



**O-CITY PROJECT**



Erasmus+

Project funded by: **Erasmus+ / Key Action 2 - Cooperation for innovation and the exchange of good practices, Knowledge Alliances.**

## Topic 4. Edit

### Lesson 1. Editing essentials

This lesson has been prepared so that those interested in learning about the Edit and specifically the Editing Essentials acquire the competences with the objective of using the tools in the generation of multimedia content for the O-City project.

Once the lesson is completed and approved, learners will be able to:

1. Edit the video project to combine: audio resources, video resources, logos and subtitles.

In this lesson we will learn how to use the open source software OpenShot to edit our video project.

This is the main working panel of the program:

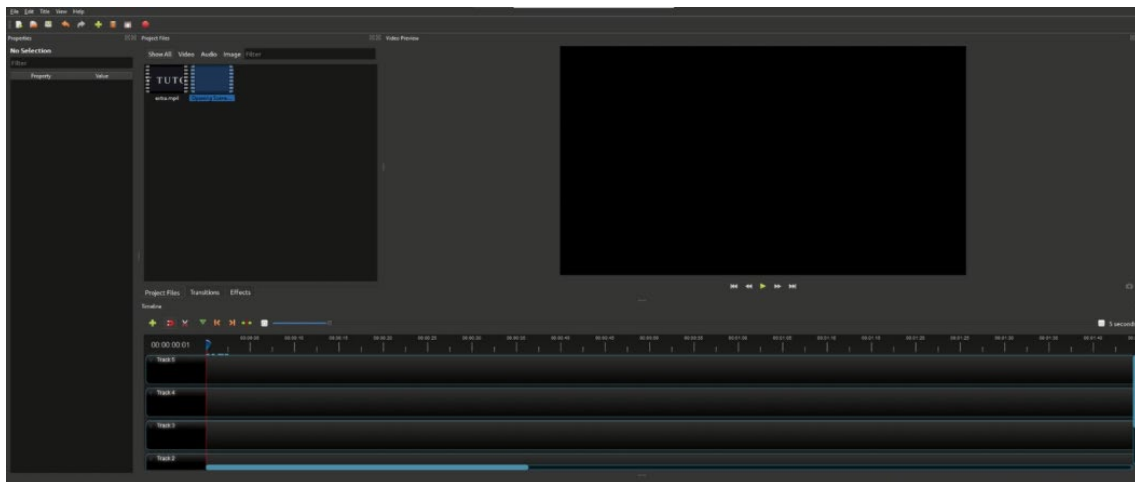


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To begin with, on the top left of your screen you can see the option “File”, where is the “Import File” button. Select all your video and audio files to include them in the project.

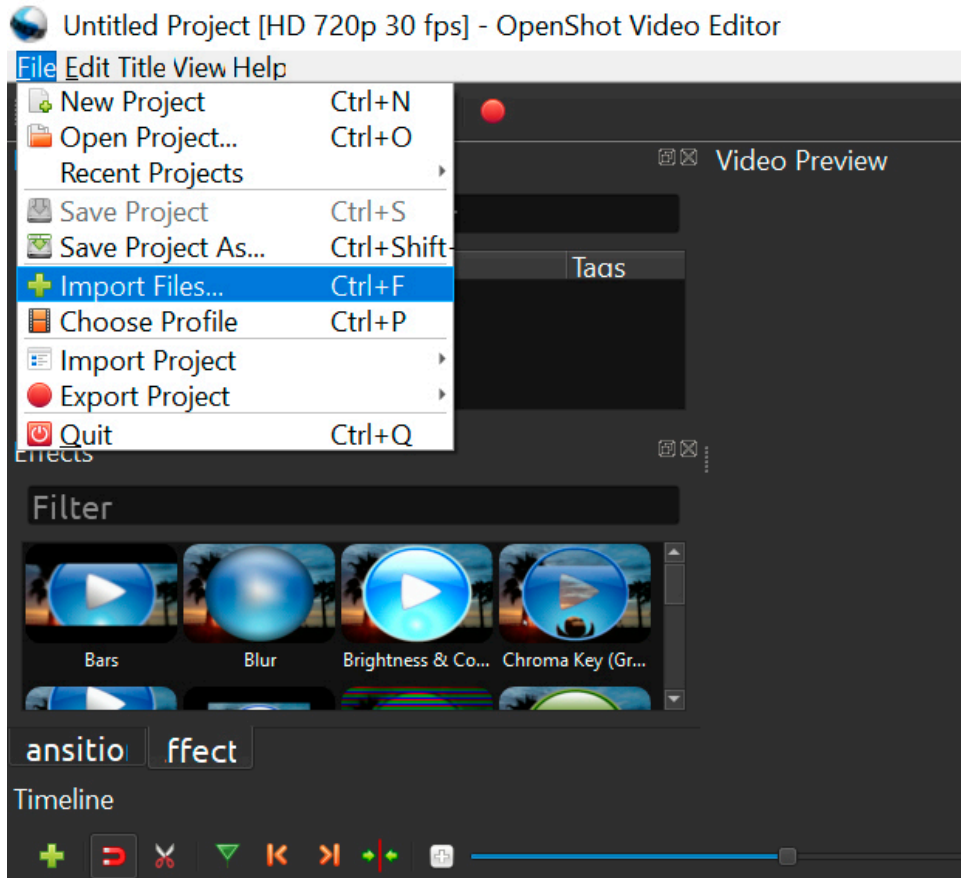


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The “Choose Profile” option lets you select the resolution you are using, the FPS you are using in your timeline. It’s very important to use the same timeline as your recorded footage’s format (e.g. HD 720p 30 fps (1280x720)). As you can see in the images below you can change the resolution options by clicking the arrow and choosing the ideal option for your footage.

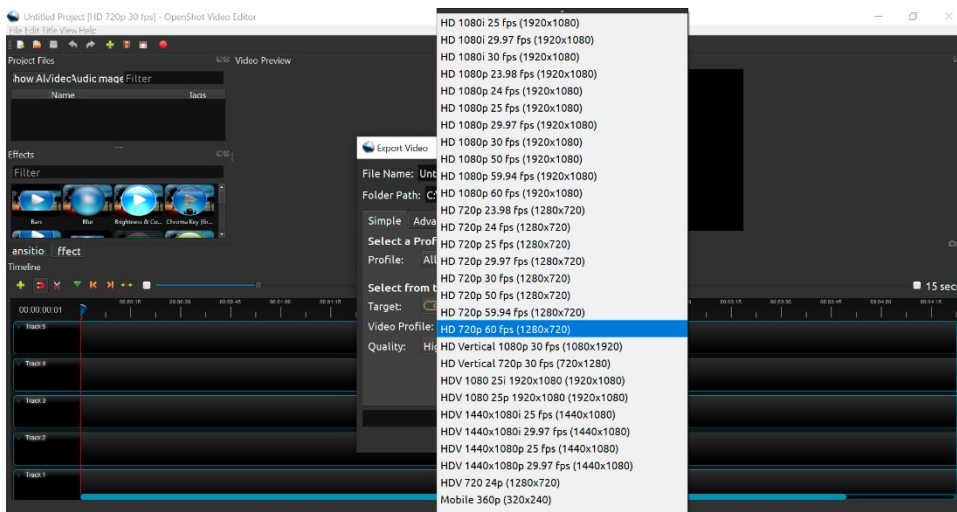
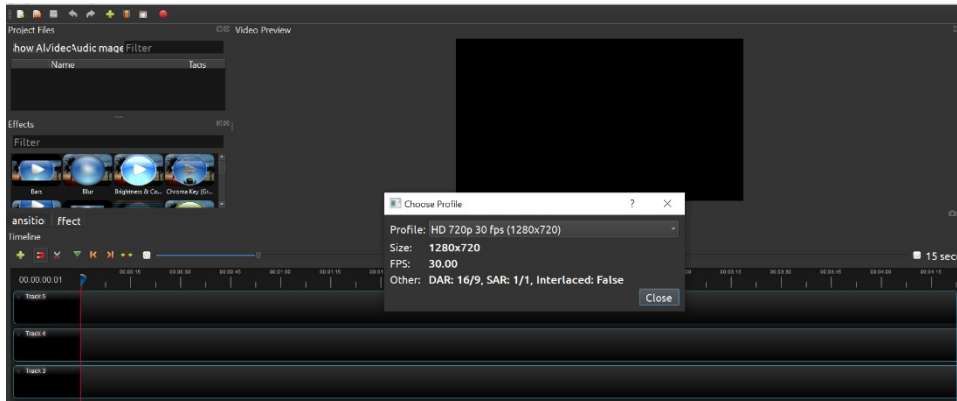


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After the configuration of the project, you have to move all your resources to the time line. To do it you only need to drag and drop each file following the orden and instructions you included in your technical script. If you can't find a file you have already generated or imported make sure to click "Show All" .

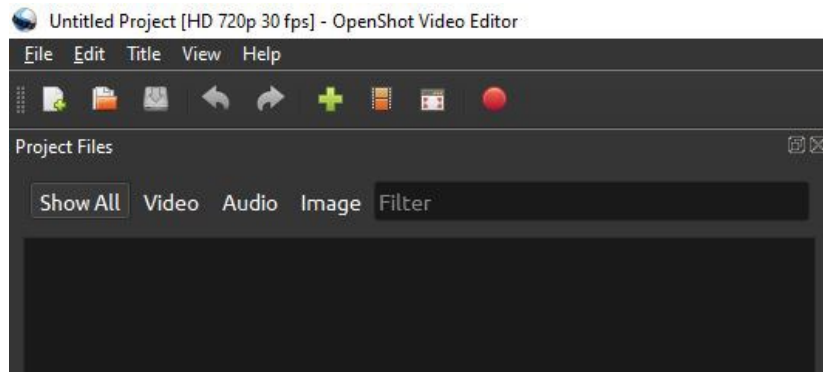


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It is advisable to put each type of resource in a different track. For example, use Track 1 to include the videos of your sequences, Track 2 for the voice-over, Track 3 for the ambient sound, Track 4 for music, Track 5 for logos (at the beginning and the end of the video according to O-City requirements) and Track 6 for the subtitles. You will see in section “Video Preview” the video you are creating with the combination of resources.

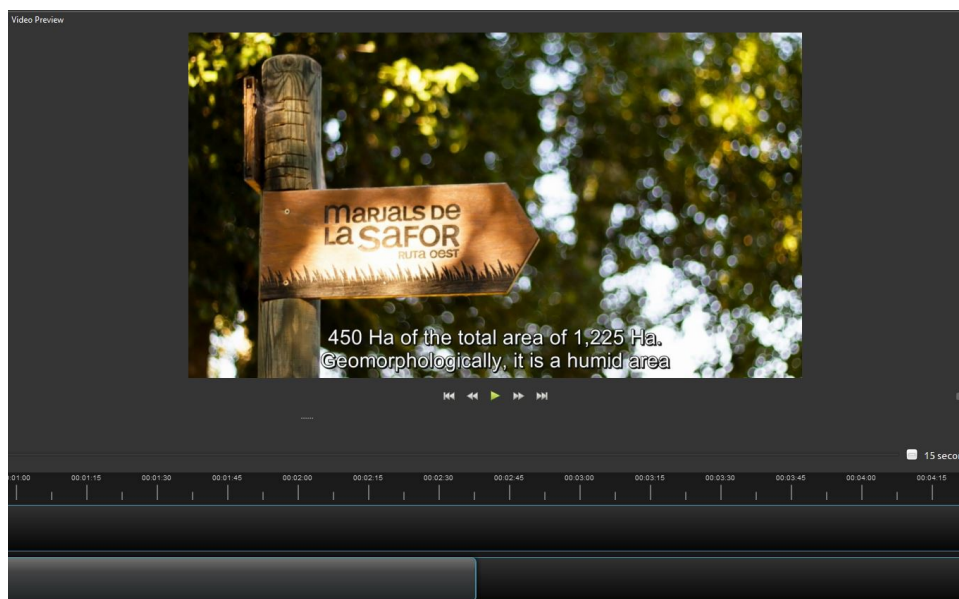


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If you need to reduce or increase the default time of some element, you just have to drag its edge. On the other hand, if you want to increase or reduce the time of your whole project, you click on the blue line just above your timeline and drag it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

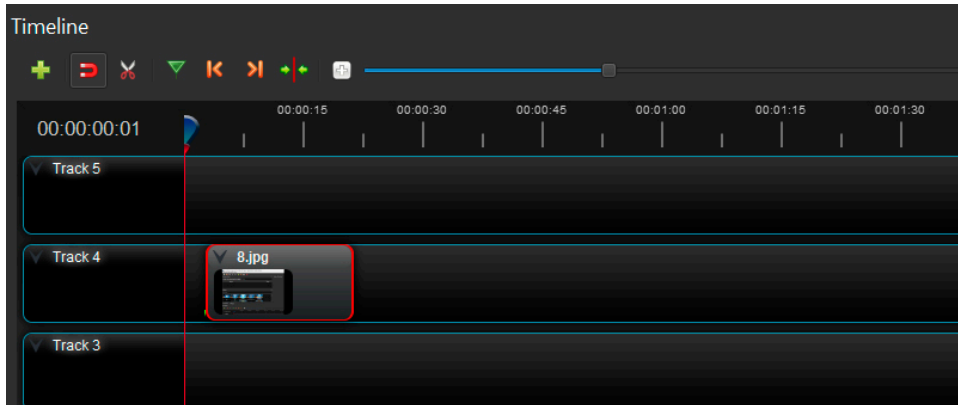


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Next to your File button, there is an Edit button, where is located the useful Undo (Ctrl+Z).

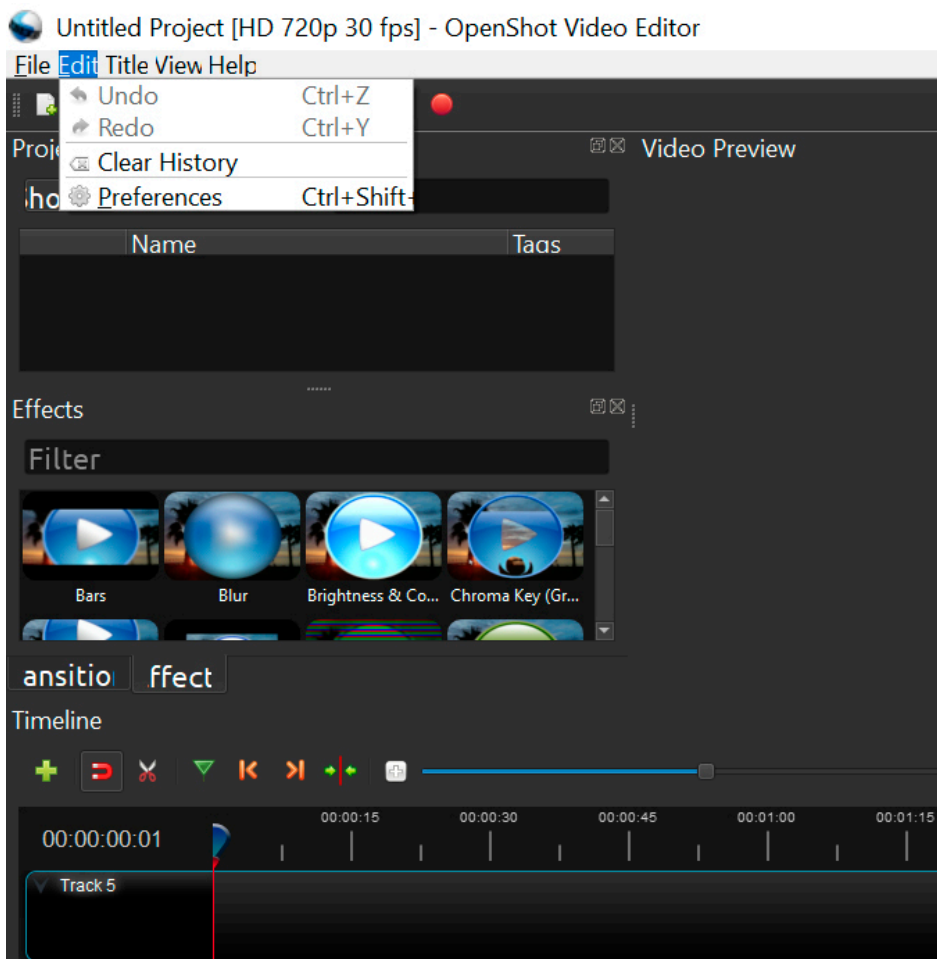


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## Adding subtitles

To include the subtitles to your project, click on the Title Button.

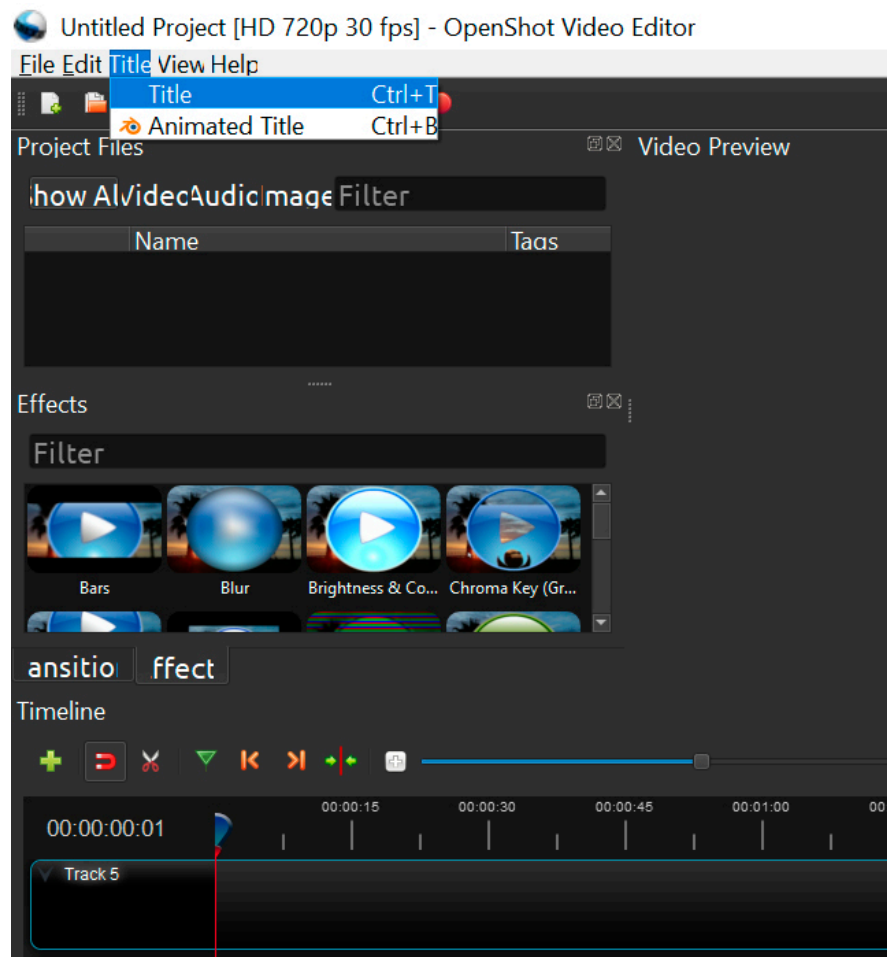


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Then, several templates will be shown. You should select the template “Bar 3”, so the subtitles will appear at the bottom of your video. You need to divide your narrative script into pieces so that the subtitles occupy a maximum of 2 lines in the screen. 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”.

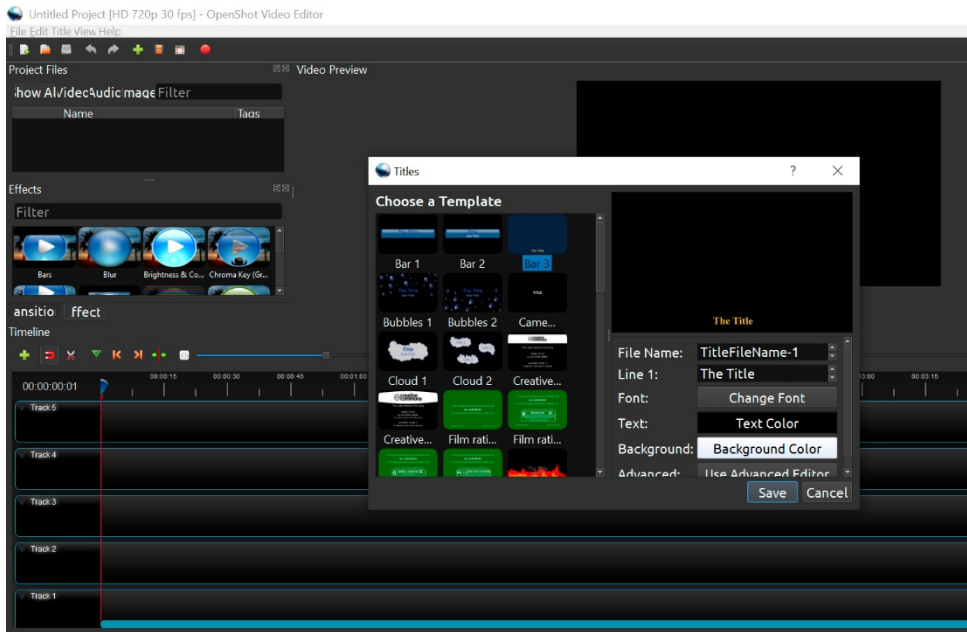


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You also need to change the Font in order to meet with O-City requirements, that is, Calibri size 11; and also set the “Background Color” to yellow. When you finish with the necessary changes don’t forget to click save.

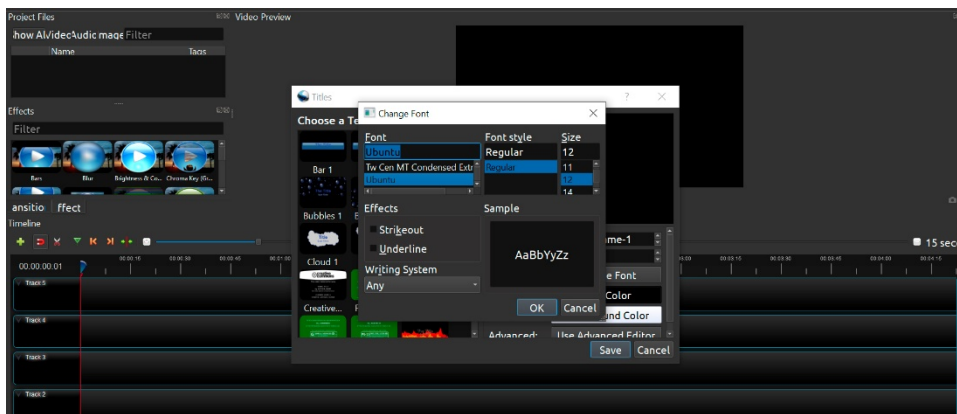


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Once you have finished with the subtitles generation, all the generated files will appear in Section “Project Files”. To insert the subtitles into your time line you just have to drag and drop each subtitle file to a new track. Place them following 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.

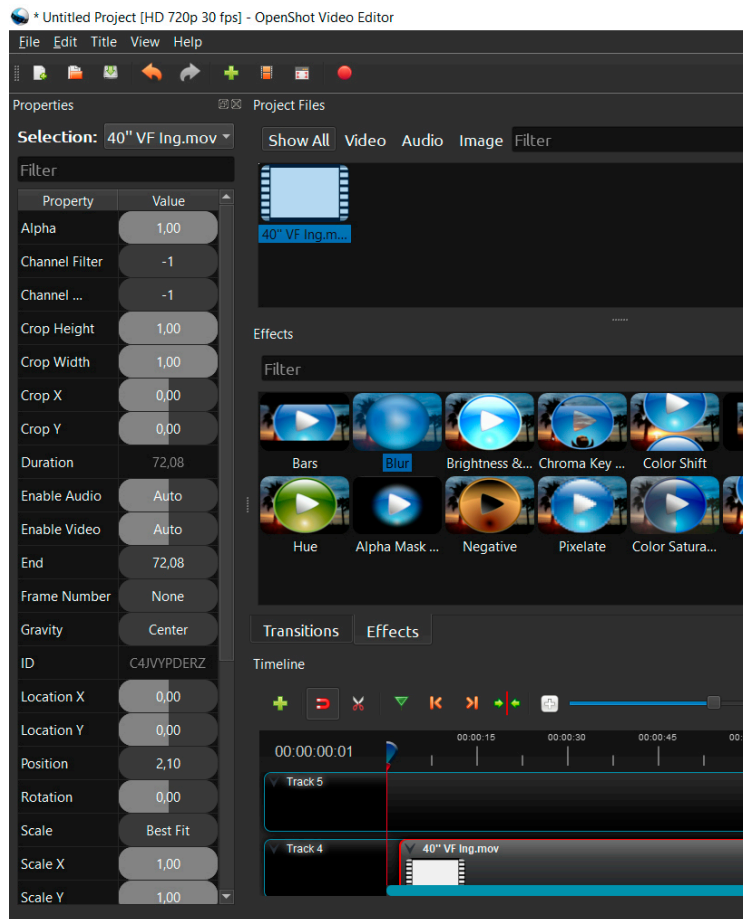


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Above your timeline you can see the “Transitions” button. You can enrich your footage with different types of transitions. To meet O-City requirements you should choose “Fade” transition. You need to drag and drop the transition and place it between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

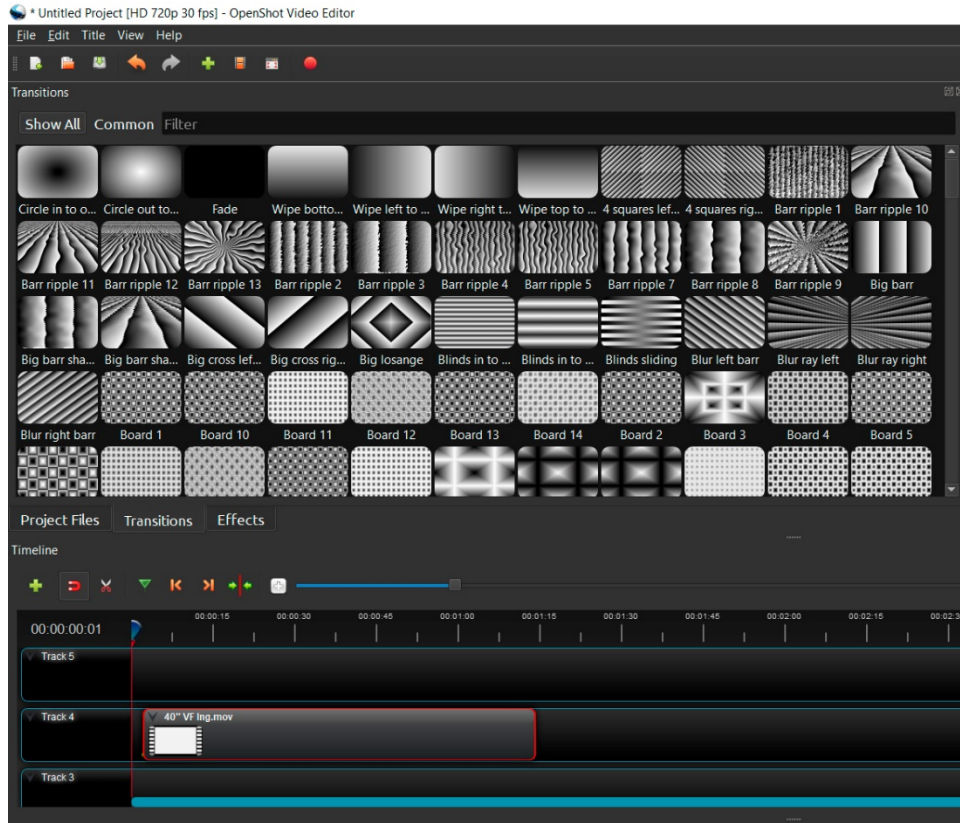


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Next to the “Transitions” button you can find the “Effects” button. To include some effect to your video, you need to drag the desired effect and drop it on your time line.

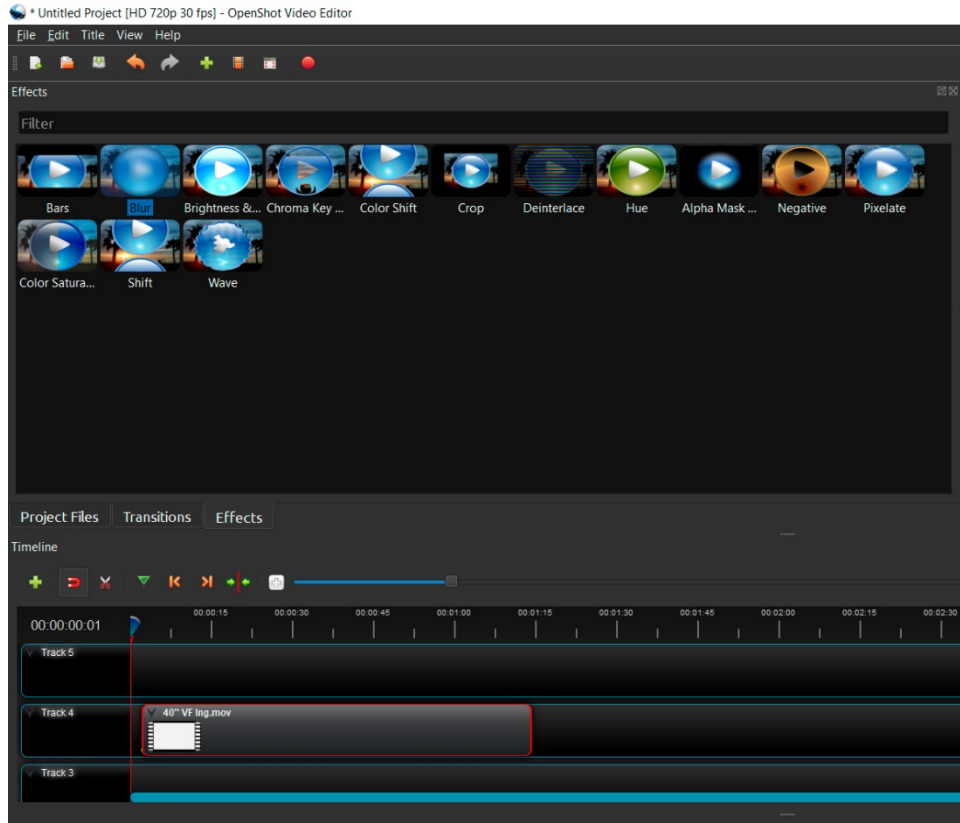


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On your top left, in the Selection section, select the effect's name you want to edit and there appears a list of properties that you can change.

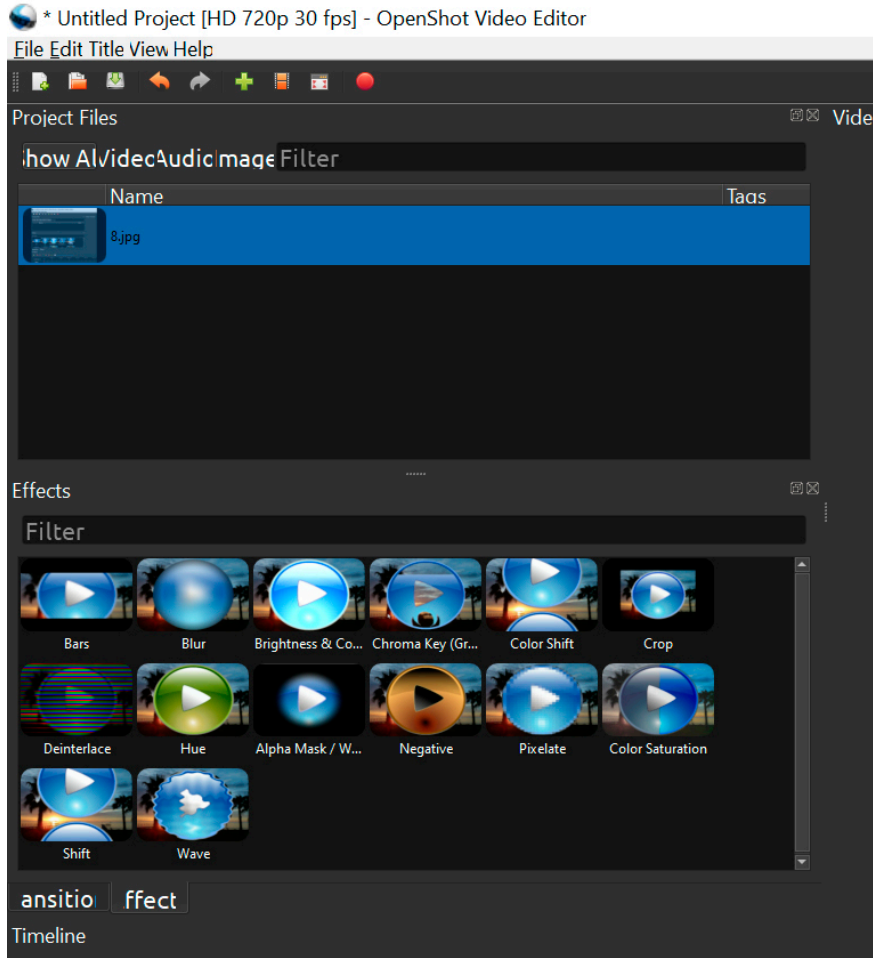


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## Conclusions

This is what you need to know about the Openshot Software to start playing with it. It's very easy and simple to use. Make sure to experiment!