



The Final Cut

Cutting footage

As an editor you have a wide range of tools available to you. The most common and most obvious but essentially the best and most powerful is the cut, the move from one picture to another, one piece of sound to another. With that you control everything about what the viewer is receiving. You change the pace of something, the mood of something, just everything about it, the whole feel. By cutting quicker you can make something more exciting, or feel more dangerous, or put that speed or rush that's on screen and transfer it to the person watching it.

This cut here is a nice example of cutting from one shot to another to emphasise what you see as important in the frame. So starting with the wide with three people on the stage. If you then feel it's important to show the man who's standing on the left of the stage. Then very simply you cut to a close up of him. That immediately takes the viewer where you want them to go.

This is an interesting cut because in theory it's a cut that shouldn't work. A lot of people say that the best edit is one that's invisible, one that you don't see, whereas this one is very obvious because you're moving from one costume to a completely different costume. The reason that this edit works is because it matches actions. What we're actually watching is the action of her hand moving backwards and then forwards again and the matching of that action allows you to change everything else within the frame.