



Video Editing Terminology

Basic Terms

Footage	Raw, unedited video clips.
Timeline	The interface where video and audio clips are arranged and edited.
Cut	An instantaneous transition from one shot to another.
Transition	A visual effect used to move from one shot to the next (e.g., fade, dissolve).
Sequence	A series of shots or clips arranged to tell a story or convey a message.
Render	The process of compiling edited video and audio into a final output file.

Audio Terms

Gain	The amplification of an audio signal (volume).
EQ (Equalization)	Adjusting the frequency content of audio to enhance or correct its sound.
Compression	Reducing the dynamic range of audio to create a more consistent volume level.
Noise Reduction	Techniques to remove unwanted background noise from audio recordings.
ADR (Automated Dialogue Replacement)	Re-recording dialogue in a studio to replace production audio.

Video Resolutions

SD (Standard Definition)	Typically 480i or 576i.
HD (High Definition)	720p (1280x720) or 1080p (1920x1080).
2K	Approximately 2048x1080.
4K (Ultra HD)	3840x2160.
8K	7680x4320.

Basic Video Editing Techniques

Cutting and Trimming

Cutting: Removing unwanted portions of a clip.
Trimming: Adjusting the in and out points of a clip on the timeline.
Ripple Edit: Adjusting a clip's duration while moving subsequent clips to fill the gap.
Roll Edit: Adjusting the cut point between two adjacent clips without affecting the overall sequence duration.
Slip Edit: Changing a clip's start and end points simultaneously without changing its position on the timeline.
Slide Edit: Moving a clip along the timeline while adjusting the in and out points of the surrounding clips.

Transitions

Cut	An instantaneous change from one shot to another. Best used for direct transitions.
Fade	Gradually transitioning to or from black (fade in/out). Often used at the beginning or end of a scene.
Dissolve	Gradually blending two shots together. Creates a smooth transition.
Wipe	One shot replaces another with a defined line or shape moving across the screen. Can be distracting if overused.

Motion Graphics

Creating animated text, graphics, and effects. Often used for titles, lower thirds, and visual enhancements.
Use keyframes to control the properties (position, scale, rotation, opacity) of elements over time.
Consider the timing and pacing of your animations to match the overall tone of your video.

Color Correction and Grading

Color Correction

Fixing technical issues with your footage, such as exposure, white balance, and contrast.
Use scopes (waveform, vectorscope, histogram) to objectively analyze and adjust your image.
Adjust blacks, whites, and midtones to achieve a balanced exposure.

Color Grading

Applying creative looks to your footage to enhance the mood and style of your video.
Create a consistent look across all shots in your video.
Use color wheels or curves to adjust the color balance and contrast.

Common Tools

Exposure	Adjusts the overall brightness of the image.
Contrast	Adjusts the difference between the brightest and darkest parts of the image.
White Balance	Adjusts the color temperature to make whites appear neutral.
Saturation	Adjusts the intensity of the colors in the image.
Lift/Gamma/Gain	Adjusts the blacks, midtones, and whites independently.

Audio Editing

Basic Adjustments

Volume/Gain	Adjusting the loudness of audio clips.
Panning	Positioning audio in the stereo field (left or right).
Fades	Gradually increasing or decreasing the volume of an audio clip. Use fades at the beginning and end of clips to avoid abrupt starts and stops.

Noise Reduction

Removing unwanted background noise from audio recordings.
Use noise reduction plugins or tools to reduce hum, hiss, and other unwanted sounds.
Be careful not to over-process the audio, as this can create artifacts and degrade the sound quality.

Mixing Audio

Balancing the levels of different audio tracks to create a cohesive and pleasing sound.

Use EQ to shape the frequency content of each track and prevent them from clashing.

Use compression to control the dynamic range of each track and create a consistent volume level.

Pay attention to the overall loudness of your mix and avoid clipping (distortion).