

Editing Vespers Videos

Introduction

Since the last DVD recorder died, recording Vespers programs using a DVD recorder has no longer been an option. Most Vespers videos since November, 2021 have been recorded using the **OBS Studio** software and saving the recording to an **mp4** file on an external hard drive. When copies have been requested by the presenter, or through orders from the Nook, the original file must be edited. Once the program has been edited, it can be delivered either on a flash drive, or burned on a DVD using the **DVD Architect** software found on the **Media Station** computer in the Computer Room.

Most Vespers programs start with, and end with, Vespers Pre and Post videos played from a DVD. The DVD resolution is limited to 720x480. The vespers programs recorded using **OBS Studio** have an HD resolution of 1920x1080. In order to make the final edited Vespers program consistent throughout, the Pre and Post videos sections of the recording should be replaced on the edited version.

NOTE: if the Pre and Post videos were played from a computer rather than a DVD, it will not be necessary to replace the Pre and Post sections during editing.

The free **Davinci Resolve** software, available on the Computer Room **Media Station**, makes editing relative easy.

Transferring the Video

Transferring the video to the **Media Station** computer can be done either by copying the **mp4** file to a flash drive, or by temporarily moving the external hard drive to the **Media Station** computer and copying and pasting files to the appropriate file folder.

The 2021 file folder for Vespers programs is found on drive **G** of the **Media Station** computer.

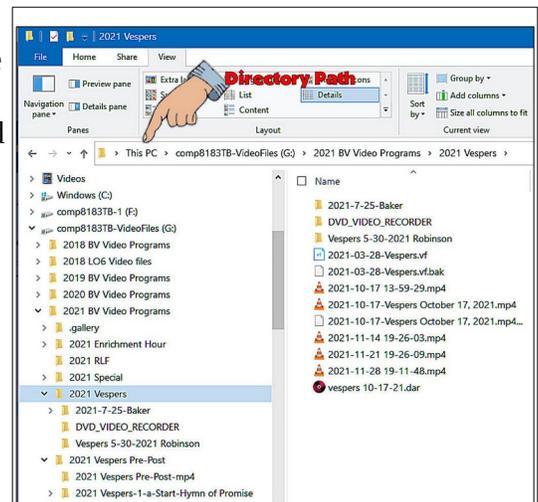


Figure 1: Directory Path on Media Station computer.

Editing the Video

✓ Open **Davinci Resolve**.

When Davinci Resolve is opened on the Media Station computer you should see several Project Folders on the display.

✓ Locate the **Vespers** folder and **double click** on the folder.

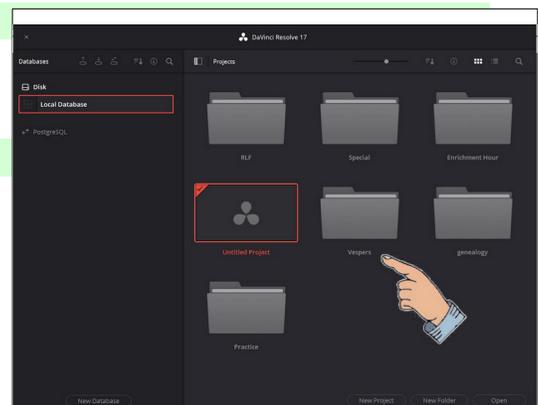


Figure 2: Davinci Resolve Project Folders.



- ✓ When the **Vespers** Project folder is open, **double click** on the **New Project** option.
- ✓ Enter a **name** for the new project and select **Create**.

This will open the **Davinci Resolve** program display.

Setting the Davinci Resolve preferences

There are a number of preferences in Davinci Resolve that can be changed by the user. If you want to verify that the preferences in your system are the same as those used in this document, do the following:

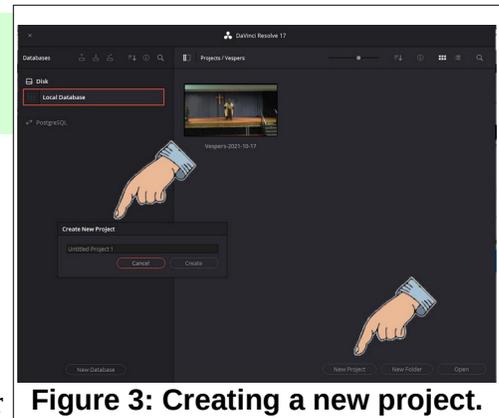


Figure 3: Creating a new project.

- ✓ From the **upper left** corner of the display, select **Davinci Resolve, Preferences**.

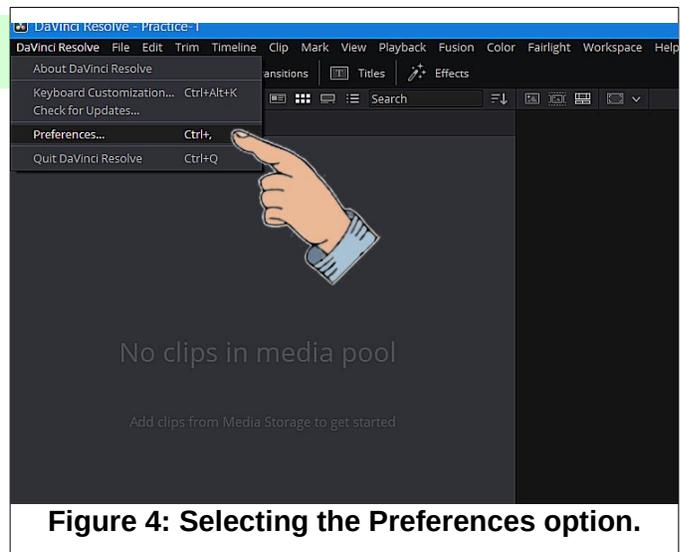


Figure 4: Selecting the Preferences option.

- ✓ In the **Editing** dialog box, select **User, Editing**.
- ✓ In **User, Editing** dialog box, verify or set the following values.
 - Standard generator duration **8**.
 - Standard transition duration **3**.
 - Standard still duration **10**.

These values can be changed during editing, but the above values provide a starting point.

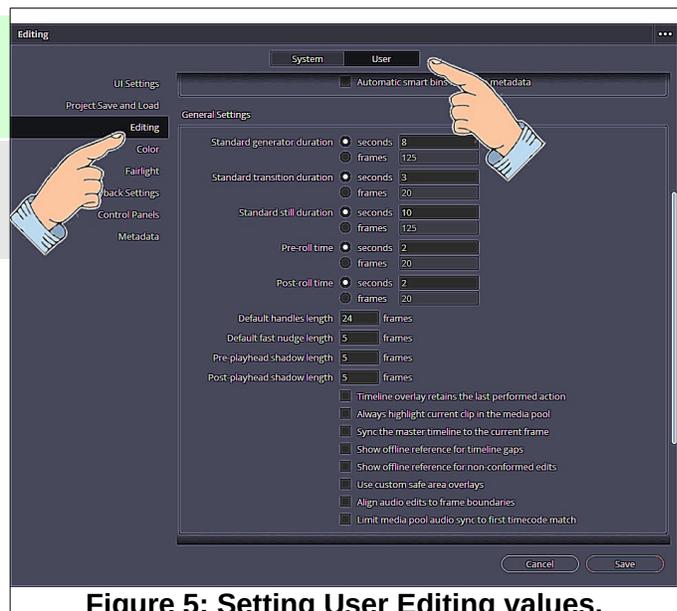


Figure 5: Setting User Editing values.



The **Davinci Resolve** display has a row of Workspace Page options along the bottom edge of the display. Each of these options displays a different workspace ‘page.’

✓ Select the **Edit** option.

Observe the **Media Pool** area in the upper left portion of the display. The Media Pool contains all of the files (including video, audio, and image files) available for use in the current project. The Media Pool can be populated several ways.



Figure 6: The Davinci Resolve display.

- **Right clicking** in the Media Pool opens a context menu that includes an **Import Media** option.
- Media files can be copied from a File Explorer window (**Ctrl+C**) and pasted (**Ctrl+V**) into the Media Pool.
- Media files can be dragged and dropped into the Media Pool.

Figure 7 shows files being dragged and dropped from a File Explorer window into the Media Pool.

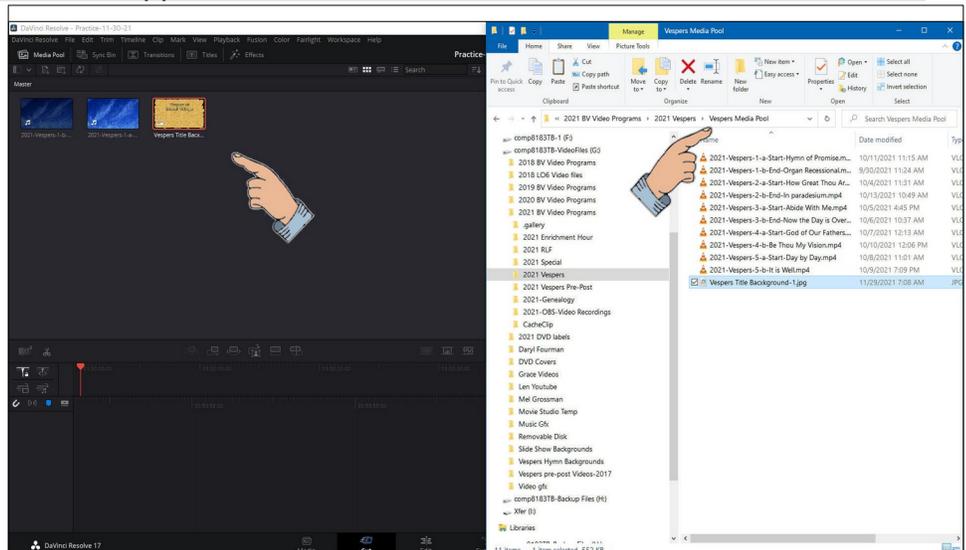


Figure 7: Dragging and dropping media files from a File Explorer window.



Figure 8 shows importing a Vespers mp4 file into the Media Pool. The process being used was as follows:

- The mouse was used to **right click** in the **Media Pool** area.
- **Import Media** was selected from the context menu.
- The Import Media dialog box was set to the file folder that contained the desired mp4 file.
- The **Open** button was selected.

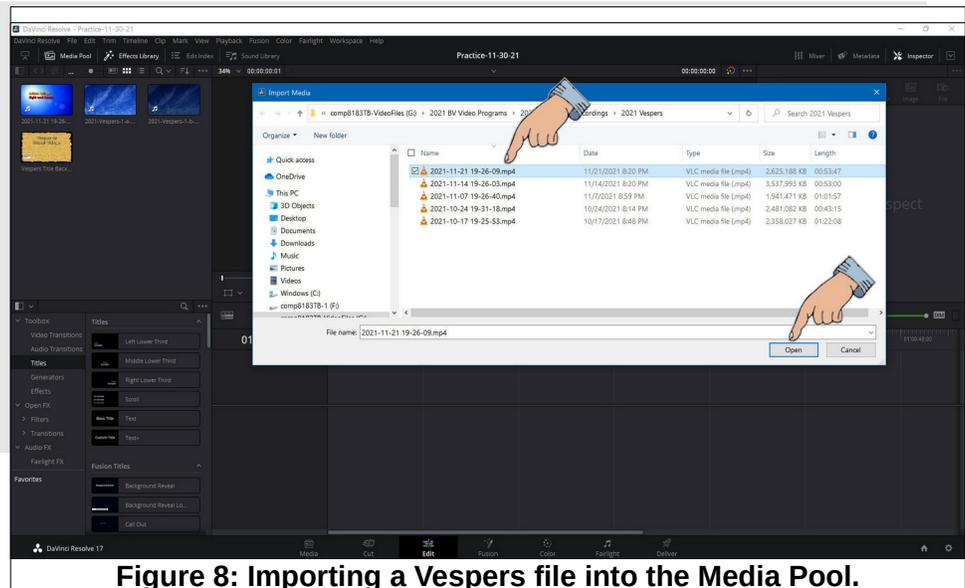


Figure 8: Importing a Vespers file into the Media Pool.

There are two possibilities for editing Vespers videos. The first situation is where a DVD was played for the Vespers Pre and Post videos. The second possibility is when the Pre and Post videos were played from a computer. The difference is that the resolution of DVD videos is 720x480 and this does not match the 1920x1080 resolution of the OBS recording. If a DVD was used for the Pre and Post videos, that section of the mp4 file should be replaced by the original 1920 x1080 Pre and Post video files.

If the Pre and Post videos were played from a computer, the next steps can be omitted.

Files can be imported from this folder: **G:\2021 BV Video Programs\2021 Vespers\Vespers Media Pool**

- ✓ Import the original mp4 Pre and Post video files into the Media Pool.
- ✓ Import the Vespers Title graphic-1.jpg file into the Media Pool.
- ✓ Import the Vespers mp4 file to be edited into the Media Pool.



The Media Pool should now look similar to Figure 9.

If you drag the cursor across the thumbnail view of video files, you will see a preview of the video at the position of the cursor.

Once the Media Pool has been populated, the editing process can begin.

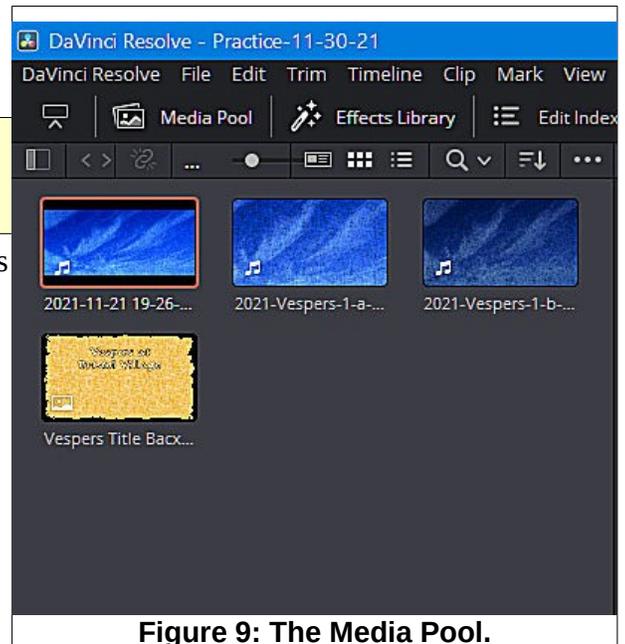


Figure 9: The Media Pool.

Figure 10 shows the title graphic image has been dragged to the timeline.

✓ Drag the title graphic image to the timeline.

The red arrow with a vertical line is the timeline cursor. This can be positioned anywhere on the timeline

You should get into the habit of saving you work after each significant edit. This way, if you mess things up you can always close the project without saving and reopening it with the last saved version.

✓ Press **Ctrl+S** to save your project.

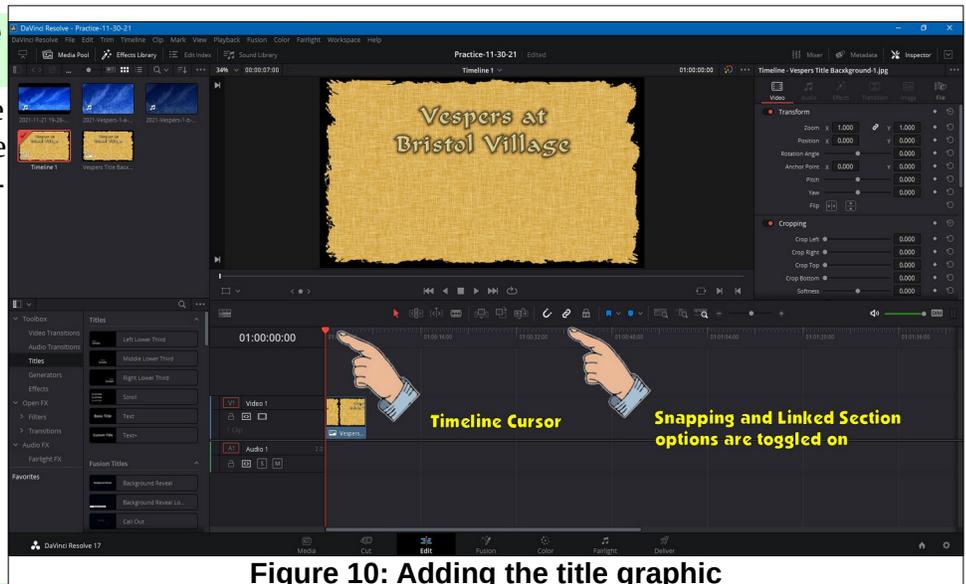


Figure 10: Adding the title graphic



Next, some basic text will be added that will be superimposed over the title graphic image.

Figure 11 shows the text options.

- First, the **Effects Library** must be toggled on #1,
- In the Effects Library, the **Titles** option must be selected #2,
- In the Titles area, the **Basic Text** option should be selected #3.

When the above options have been selected, a text object can be dragged to the timeline.

✓ Drag a **text object** to the timeline (just above the title image) and drop it on the Video 2 track..

The Video 2 timeline track will appear as you drag the text object onto the timeline.

Figure 12 shows a text object dragged to the timeline. This was done by clicking and dragging the text tool #1 to the timeline #2.

✓ Place the timeline cursor on the text object.

When the text object is selected, the Inspector window #3 provides a number of options for setting text parameters.

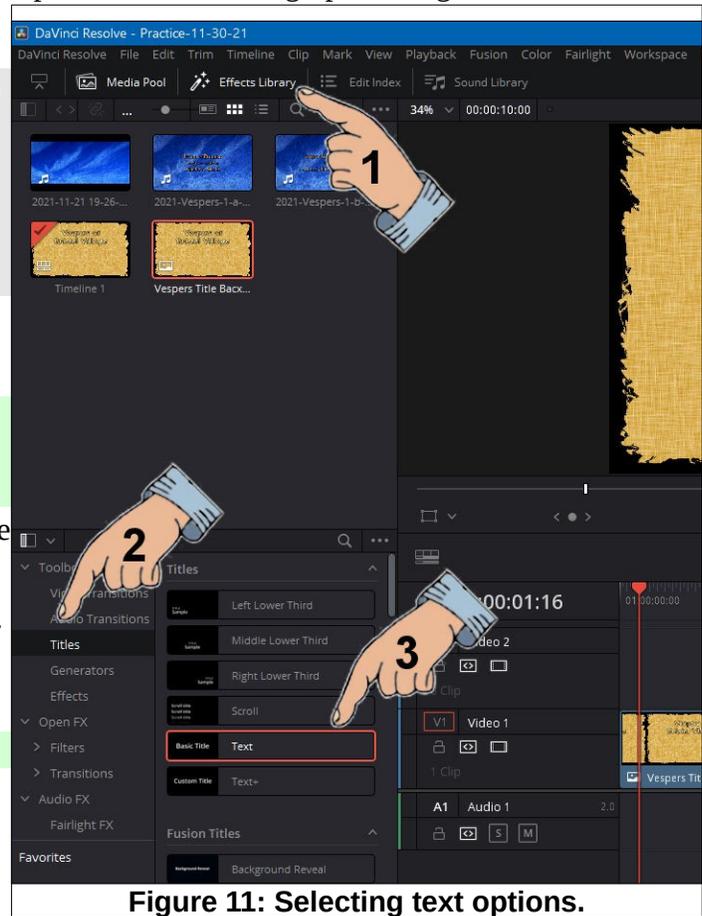


Figure 11: Selecting text options.

Next, the text object **Inspector** will be used to set the text parameters.

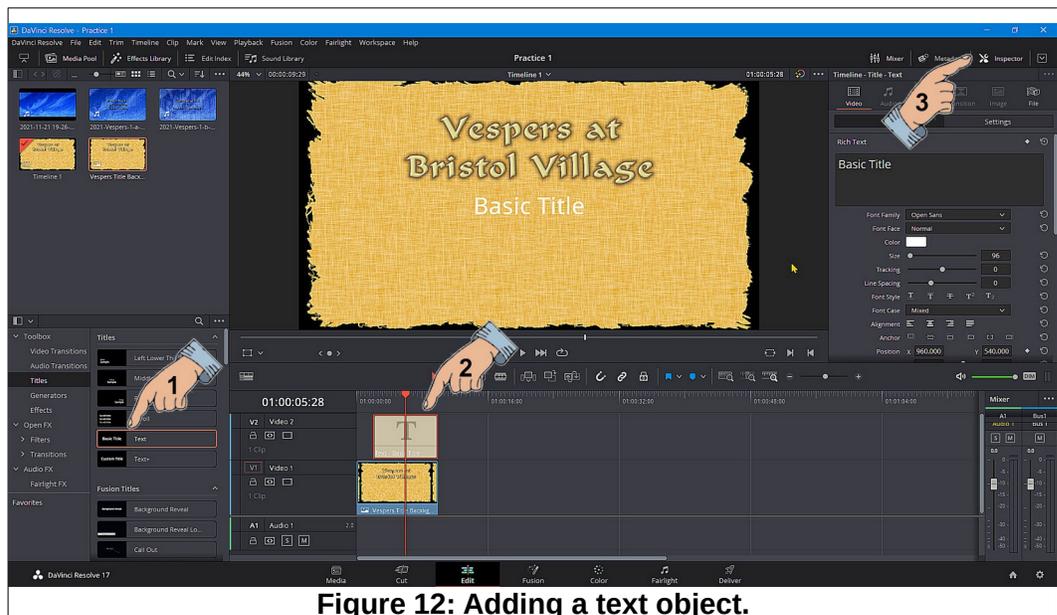


Figure 12: Adding a text object.



Figure 13 shows the *Inspector* when the text object has been selected.

There is a tool in the upper right corner of the display that will expand or contract the *Inspector* size.

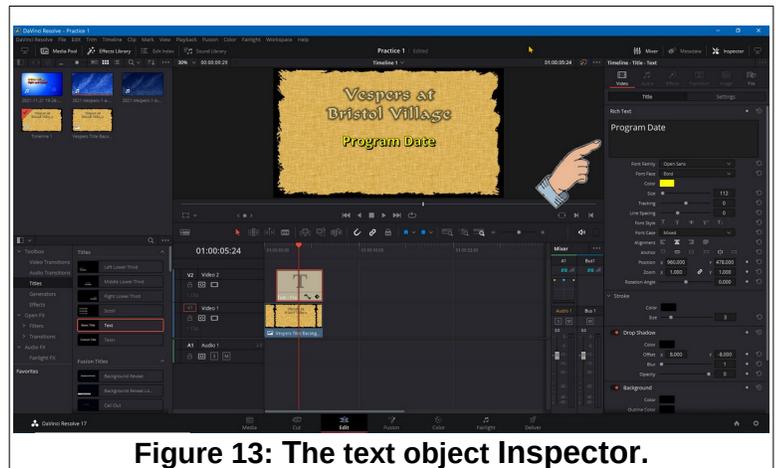


Figure 13: The text object Inspector.

The parameters for the title object have been set as follows:

- The text was changed to Program Date.
- The Font Face was set to Bold.
- The text Color was set to yellow.
- The Size was set to 112.
- The Alignment was set to Center.
- The Y Position was set to 478.
- The Stroke color was set to Black.
- The Stroke Size was set to 3.
- The Drop Shadow was enabled.
- The Drop Shadow X Offset was set to 8.
- The Drop Shadow Y Offset was set to -8.
- The Drop Shadow Blur was set to 8
- The Drop Shadow Opacity was set to 95.

✓ Edit the **Title** text to be similar to Figure 14.

✓ Press **Ctrl+S** to save your project.

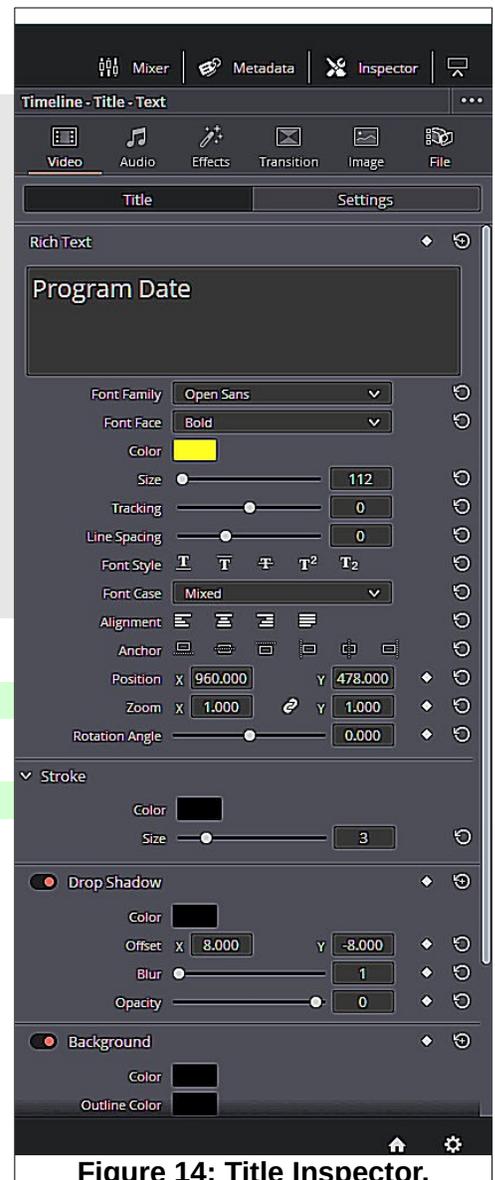


Figure 14: Title Inspector.



Adding a video to the timeline

The next section is only to be used when the Pre and Post Vespers DVD videos were used. If the Pre and Post Vespers videos were played from a computer it is not necessary to add the Pre and Post Vespers mp4 files.

- ✓ **Drag and drop** the **Pre Vespers video** from the **Media Pool** to the **timeline**.

Figure 15 shows the timeline after adding the Pre Vespers video. If the **Snap** tool is toggled on it will be easy to place the mp4 file next to the title image with no gap between the two.

Now it is time to add the program mp4 file to the timeline. Observe the timeline scroll bar along the bottom edge of the display this can be dragged to reposition the timeline view.



Figure 15: Adding the Pre Vespers video.

- ✓ **Drag and drop** the **program mp4 file** from the **Media Pool** to the **timeline**.
- ✓ Use the **zoom controls** to adjust the **timeline view**.

- ✓ Place the **timeline cursor** at the point where the **prelude begins** (#1 in Figure 16).

Zooming in and adjusting the timeline position will help locate the desired location. Also, the left and right cursor control arrows on the keyboard can help fine tune the timeline cursor.

Pressing the **spacebar** will **start** and **pause** playing the video clip.



Figure 16: Trimming a selection.

- ✓ Use the shortcut **Ctrl+I** to **split** the video.
- ✓ Click somewhere in the section of video to be removed #2. (There should be a red border around the selected object.)
- ✓ Press the **Delete** key to remove the selection.



The system will **auto ripple** the selection. This means that when a selection is deleted from the middle of a timeline, the following video will automatically be moved to fill the gap.

Next, the end of the mp4 program video will be trimmed.

- ✓ Move the timeline cursor to the end of the **postlude**. (Typically there may be audience applause that should be included.)
- ✓ Press **Ctrl+I** to split the video.
- ✓ **Select** and delete the unwanted ending of the video.
- ✓ **Drag and drop** the **Post Vespers** video to the end of the timeline.

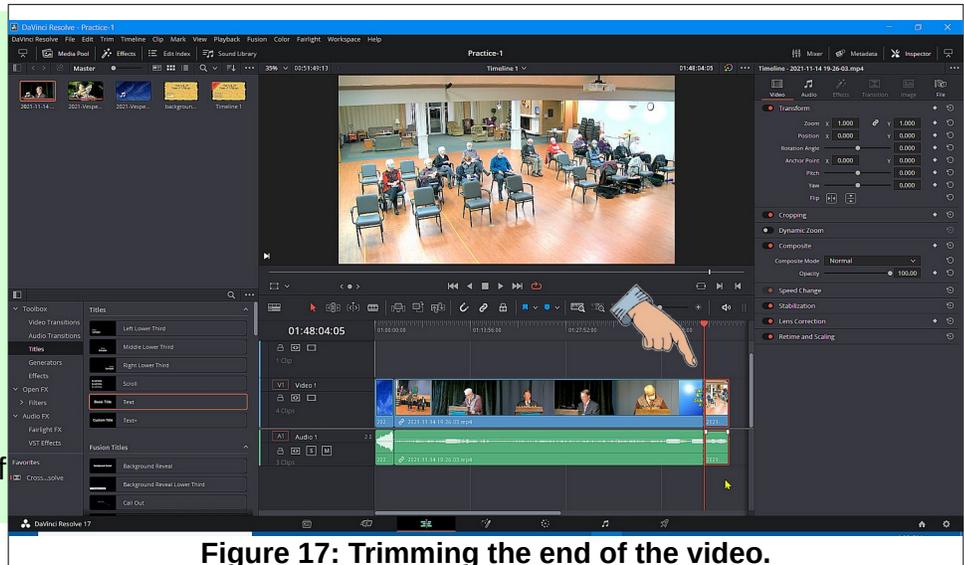


Figure 17: Trimming the end of the video.

To finish the video, let's add the title graphic and title text to the end of the program.

Observe the **Go to previous edit**, and **Go to Next edit** tools as noted in Figure 18. These can be used to quickly jump between edit points in the timeline.

- ✓ Go to the **beginning** of the timeline and zoom in on the title graphic and title text objects.
- ✓ Select the **title graphic** and **title text** objects. (Select an object, hold the **Ctrl** key down, and select another object.)
- ✓ With the two objects selected press **Ctrl+C** to copy the objects.
- ✓ Go to the end of the timeline and zoom in.
- ✓ With the timeline cursor at the end of the video, press **Ctrl+V** to place copies of the title graphic and text objects.

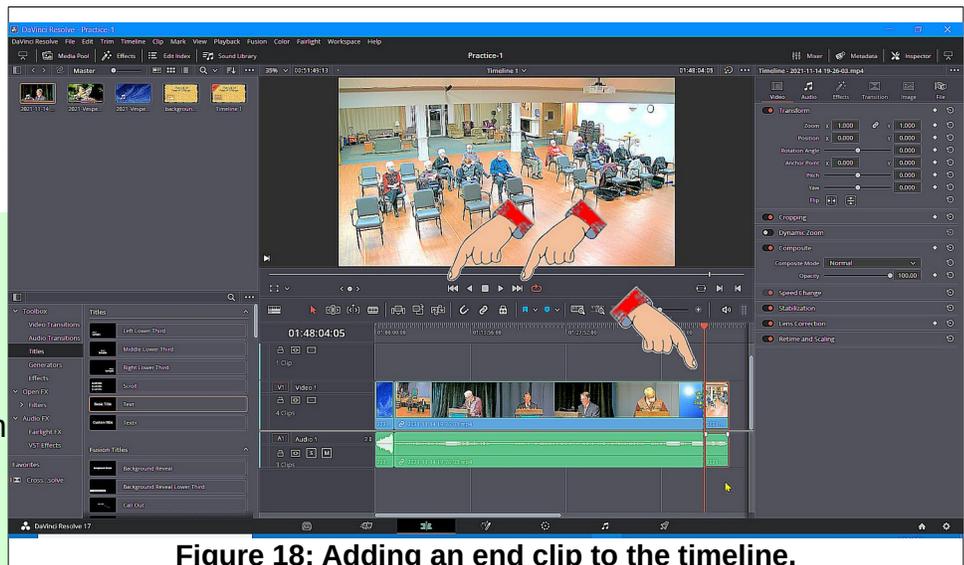


Figure 18: Adding an end clip to the timeline.

This finishes placing all of the objects for the program. An improvement can be made by adding a **transition** to the cuts between program objects.



✓ Press **Ctrl+S** to save your project.

Adding transitions

✓ Select an object, then press **Ctrl+A** to select all of the objects.

✓ In the **Toolbox** area select **Video Transitions**.

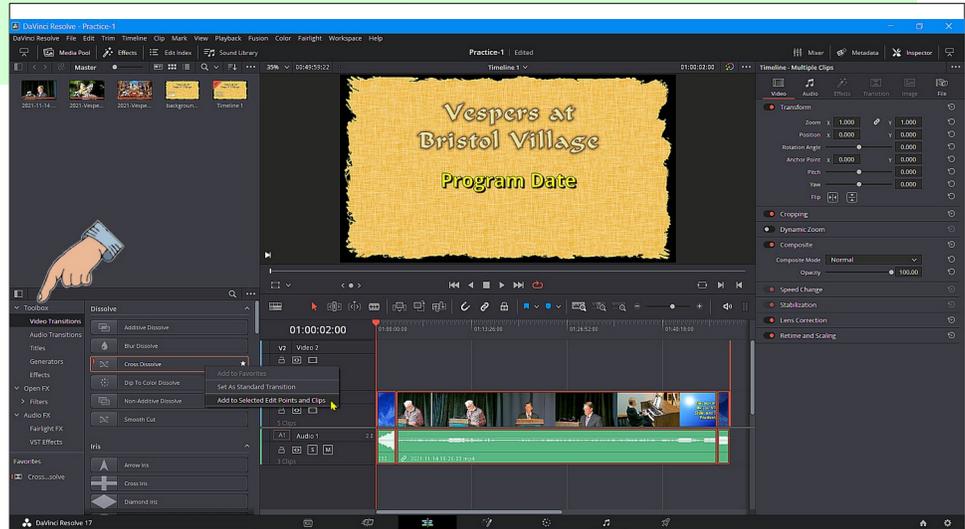


Figure 19: Adding transitions.

✓ **Right click** on **Cross Dissolve**.

✓ Select **Add to Selected Edit Points and Clips**.

✓ Select **Trim Clips**.

If you play the video, there will be a smooth transition between clips.

There are a number of adjustments that can be made to **transitions**. For example, Figure 20 shows that a **Cross Dissolve** transition has been selected.

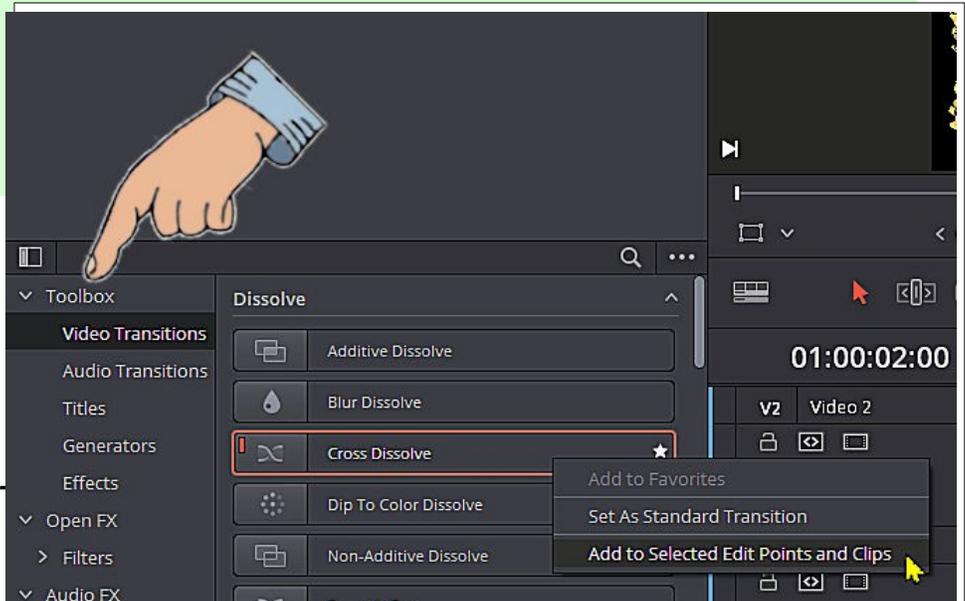


Figure 20: Adding Transitions.



In Figure 21 a cross dissolve transition has been selected. The **Duration** has been set to **2** seconds, and the **Ease** option has been set to **In & Out**.

- ✓ Press **Ctrl+S** to save your project.

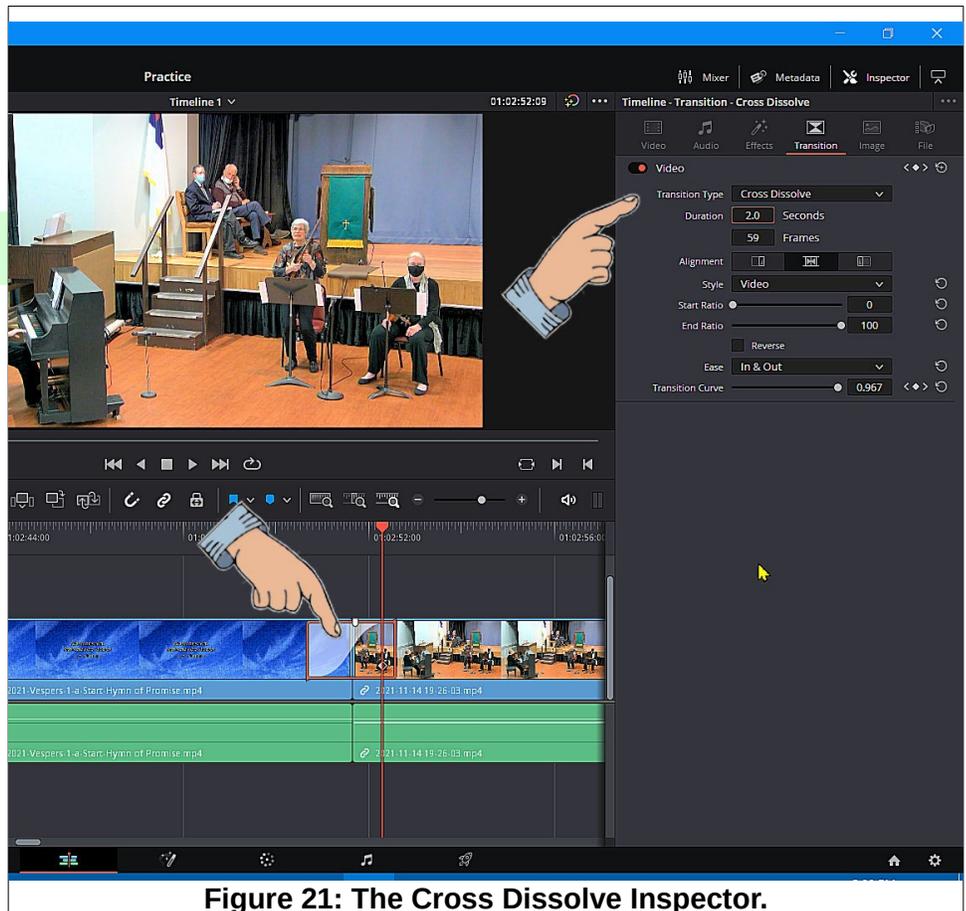


Figure 21: The Cross Dissolve Inspector.

Exporting an mp4 file

Once the editing is finished, an mp4 file can be generated.

Figure 22 shows the procedure for rendering the mp4 file.

- ✓ #1 Select the **Deliver** page.
- ✓ #2 Set the **file name** and **browse** to the desired file location.
- ✓ Set the **format** to **mp4**.
- ✓ #3 Select **Add to Render Queue**.
- ✓ #4 Observe the **Job List**.
- ✓ #5 Select **Render All**.



Figure 22: Rendering an mp4 file.



Fixing Audio volume issues.

There are times when different parts of a program have different sound volumes. These issues can be fixed using Davinci Resolve. Here is an example.

Figure 23 shows that the sound volume for the Vespers Pre Video is much louder than the Vespers program.

- ✓ Select the clip for volume adjustment.
- ✓ In the *Inspector* area, use the volume slider to change the volume of the clip.

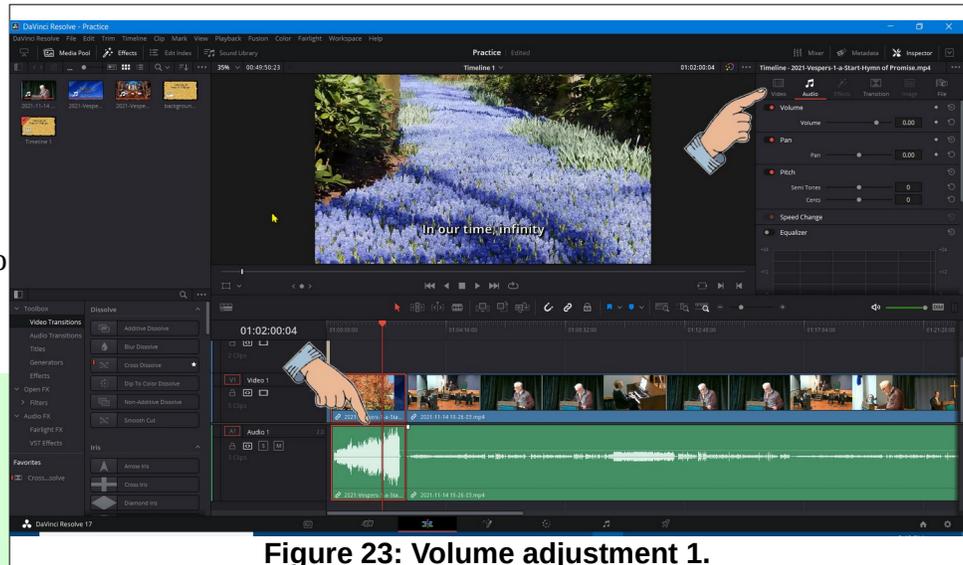


Figure 23: Volume adjustment 1.

NOTE: You can also fine tune the volume by entering a value in the volume text box. Also, the height of the sound track can be adjusted by dragging the bottom edge of the track.

In Figure 23, the spoken portion of the program is not as loud as the hymn. To fix this, a new clip can be created.

- ✓ Place the timeline cursor at the end of the desired new clip and press **Ctrl+I**.
- ✓ Select the new clip and adjust the volume.
- ✓ Repeat this process until the timeline shows uniform volume throughout.

Figure 24 shows that the volume in the different clips has been adjusted to match.

The improved version can now be rendered to an mp4 file.

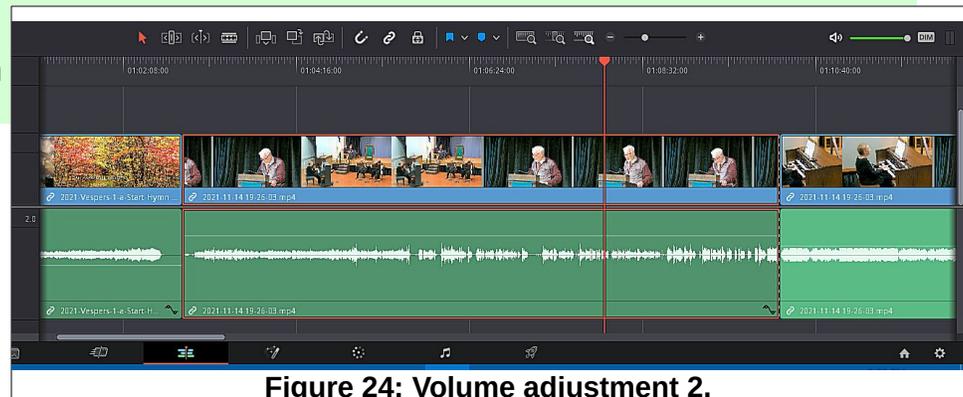


Figure 24: Volume adjustment 2.