TRIMMING VIDEO with AFTEREFFECTS

It is very easy to trim of unwanted header and/or trailer sections of video with AfterEffects. Just load an existing video, trim it to wherever desired, delete the unwanted sections and re-render.

This technique is typically used for trimming down the Documentary video of projections pieces. The aesthetic goal is to remove undesirable distractions, however, sometime s a person's shadow entering into the frame can be visually stimulating.

Import Video and Create a New Composition

import video clip **FILE> IMPORT** **[CMD] I**
create **NEW COMPOSITION** from video clip
right-click on video clip
use **NEW COMP FROM SELECTION**
all specs will be derived from clip; height, width, duration...
drag the video file into the timeline

Watch the video to see what needs to be removed

move the **PLAYHEAD** to the position where the first trim will be made
split the video layer **EDIT> SPLIT LAYER** **[CMD] [SHFT] D**
2 layers are created, 1 to keep the other to delete
delete the layer that is not needed

repeat this procedure for any other edits needed
select the new layer
drag the finished video segment back to start at time 0
reset the **WORK SPACE** to the duration of the layer (clip) **[CMD] [OPT] B**
trim the composition with **COMPOSITION> TRIM COMP TO WORK AREA**

Render the Final Piece

export to the **RENDER QUEUE** with **FILE> EXPORT> ADD TO RENDER QUEUE**
set the **OUTPUT MODULE:** to **H.264** from the white menu button
set **OUTPUT TO:** by navigating to the desired folder from the yellow text
hit the **RENDER** button at the far right

play the finished piece in Quicktime by double-clicking it in the Finder
compress the video with Miro Video Converter
make a version for all file types needed to put the piece on the web site
e.g. mp4, ogg, webM, iphone

ROTATION

A similar process can be used to rotate any video that is in the wrong orientation.

import the video file
create a new composition
drag the video into the timeline window
open the information panel below the timeline
open the transform information panel
alter the rotation to either 90˚ or 270˚
re-render the finished piece