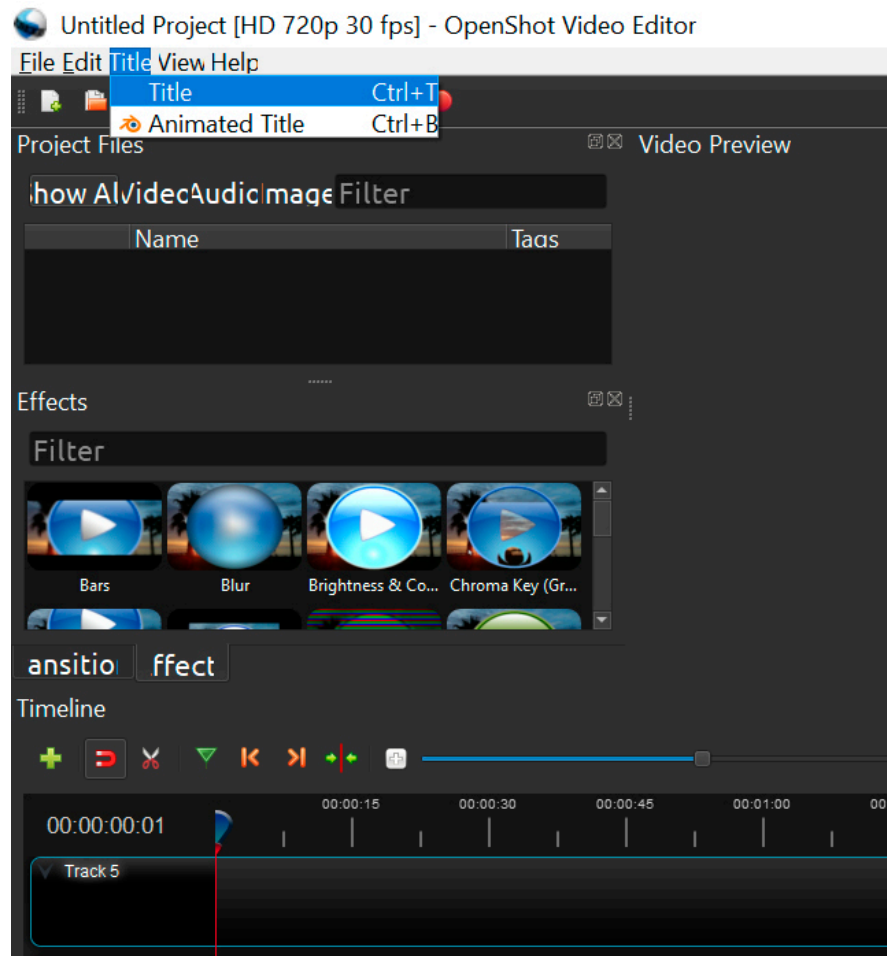
Source: GMStudio

- If you need to reduce or increase the default time of some element, you just have to drag its edge. On the other hand, if you want to increase or reduce the time of your whole project, you click on the blue line just above your timeline and drag it to the wanted time. Work with all your tracks till you have the multimedia product you want in the “ Video Preview ”



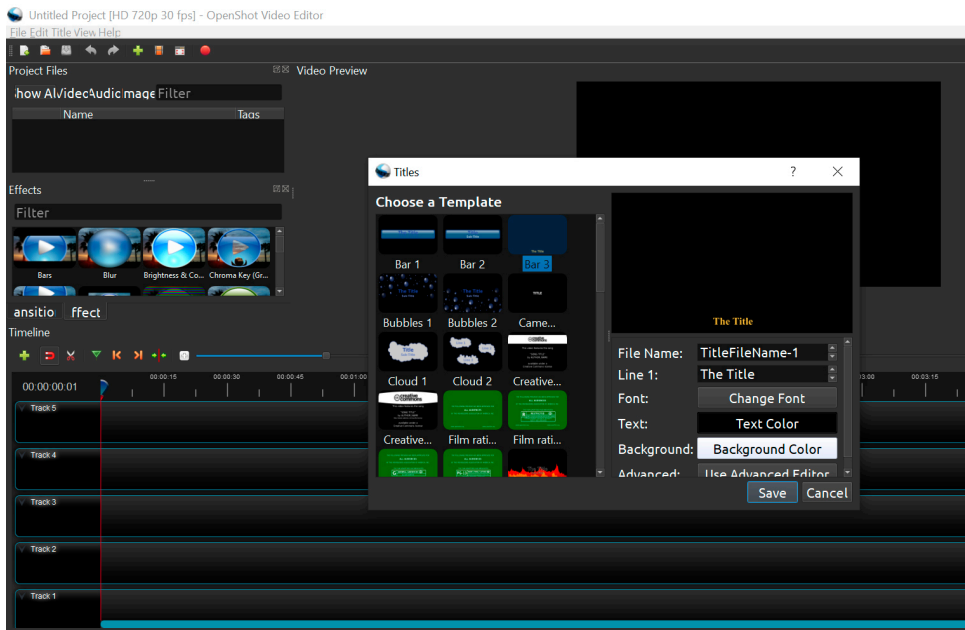
Source: GMStudio

- Adding subtitles: To include the subtitles, click on the Title Button.



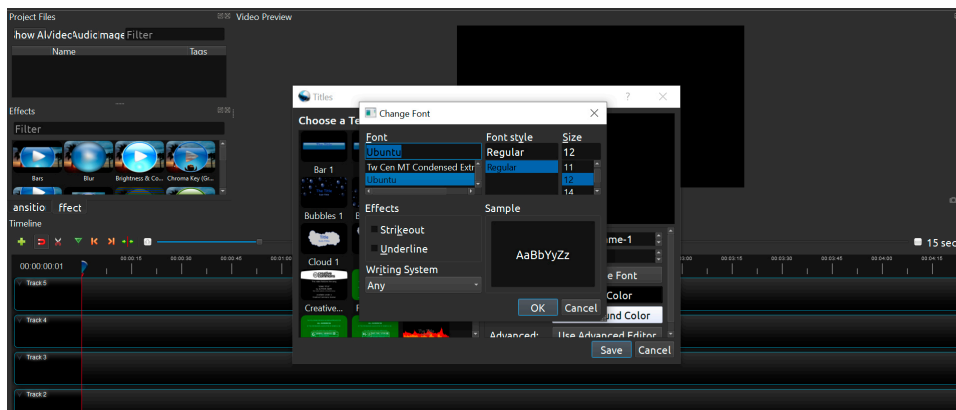
Source: GMStudio

Then, several templates will be shown. You should select the template “Bar 3”, so the subtitles will appear at the bottom of your video. You need to divide your narrative script into pieces so that the subtitles occupy a maximum of 2 lines in the screen. You should save each of these pieces in an easily recognizable way by changing the “File Name” section. For example, if you divide sequence 1 into 4 pieces, you can name the files as follows: `subt_seq1_1`, `subt_seq1_2`, `subt_seq1_3` and `subt_seq1_4`. The content of each piece of the narrative script should be copied in section “Line 1”.



Source: GMStudio

You also need to change the Font in order to meet with O-City requirements, that is, Calibri size 11; and also set the “Background Color” to yellow. When you finish with the necessary changes don’t forget to click save.



Source: GMStudio

Once you have finished with the subtitles generation, all the generated files will appear in Section “Project Files”. To insert the subtitles into your time line you just have to drag and drop each subtitle file to a new track. Place them following the order of your narrative script (subt_seq1_1, subt_seq1_2, ..., subt_seq2_1, subt_seq2_2, ...) and make sure you synchronize the subtitles with the voice-over by dragging the end of each subtitle file.

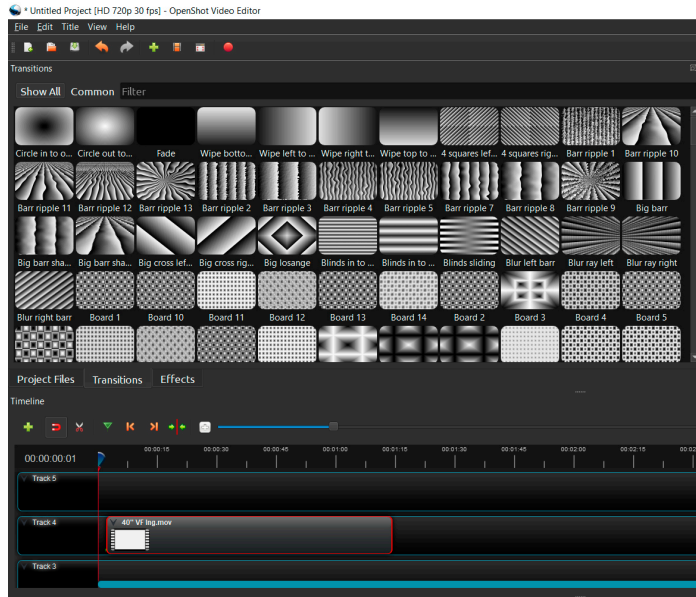
- Adding effects and transitions

On the left side of your screen, there are many different options that mostly have to do with your properties and effects control. Try to experiment with these options so that you know the effects they provide to your project.



Source: GMStudio

Above your timeline you can see the “Transitions” button. You can enrich your footage with different types of transitions. To meet O-City requirements you should choose “Fade” transition. You need to drag and drop the transition and place it between the visual resources you choose.



Source: GMStudio

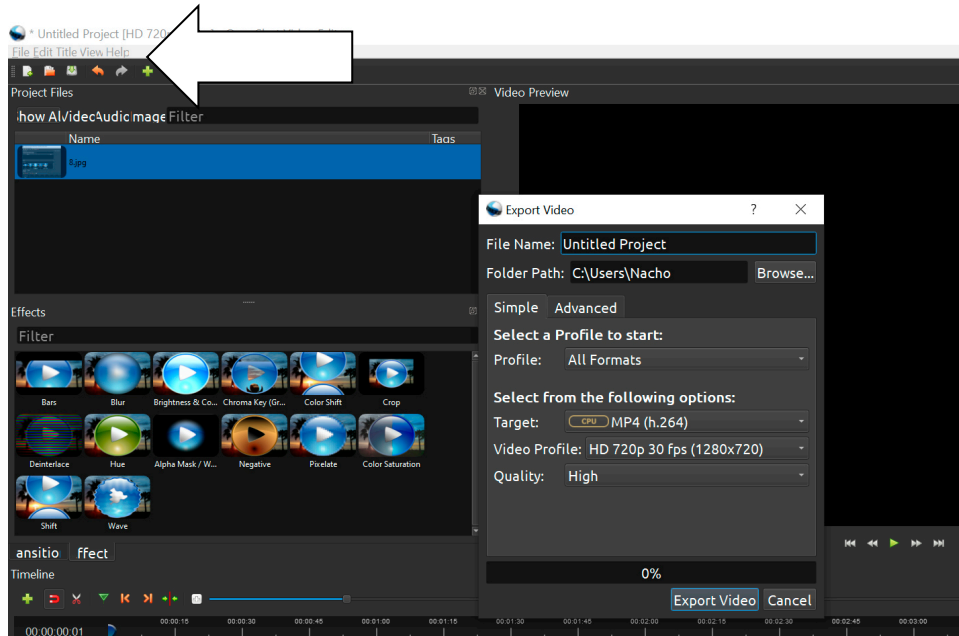
Next to the “Transitions” button you can find the “Effects” button. To include some effect to your video, you need to drag the desired effect and drop it on your time line. On your top left, in the Selection section, select the effect’s name you want to edit and there appears a list of properties that you can change.



Source: GMStudio

- Finally, we export the video for the audiovisual project.

To export your project you have to reach the top left with your mouse and click on the red dot icon.

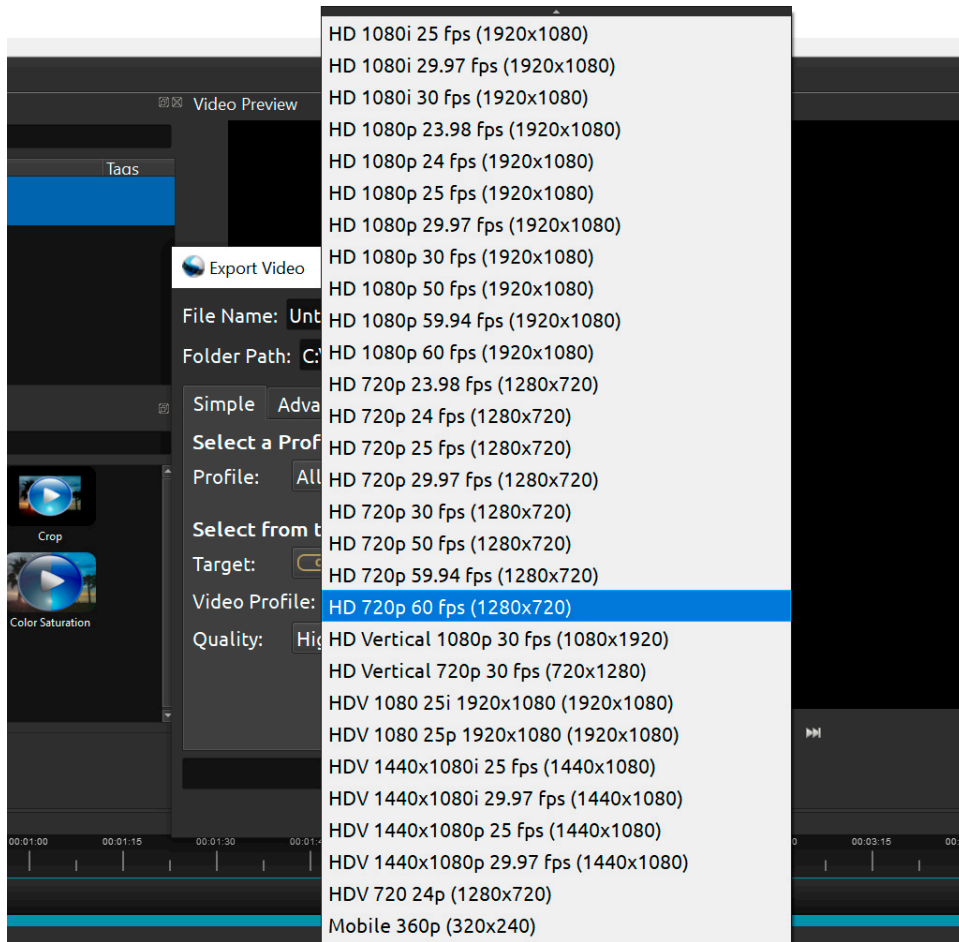


Source: GMStudio

This panel appears where you are able to name your project in the “File Name” section. The Folder Path section is where your project will be exported to. To change the save location click on the Browse button and selected the desired computer file.

The most common export selection is MP4(h.264). This one covers every platform and every software that plays videos. Other selections are of course used but you can find a possible error in another software, that’s why the MP4(h.264) is our safest option.

Next, you need to choose your Video Profile. There are various formats you are given as option. Check the format that is closest to your original video resolution and fps value.



Source: GMStudio

Last step is to click the “Export Video” button. Once the bar loads to 100% click done. The video is officially exported to the file you have chosen.

Conclusions

It is important to know how to summarize the information in a few photos and in a few minutes. Knowing the software to integrate all the elements will be essential to develop a good audiovisual project.