

About OMICS Group

OMICS Group International is an amalgamation of Open Access publications and worldwide international science conferences and events. Established in the year 2007 with the sole aim of making the information on Sciences and technology 'Open Access', OMICS Group publishes 400 online open access scholarly journals in all aspects of Science, Engineering, Management and Technology journals. OMICS Group has been instrumental in taking the knowledge on Science & technology to the doorsteps of ordinary men and women. Research Scholars, Students, Libraries, Educational Institutions, Research centers and the industry are main stakeholders that benefitted greatly from this knowledge dissemination. OMICS Group also organizes 300 International conferences annually across the globe, where knowledge transfer takes place through debates, round table discussions, poster presentations, workshops, symposia and exhibitions.

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About OMICS Group Conferences

OMICS Group International is a pioneer and leading science event organizer, which publishes around 400 open access journals and conducts over 300 Medical, Clinical, Engineering, Life Sciences, Pharma scientific conferences all over the globe annually with the support of more than 1000 scientific associations and 30,000 editorial board members and 3.5 million followers to its credit.

OMICS Group has organized 500 conferences, workshops and national symposiums across the major cities including San Francisco, Las Vegas, San Antonio, Omaha, Orlando, Raleigh, Santa Clara, Chicago, Philadelphia, Baltimore, United Kingdom, Valencia, Dubai, Beijing, Hyderabad, Bengaluru and Mumbai.

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The Editor as Auteur

The Modern Primacy of Editors and Preditors

Dan Smith, Mt. San Antonio College, Walnut, California

Auteur Theory of Film

Because the Director is involved in all three phases of production, the Director can be considered the Author (Auteur) of the film

Nonlinear filmmaking

- “Nonlinear filmmaking” (Lucas) involves writing and shooting after principal photography, as a result of needs made apparent in the editing work.
- Scenes are cut during Production, and VFX are built while live-action scenes are being shot.

- Editing functions now occur during all phases of production, not just Post Production

- Editing Timelines are built during preproduction, often in the form of Previz, or Pre-Visualization

Previz

- Previz is used to assemble an editing timeline in Pre-Production.
- As Principal Photography and Visual Effects are completed they are put into the timeline.

- Many filmmakers then insert principal photography footage into the timeline after each take, and decide upon subsequent takes based upon the resulting edit.

- Cable miniseries increasingly function like motion pictures, with Previz to minimize expenditures, and a unique editing rhythm to give the show a distinctive “feel”



“‘True Detective’ was a show about storytelling and narrative itself as much as anything else, so playing with the timelines, points of view and flow of information was elemental to the story. Most of the shifts in time were ‘baked in’ to the screenplays but there were many occasions where we created new segues or omitted scripted ones as we explored and ‘rewrote’ in the cutting room.” -Alex Hall, Editor

Reality Shows



Reality Shows are shot, then the script is assembled by the Story Editor while the show is edited. The Story Editor functions as a Post Production Supervisor in many cases.

Sitcoms and 1-Hour dramas

Most still function in the traditional manner at broadcast and cable networks, with variations, such as "Brooklyn Nine-Nine"



News

- News segments are re-used throughout a longer news cycle; clips are re-used each time there's a further development in the story.
- Research is often done by combing social media for not only news but the clips used in the story. Thus editors acquire the footage, not paid shooters.

Web Production

- Web Production clip shows assembled by editors are common; tagging of links from other clips are done using editing crew on social media

Advertising

- Advertising images are composited, with the editor creating the final product

Program Length

- Program times can now vary, rather than being tied to a single length. The Editor is concerned with effectiveness of the presentation, not a predetermined time.

The Rise of the Predator

- Predators are Producer/Editors. They are responsible for their shows, and control the creative content. This addresses the lower budgets that resulted from smaller audiences for all shows. Examples abound in Reality Shows, but they are also prominent in online series.

The Modern Editor

Skills for Editors now include all software needed to post a production:

- Editing (picture)
- Sound
- Music
- Graphics
- Animation
- VFX
- Composition
- Deliverables

The Future is Now

- Make a 3D space with multiple cameras, and create your shots after shooting is done.
- The proximity of the shots as well as the angles can be chosen in the edit bay. Thus, not only the director but the editor can shoot the picture.

Questions?

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