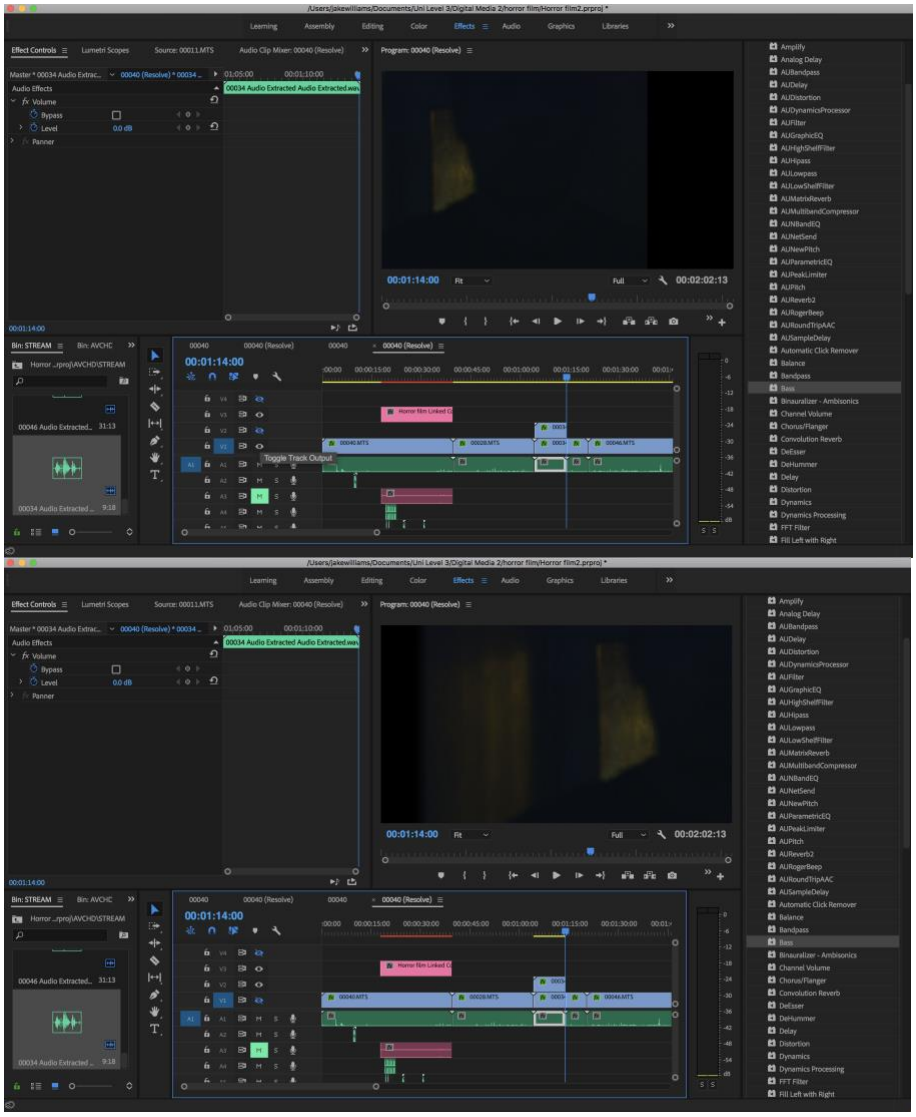
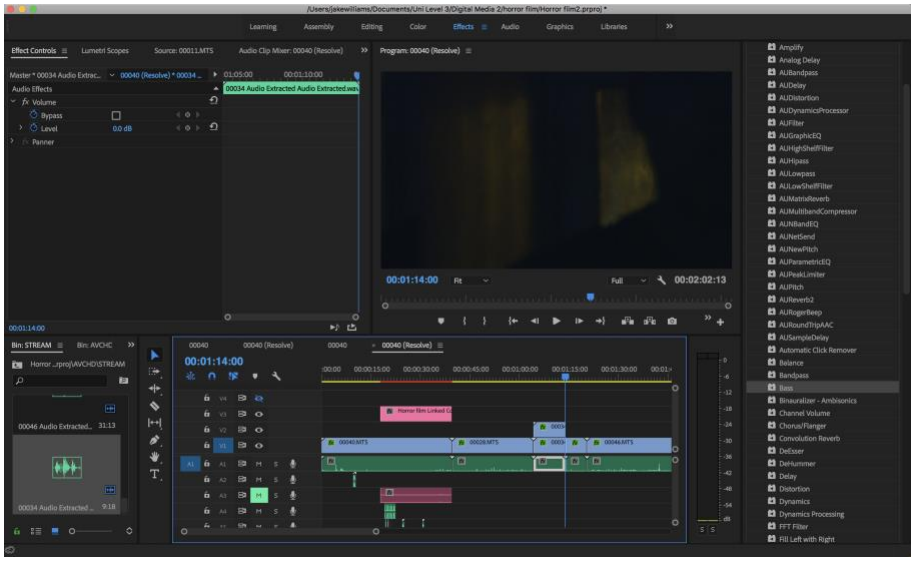
Final product (first draft) editing and grading

Once again my project idea had to change slightly. Because of this, I couldn't include some of the edits I had previously researched. I did, however, film a short 'horror' and this post will go through some of the editing and grading I did in the first draft of the film.

Editing:

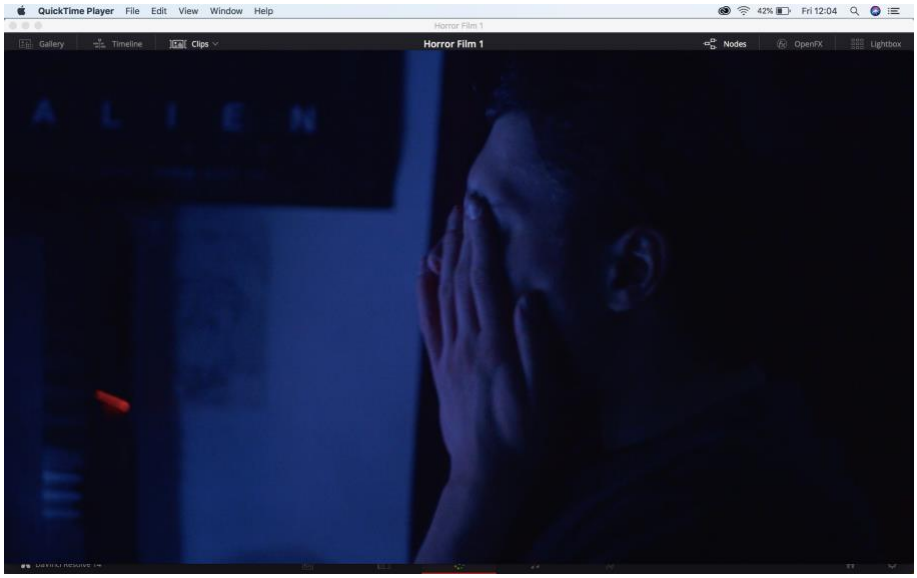
The film itself was filmed on a Canon C100 and was partly improvised. because of this the edit it somewhat boring. One edit I felt I had to do was creating a panning shot. The shot features the character checking the door and then walking back towards the camera. However, the next shot is a pan. I felt that it would be good to have a pan in the first shot to then continue the movement. To do this I selected the clip. increased the scale and keyframed the end to move left. however, this made a gap. So, I duplicated the clip, placed it above and found a moment in the clip where it was dark and could blend into the first. The screenshot below shows this. There was a faint edge that could be seen so I applied the effect, 'feather edges' and applied a mask so just that edge will be affected.



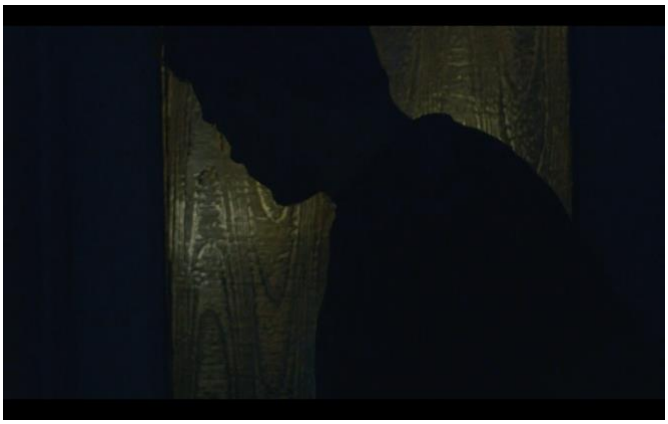


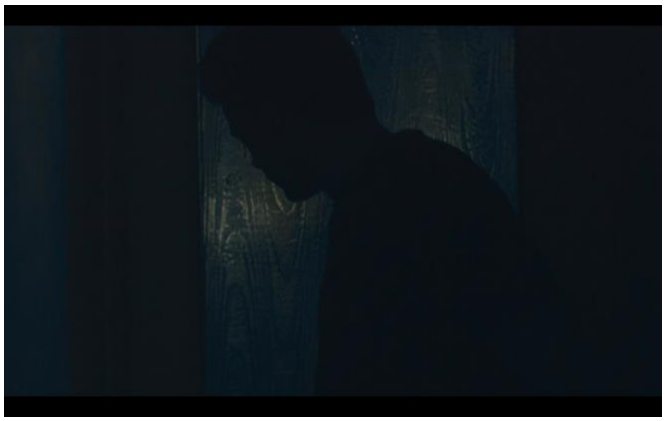
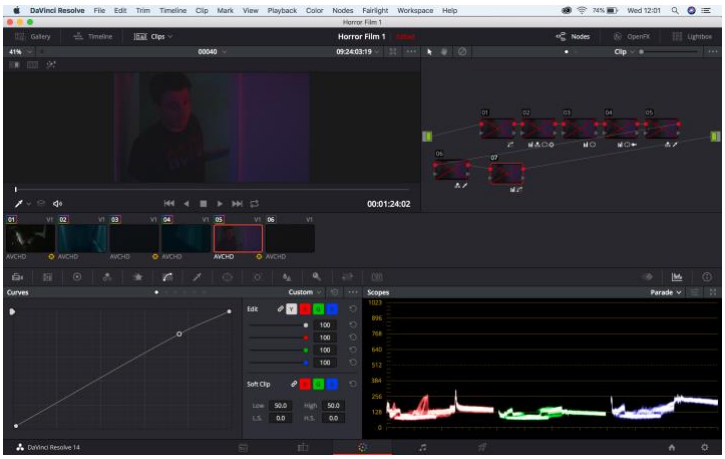
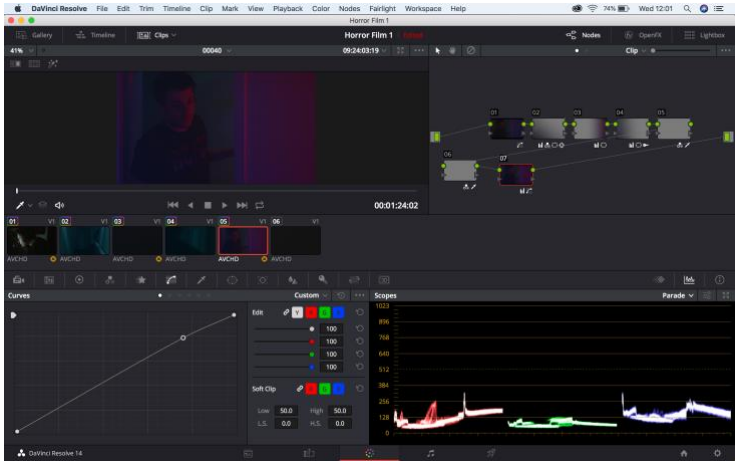
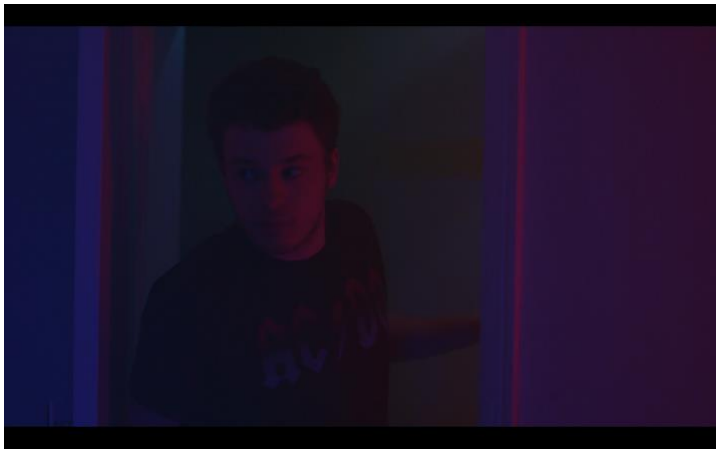
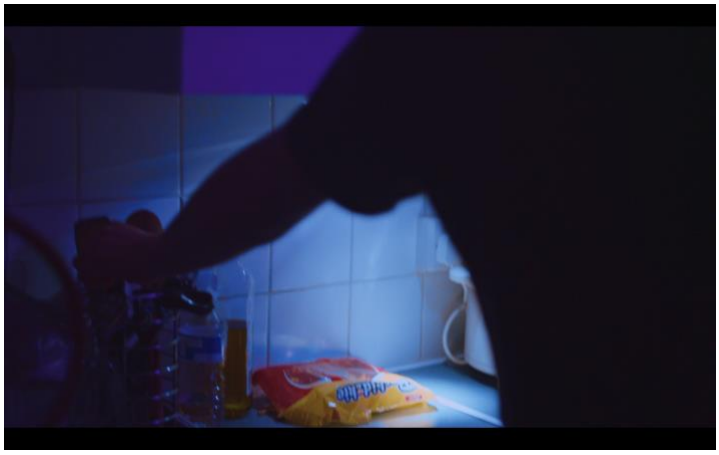
Grading:

After doing my research on how colour effects genre I decided to give this short film a much darker, colder tone.



one problem I faced was matching the colour throughout the shots. The first shot below was the first grade I did. I like the contrast between the shots but felt it was too different from the rest of the film so made it cooler.





The next example comes from the final film. The shot is where he enters the room illuminated in neon colours. The original image looked very flat so to change this I added various masks, qualifiers, boosted the relevant colour and tracked them.