

For me, openEDL is a revolution for cinelerra and has only advantages: editing speed, clarity, ease of finding a given moment, movement by block of subject (Nest to media).

Why ?

First of all, for information, I make one-hour films (film finished) using three different cameras.

- * A person uses camera 1 to film a general view of the subject (ex: a jazz group)
 - * Another person uses camera 2 to film a detail of the subject (ex: saxophonist, trumpet player, ...)
 - * camera 3 is a gopro. Placed on the windshield of our vehicle, it is used to record the movements between the subjects.
- So my final film consists of all the subjects separated by camera rushes.

Rem: camera 1 and 2 are both filming the same subject so the number of hours for the rushes from these two cameras easily reaches 20 hours and I have to make a film of one hour maximum.

How ?

In fact, I use openEdl throughout the editing process and only use the timeline as my workspace.

Let me explain

1) Pre-sorting of my rushes:

- I load all the rushes from camera 1 and I create a clip, I do the same with cameras 2 and 3.
- I watch each clip and sort the images to keep (so via openEDL). I delete the boudgers, the images not retained.

Clips

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|  
Rushes camera1 (clip)  Rushes camera2 (clip)  Rushes camera3 (clip)
```

2) Extraction of the subjects

- I extract each common subject from the camera 1 & 2 rushes and create a clip (ex: a place, a city, a subject, ...).
- So I get as many clips as there are subjects (ex: Barcelona & Lisbon)

Clips

```
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|  
Rushes camera1 (clip)  Rushes camera2 (clip)  Rushes camera3 (clip)  Barcelone (clip)  Lisbonne (clip)
```

Each subject selected therefore contains 2 video tracks and 4 audio tracks:

5b) Insert the selected camera rushes3 between the different subjects

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Main timeline
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Piste1:      Generic > Barcelone (nest to media) > camera 3 > Lisbonne (nest to media) > ...
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5c) Add background music and comment

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Main timeline
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Piste1:      Generic > Barcelone (nest to media) > camera 3 > Lisbonne (nest to media) > ...
Piste2:      Background music
Piste3:      Voice off ( comment )
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6) At this stage, each subject can still be edited and undergo any modification via openEDL (again ... and always)

7) Render your movie

You understand that it is very difficult to set up such a project without using tools such as OpenEDL and Nest to media. These tools, for me, are essential and make them pillars for the development of cinelerraGG for important projects.

Rem: If necessary, I am ready to make a short video to show you the progress of the process developed above.