Aesthetics of Editing
Editing the series “Roommates”
Emily Eagon
Visual

- Continuity
- Cropping Footage
- Cutting on Action
Audio

- Room Tone (Arcade games)
- Matching dialogue volume
  - Different actors
  - Different takes
  - Microphone Distances
- Cutting between audio Tracks
  - Video time
Cropping Footage

The framing of footage favoring the character John did not match the footage favoring the character Trevor (top right). Changing the scale and moving the image along the x-axis improved the overall look of the scene.
Cutting on Action

Using action as a segue creates the illusion that the two clips are part of a continuous timeline as opposed to several separate takes.