



**DEADLINE  
JUNE 12**

**HOW TO:**

**FINAL  
ASSIGNMENT  
EDITING  
CLASS**

**BY ALARIC HAMACHER**

**HOW TO:**

**FINAL  
ASSIGNMENT OF  
EDITING CLASS**

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The present book contains the instructions for completing the Assignment of the Editing class.

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# PROLOGUE

Video Editing becomes more and more important. Communication Skills in moving images are elementary to modern Society.

The Editing Class introduced working with DaVinci Resolve to enable students to create professional looking audiovisual works.

## MAKING ONE VIDEOCLIP TOGETHER

The present exercise and exam is at the same time an omnibus project. Students will complete a sequence of approximately 10 seconds within an about five minute video clip. The result will show all students works in a row. Students will be assigned individual frame numbers for input and output in their timelines.

The present guide is an overview how to complete the final assignment for the Editing Class.

Use this manual as a check list. Each task can reach the maximum of 10 points. The maximum number for all tasks is 100 points.

Please read it carefully and follow the instructions precisely.

# 1.

## CREATE A NEW PROJECT

(10 POINTS)

**C**reate a new project in Davinci Resolve. For this download and install the free version of the software. Make sure your computer meets the minimum requirements. If your computer does not meet the requirements you can borrow a computer at the university MOOC center. Save the project with the name of your studentID followed by an underscore and your two digit position number. (Example: 20230333\_02)

## SOURCES FOLDER ON YOUR DRIVE

Please make a SOURCES folder on your drive. Copy all sources files you use to this folder. In the media tab create a bin named SOURCES in which you import all media files. On the same level create a bin named TIMELINES.

## IMPORT SOUNDTRACK

Import the movie “RunningOne.mp4” of the soundtrack of the movie “Run Lola Run”. If the Software asks you to change the project frame rate answer “no”.



# 2.

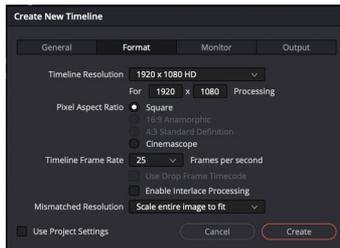
## CREATE A NEW TIMELINE

(10 POINTS)

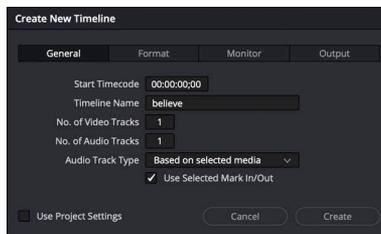
In Davinci Resolve, create a new timeline after you have imported the music clip. Use the following settings: Please make sure the Time Code is starting at 00:00:00:00. Set the video size to:

### 1920X1080 HD AT 24 FPS

Enter the name for the new timeline and change the name to “RunningOne”. Place the timeline in bin TIMELINES.



adjust the settings in the different tabs.

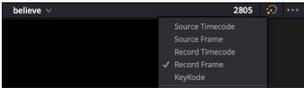


# 3.

## MAKE YOUR PERSONAL CUT

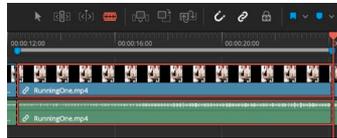
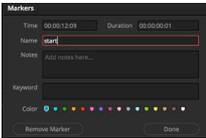
(10 POINTS)

Put the music clip “RunningOne” on the timeline. Make sure it starts at the begin at the first frame. Rename Track A1 to “MUSIC” and Track V1 to “ORIGINAL VIDEO”. Change the counter on the right top viewer window from time code to frames.



student id	position	inpoint	outpoint	totalframes	framecount
2017127xxx	1	0	296	297	297
201717803xxx	2	580	678	283	283
2017803xxx	3	580	862	283	283

Go to your personal In-Point and insert a marker named “start”. Make a Cut using the Blade Tool. Go to your personal out-Point, set a second marker “end”. Make a second cut to match exactly the duration of your personal “totalframes”.



Deactivate the video and solo the audio track.

Everything you edit from now has to be between these two cuts (about 10 seconds) and above the original video track. Do not move your personal cut on the timeline. Keep your personal in- and out-point.

# 4.

## YOUR INDIVIDUAL PART

(10 POINTS)

**B**etween your individual in-point and out-point edit a sequence of your choice. Use images and video you shoot in or around the campus of the university. If you shoot persons, make sure you ask them for permission. Otherwise you must apply a blur effect to their face to make unrecognizable. Also avoid recording any information that can identify a person without their consent.

Find a **creative** idea for your sequence. Full points are given for the originality of your idea and efforts making the movie. This section evaluates creative effort of the sequence.

You are free to create your own individual concept in about 10 seconds. Your segment will be joined with other segments from the class in order to create a full length music video. There is no limitation to your ideas, you can make an original or crazy part in this collective video.

Please be aware the result will be visible on Youtube. The authors of the individual parts will not be identified. Only the people in our class know who did witch part.

You can apply all the effects and ideas you have learned.

Additional points are given for the following tasks.

# 5.

## TITLES AND EFFECTS

(10 POINTS)

Use at least **two** title effects. Create a new video track named “TITLES” as most top track. You can use fixed or animated text effects. Be careful about the length of your sequence. Please stay within the in-point and out-point of your sequence.

## MINIMUM TWO TITLE EFFECTS

You can match the effect with the music or the rhythm. Full points are given if you change default color and size options of the effect. Replace the demo text which one that makes sense in your sequence. One title must be in 한글 (Korean font).



# 6.

## QUALIFIER

(10 POINTS)

Use a qualifier for dramatically changing the color in an moving shot. You can change the color of a face or replace the color on any object. Try to make it an **unrealistic** color. The effect does not need to be applied to the whole sequence. It is enough if you have one clip using the color change.

Name the first unchanged node in your node editor: “ORIGINAL”. Create a new node for your qualifier and color change effect. Name it “QUALIFIER”



There are other ways to achieve color changes, please **only** use the **qualifier** for full points in this part.

# 7.

## ALPHA

(10 POINTS)

How you know **two** ways of working with alpha in DaVinci Resolve. On a new track named “COMPOSITION” below the top title track please do the following:

1. Add a Clip to which you **create the alpha** key using a node in Davinci Resolve. Please **name the label** of this node “KEY”. Place the clip on the “COMPOSITION” track, and make sure you have another video in the background.
2. Add a **still picture** you made with GIMP which includes and alpha channel and import it on the “COMPOSITION” track. Please make sure you have another video clip in the background.

Important: Your GIMP file must contain an alpha channel. And your video clip must have an extra alpha output. (this can be achieved e.g. with a qualifier or a window mask).

Please do not overlap these two tasks.

Your composition does not need to go over the whole sequence.

# 8.

## TRANSITION EFFECT

(10 POINTS)

In your sequence between your personal in-point and personal out-point, you should have multiple clips. Add **one** transition effect from the **WIPE** group as indicated in the picture. Add **one** transition from the group **IRIS**. The duration of the transition should be minimum **10 frames**.



Add a dissolve transition on all visible tracks at the **begin** and at the **end** of your personal sequence (between in and out). The duration must be **10 frames**. The transition should not exceed your part.

# 9.

## POSITION FRAME ANIMATION

(10 POINTS)

**M**ake a new track inside your composition named “ANIMATION” (not the top track). Place a basic title with the number of your position number. Adjust the size so that top and bottom of the number are touching exactly the top and bottom of the frame.



Make the duration exactly **one** second. Start the title **one** second after the begin of your in-point.

Create **two** key frame animations with the following movements:

1. rotate the number over one second from  $0^\circ$  to  $360^\circ$ .
2. shrink (zoom in the number) until it disappears.



# 10.

## RENDER, EXPORT AND UPLOAD

(10 POINTS)

**S**ave your project using your student ID number and your position number with two digits. example 12012040\_02. Render your individual sequence using the following settings: Render **only** your VIDEO from your personal in-point until your personal out point. Do **not** render the audio. The result should be about 10 seconds long.

Render one master and a preview with the following settings:

### MASTER

Render with resolution: 1280 x 720 HD 720P at 24 fps.

– On **MAC** select **Quicktime** and the codec **PRORES422HQ**.

– On **Windows** select **Quicktime** and the codec **DNxHD 720P 220/185... 10bit**.

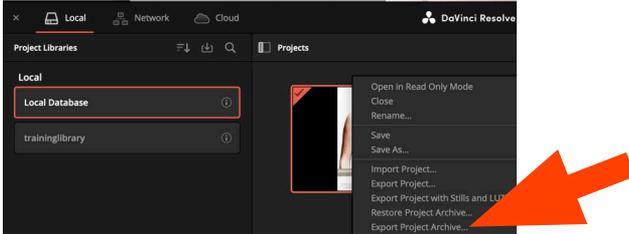
Please make the filename same like your project name your studentID number followed by underscore and your position number with two digits. (e.g. 12312340\_01.mov)

### PREVIEW

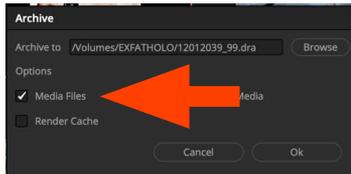
1280 x 720 HD 720P at 24 fps. Format MP4 and Codec H.264. Please make the filename same as the master. (e.g. 12312340\_01.mp4)

# CREATE PROJECT ARCHIVE

From the Project Manager page (Shortcut: Shift 1) right click on your project and select export project archive.

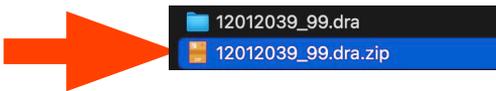


Select a destination for your archive and select only the box "Media Files".



# ZIP ARCHIVE

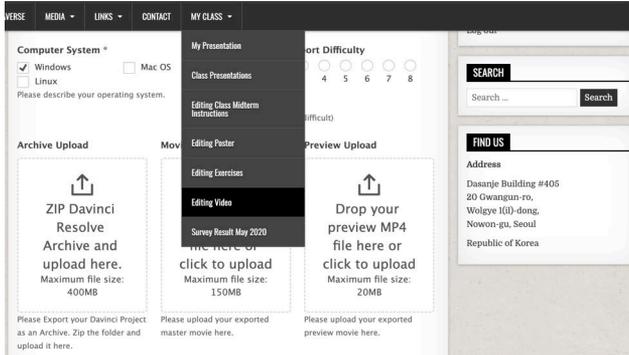
Please **compress** this folder using ZIP and upload it to the



server. Make sure the folder contains: Davinci Resolve Project file, timeline and your media. Also upload your rendered video master and preview file. Two upload fields are provided.

# UPLOAD TO SERVER

Please use this URL for upload after logging in with your ID and password.



[https://lab3d.kw.ac.kr/?page\\_id=1871](https://lab3d.kw.ac.kr/?page_id=1871)

You can upload only one submission. If you come back to this page you should be able to update your submission until the form is closed.

## IN CASE OF UPLOAD PROBLEM:

If you see an error message after uploading. Please ZIP all files together and use another large format transfer. Please paste the link in the Comment of section Nr. 10 Render, Export.

If you meet any problems or difficulties please send me a screen shot and contact [hamacheo@naver.com](mailto:hamacheo@naver.com)

Deadline for Upload: 2024. **JUNE 12th**



## ABOUT THE AUTHOR

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Alaric Hamacher is Professor at the Kwangwoon University. He teaches VR XR and stereoscopic 3D. As well as History of Future and Innovation and various film production and post production classes.