

FINAL YEAR INTERNSHIP REPORT

**Intern at Sohag360 as
Video Editor and Motion Graphics Designer**

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Multimedia and Creative Technology.

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DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

This Project titled “**Intern at Sohag360 as Video Editor And Motion Graphics Designer**”, submitted by Md. Redoan Ullah Sahede to the Department of Multimedia and Creative Technology, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Multimedia and Creative Technology and approved as to its style and contents. The presentation has been held on 19 August, 2023.

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DECLARATION

I hereby declare that, this project has been done by me under the supervision of **Mr. Arif Ahmed, Associate Professor, Department of MCT** of Daffodil International University. I also declare that neither this project nor any part of this project has been submitted elsewhere for the award of any degree of diploma.

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Sincerely appreciating Mr. Sohag Mia, alumni, Daffodil International University for his unforgettable support, exceptional mentorship and insightful feedback that has inspired me to learn more about video editing and visualizing and leading me in my future career path.

I wish to thank and appreciate all my teachers and my parents for the constant support and be patients about my works. Their guidance and expertise has helped me cross many obstacles in various moments of my life.

ABSTRACT

Among many other creative works done by computer, Video Editing and Motion Graphics Designing is one of the most demanded works these days. The online and local job market of video editing is getting bigger. Organizations, Brands, Companies hiring video editors to cope up in this social media era where social media is a big place for promoting brands, increasing brand values and adding social engagement for the brands. Motivated by many factors in modern multimedia sector, I choose to be a video editor and to pursue this job path, I took internship in a popular and renowned tech organization and YouTube Channel Sohag360 founded by Mr. Sohag Mia. This channel has publish more than 600 videos containing tutorials, tech reviews, tech explanatory videos over its YouTube channel and FaceBook Page. Sohag360 has been working with many international electronics and technology brand such as ASUS, Samsung, OPPO, VIVO, Xiaomi, Realme, Tecno, Infinix, Itel, Lenovo, MSI, Grameenphone, Robi, Airtel, Bkash, Walton etc. As a technological media, Sohag360 has more than 3 Million followers on its various platforms. Sohag360 is a social brand that got many award for its contribution of reaching technological knowledge to general people including teenagers. One such award is **Epitome in Influence** award which was given by honorable education minister Dr. Dipu Moni back in 2022. I dreamt of doing my internship here to become part of the latest technological world. Technological world is rapidly changing, getting innovative every day and many new things are coming in our daily lives. Taking the internship here taught me many things about Video Editing and Visualizing and also increased my potential to become a better Video Editor.

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CHAPTER 01

INTRODUCTION

SOHAG360 is one of the most popular tech channels in Bangladesh. This channel features tech tutorials, tech product reviews, tech explanatory videos in Bengali language. This channel is a concern of The Tech Doctor which is a licensed company and has been collaborated with many renowned national and international brands, such as Samsung, Vivo, OPPO, ASUS, MSI, Grameenphone, Robi etc.

In Sohag360 channel where it has more than 1.73 million subscribers [1] we do variety of kinds of videos that features around latest technological world and innovations. Smartphone, smart gadgets, electronics, software, hardware, and every technological things are easily explained, reviewed in informative and visually helpful videos (Fig:1.1).



Fig 1.1: Homepage of YT channel

In Sohag360 YouTube channel (Fig:1.3) and Facebook page [2] with nearly 900K followers, weekly 2-3 videos get published on various topics (Fig: 1.2). Some videos are collaboration and sponsored by various tech brands which is also a revenue generating source beside Google AdSense.

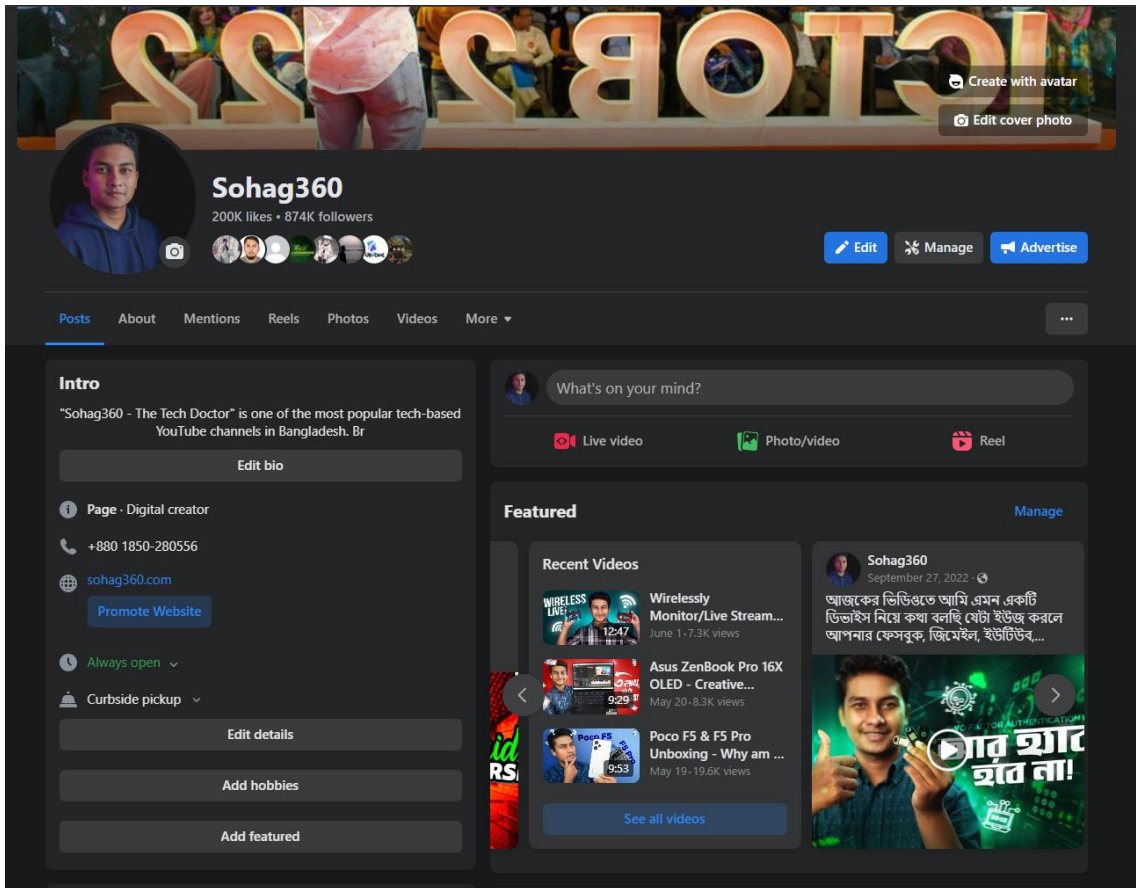


Fig 1.2: Sohag360 FB Page.

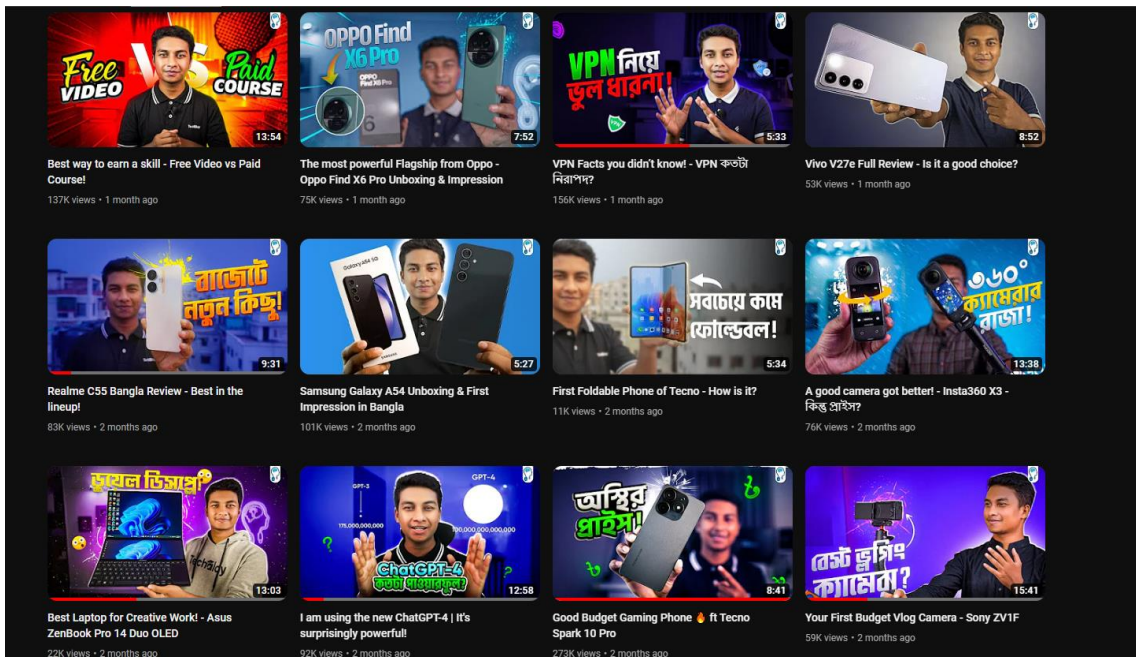


Fig 1.3: Youtube channel

CHAPTER 02

VIVO V27E

2.1 Background

vivo is an international communication technology company which produces smartphones and accessories mainly. They are subsidiary of BBK Electronics which is the parent company of some famous brands like OnePlus, Oppo, iQOO, Realme.

Each year vivo releases new smartphones for the consumers. Their latest mid range budget smartphone is vivo V27e (Fig:2.1.1). This phone was focused in some key points such as portrait photo specialist, 120hz AMOLED Display, 66watt fast charging etc [3]. The phone has a gorgeous beautiful looks which can easily attracts its potential customer base.



Fig 2.1.1: VIVO V27e smartphone

The brand send us the device before its official launching event. We used it for a couple of days, experienced its good and bad both sides, then we gathered our overall user experience in the review video.

2.2 Development Methods:

In this project, the very first thing that I did was checking all the necessary files such as A roles, B roles, scripts etc. Mr Sohag Mia gave the the video shot of A role where he spoke about the device as scripted.

The scripts contains starting intros where he first introduce the phone, then talks about the phone's hardware and software specifications, performance, camera spec and it's performance, battery life and other information and the final verdict if the phone is worth buying.

There are some information that needs to be noted, the video was shot in 4K resolution and in 8bit XAVC S 4K codec. If we use 10bit footage the video will have much better detail but also become bigger file size.

The very first thing that I did was importing all video footages in editing software: Adobe Premiere pro (Fig:2.2.1).

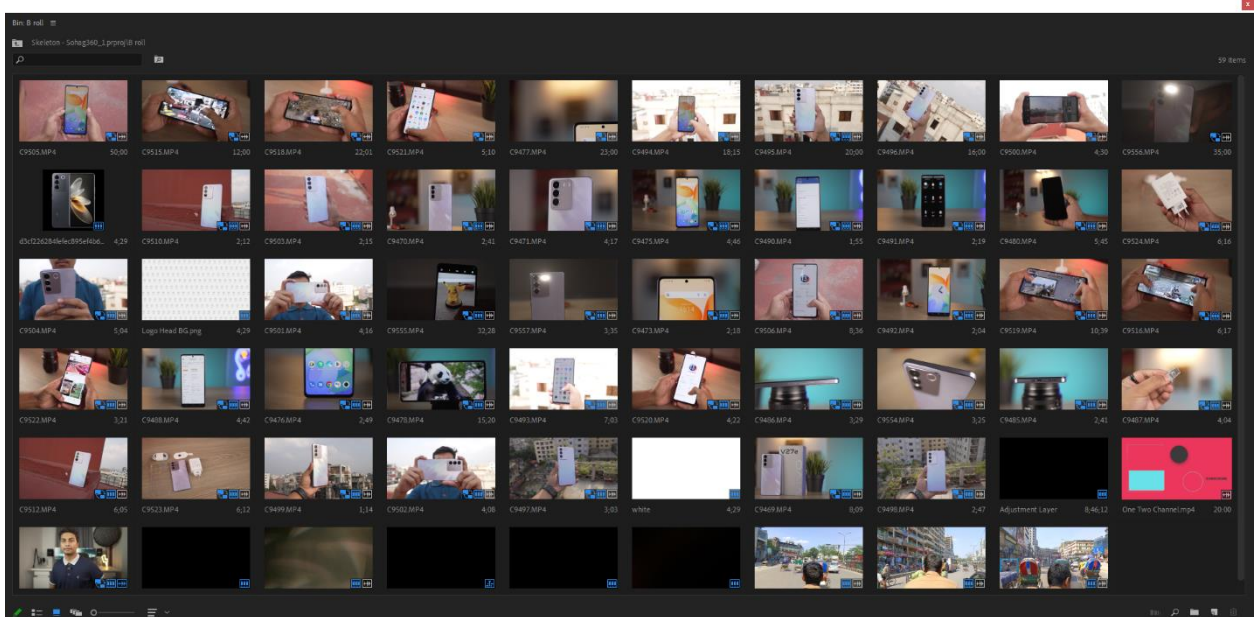


Fig 2.2.1: Importing video footages.

Then I started editing the main A role footage.

I have cut out unnecessary parts, repeated parts and also fixed the sound of the footage. Like boosted the vocal using Pop Master settings in Multiband Compressor audio effects, reduce the audio noise by 8% in denoise effect, and also used the DeReverb effect to reduce the humming echo effects.

I have labeled each video sections with different label so that they can be identified easily. Then I started cut and put relevant B role videos on the main layer (Fig: 2.2.2).

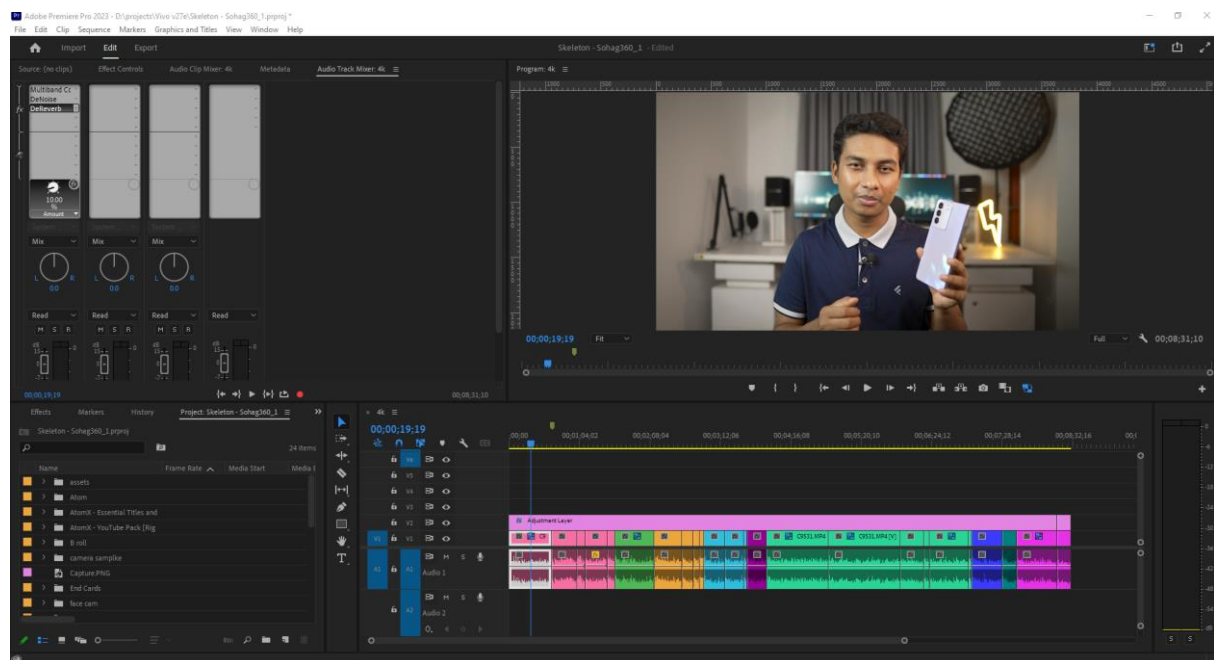


Fig 2.2.2: working on main videos

I have also used text and graphics where it is necessary. Such as the product title text. Here I tracked the text's motion according to the video and added a special Vfx effect called VR Glitch. I have then key framed its opacity to make a smooth fade in – fade out transition (Fig:2.2.3).

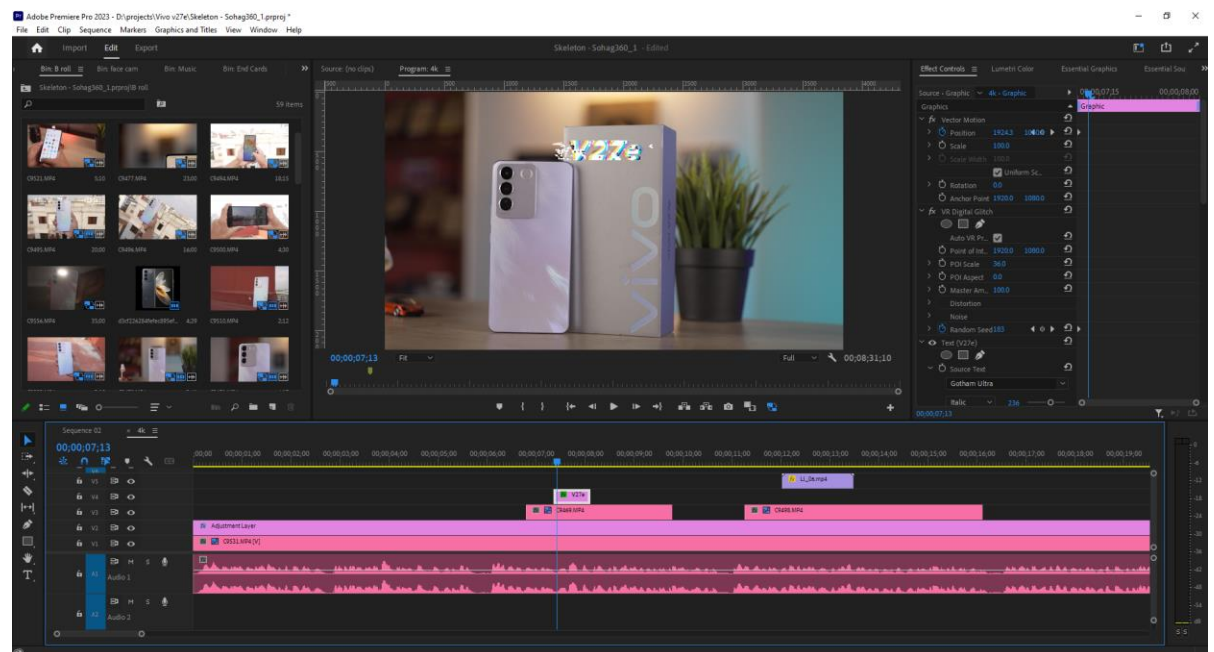


Fig 2.2.3: working with Text and effects.

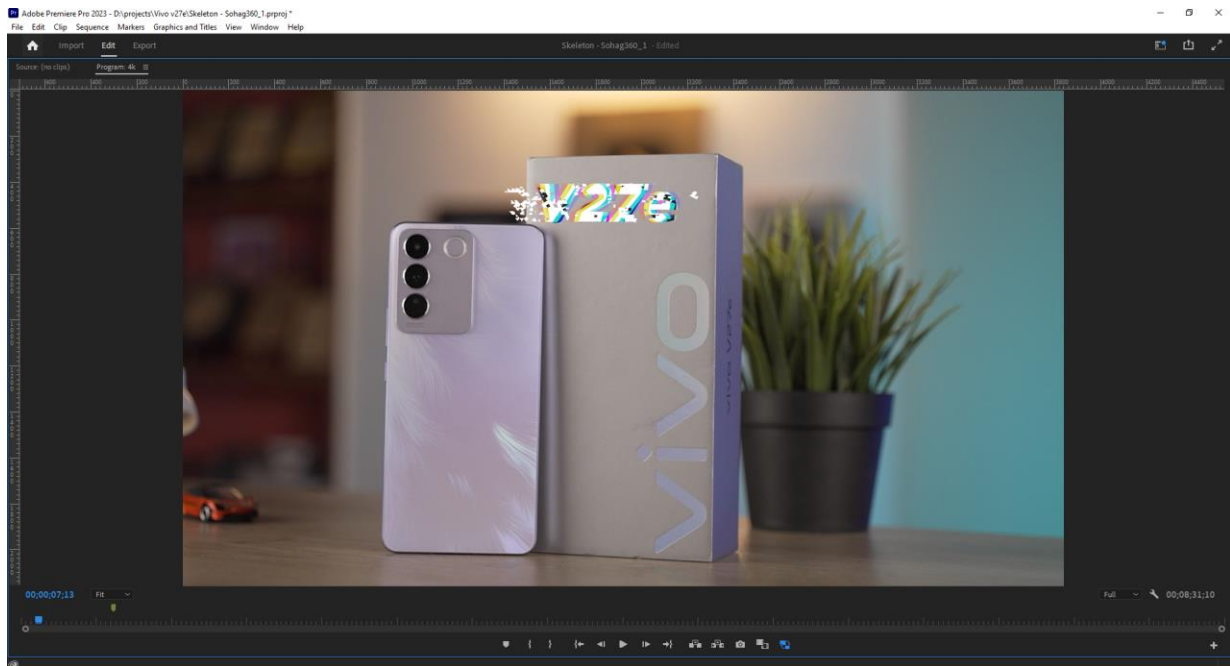


Fig 2.2.4: working with graphics fx.

I had rendered the video once when it was done completely (Fig:2.2.4). I checked the timeline and then rendered the video in Adobe Media Encoder. After the video got confirmation it got published in Sohag360 channel. [4]

CHAPTER 03

ASUS ZENBOOK FOLD OLED

3.1 Background

ASUS is a Taiwan based multinational computer, phone hardware and electronics manufacturer. They have gotten much popularity in laptop and smartphone sector with various types of gaming and business centric laptops and gaming smartphones. Here at Sohag360, we do get 3-5 laptop each year from ASUS. Most of them are Flagship level laptops. Their recent laptop is a diverse innovation, a 17inch folding display laptop which has a OLED panel and also a touch display. This laptop price is about 4 lacs bdt approx. So it's a expensive laptop with lots of feature. We focused on those features in the review video.

3.2 Development Method:

After the video production completed, I firstly sorted out all A role/face cam videos, B role videos and other assets in specific folders (Fig 3.2.1). I also sorted them by name so that it can be easier to find a specific clip later on (Fig 3.2.2) .

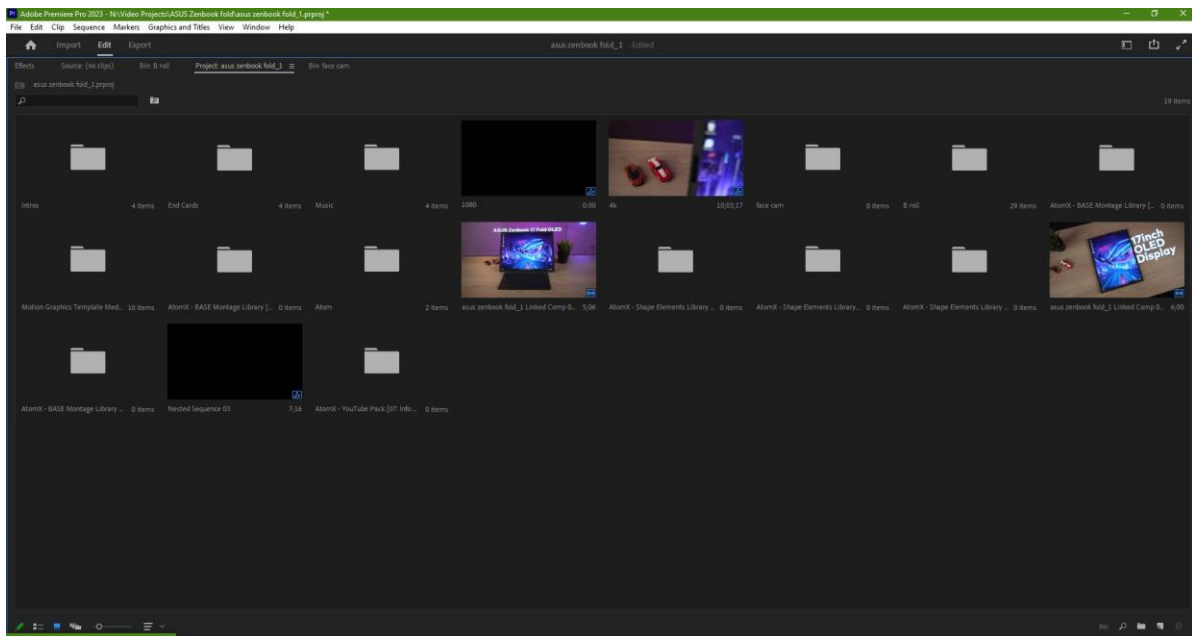


Fig 3.2.1: Project Panel

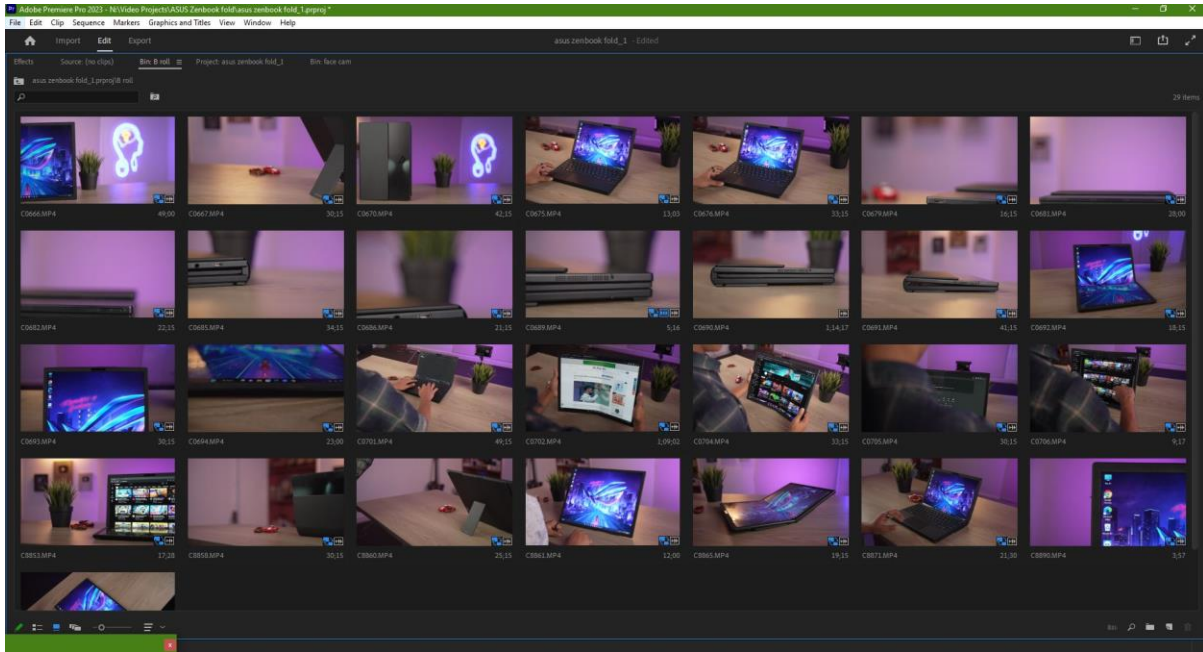


Fig 3.2.2: sorting B roles in folder.

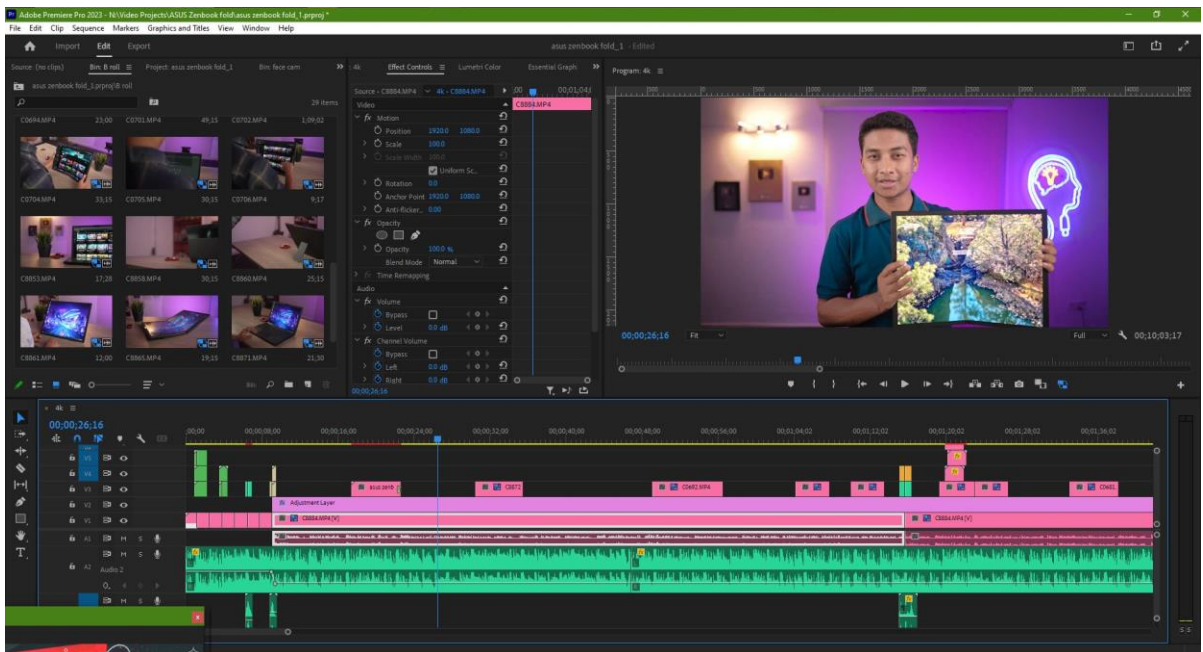


Fig 3.2.3: Main project timeline.

I had put A role in the timeline first. Then started cutting out unnecessary parts, pauses and repeated parts. Then I added B roles on top of the A role layer, these B roles are relevant to sentences talking in A role. Then I added some transitions in chapter endings. Then I created a mini intro with the B roles (Fig 3.2.3).

After that, I refined the A role voice with an audio effect named Multiband Compressor. There I choose the preference settings of Pop Master, which boosted the voice level but I lowered the gain to -3 db to get it a smooth sound (Fig 3.2.4), then I aslo added another effect named Denoise which remove noise from vocal, then another effect called Dereverb added to make the sound more smooth.

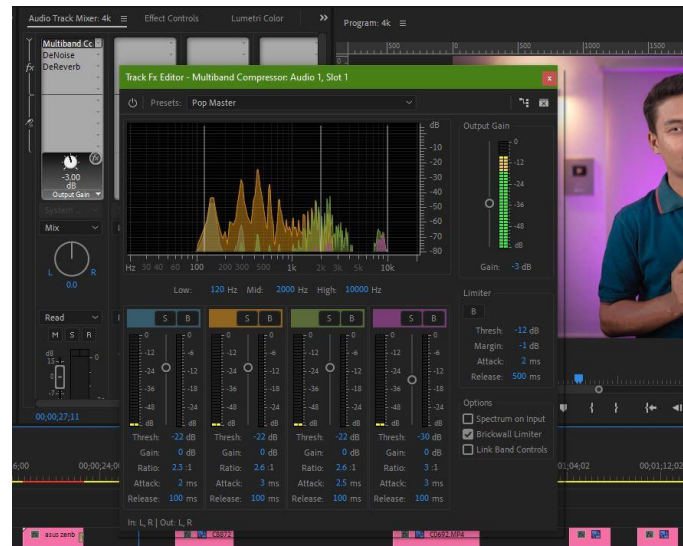


Fig 3.2.4: adding sound effects

Then I started working on some B role, adding graphics elements to make it more visually good looking. I motion tracked a B role in Adobe After Effects, with two point tracker. I tracked position and rotation there (Fig 3.2.5). Then added Text on it.

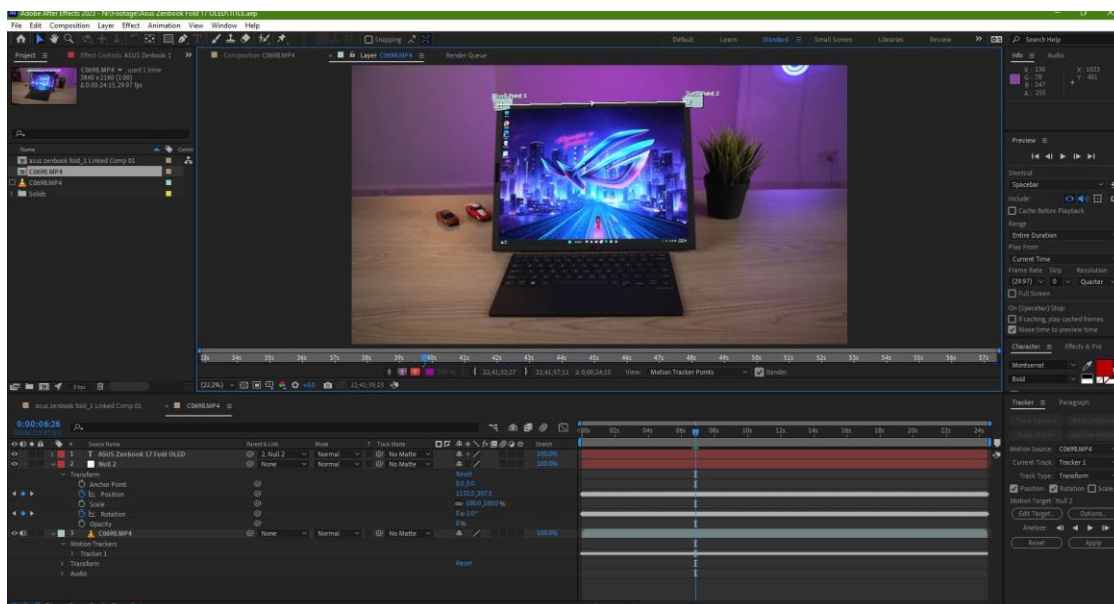


Fig 3.2.5: Tracking B role.

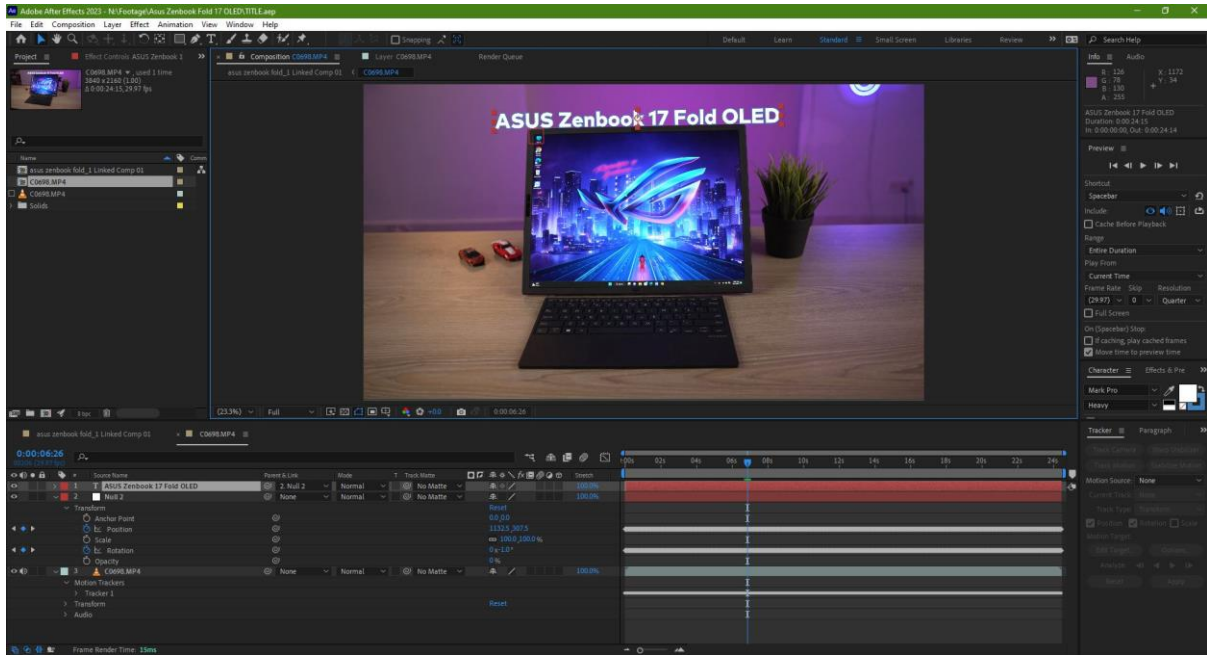


Fig 3.2.6: adding text.

I wrote text on the B role (Fig 3.2.6). The font name is Mark Pro which is a popular font in media industry (Fig 3.2.7). I used a deep stroke on the text. Then I parented the text layer to the tracked data layer.

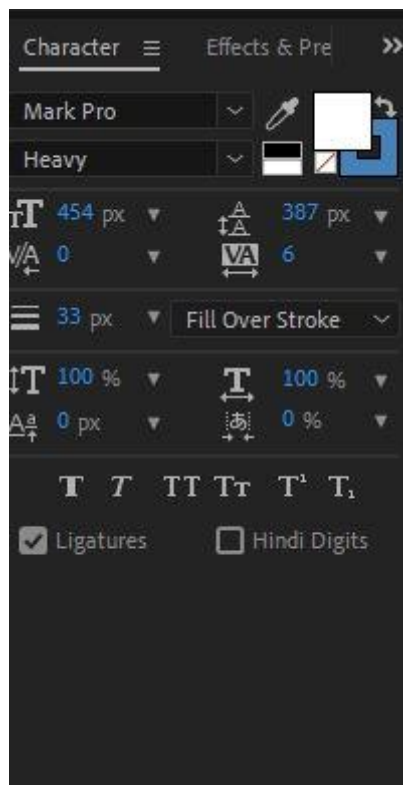


Fig 3.2.7: Text properties of the text layer.

I added more texts on different B role like this way. I looked for a subtle color for the stroke and for the text so that they look good on screen (Fig 3.2.8).



Fig 3.2.8: adding text.

In some B role, I added slowly zooming in or zooming out effect by adding key frame. I put the parameter numbers with previous experiences so that the effect creates a soothing visual (Fig 3.2.9).

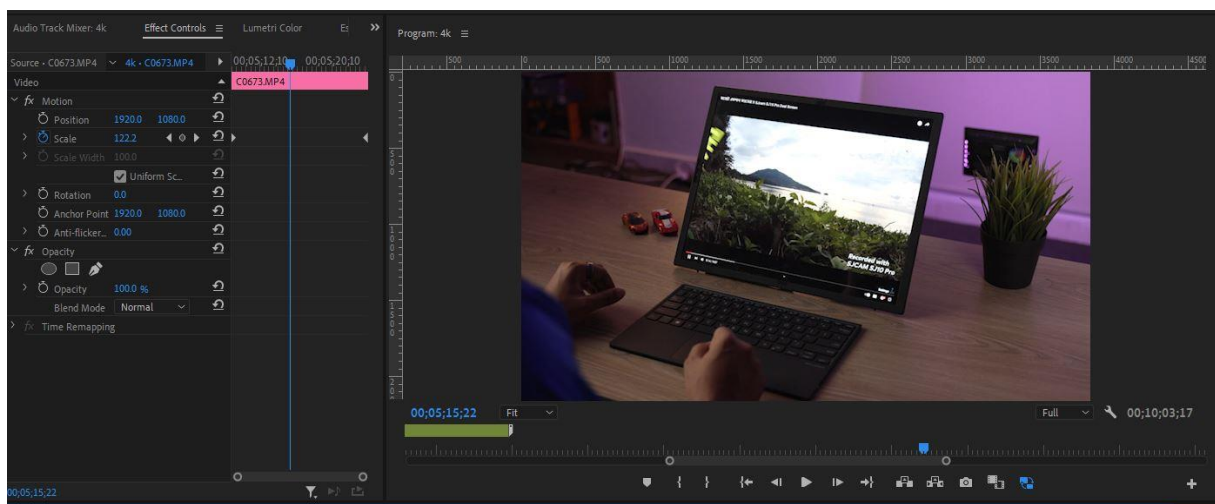


Fig 3.2.9: adding zooming in effects.

I added some graphics elements on some B role to point out specific things told in A role (Fig-3.2.10).

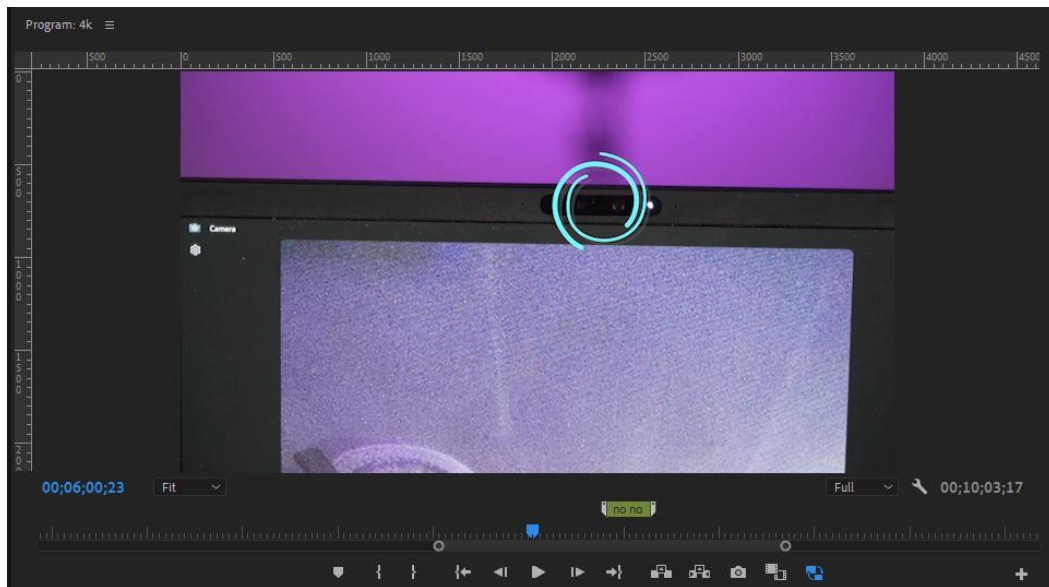


Fig 3.2.10: adding graphical elements.

I added transitions in some suitable places to make the video flow good (Fig 3.2.11).

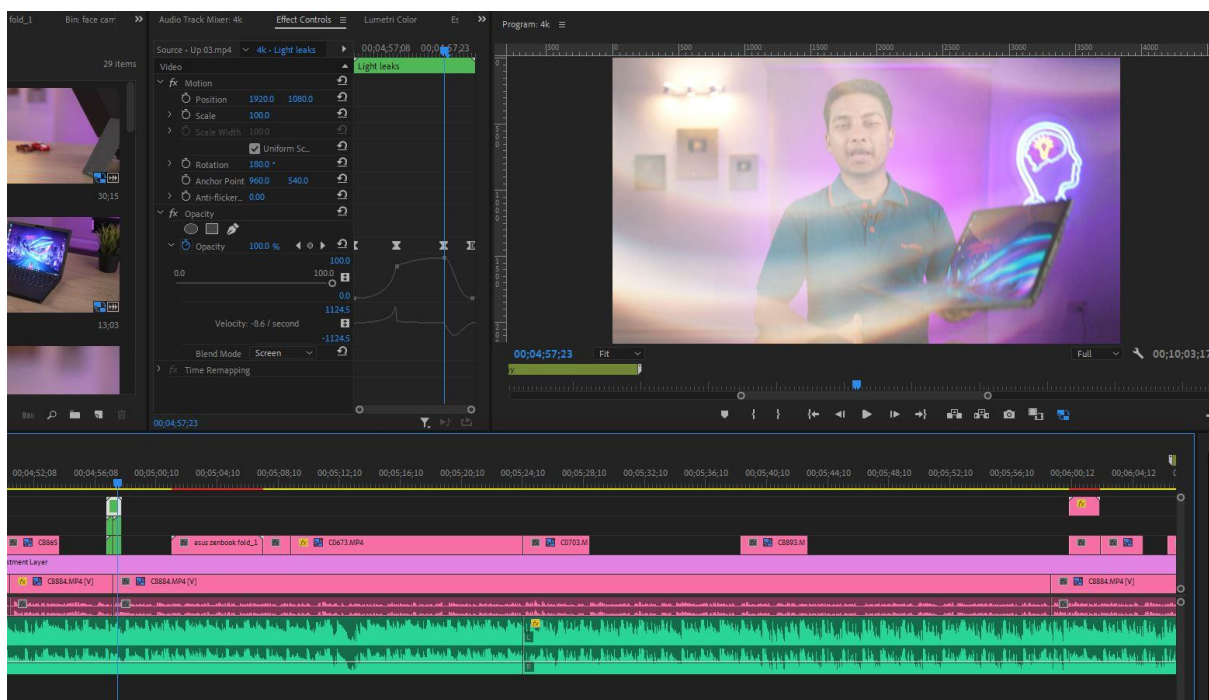


Fig 3.2.11: adding video transition.

I also have added some text in premiere pro software and tracked the motion manually to look like the text is also moving along the B role's subject (Fig 3.2.12).

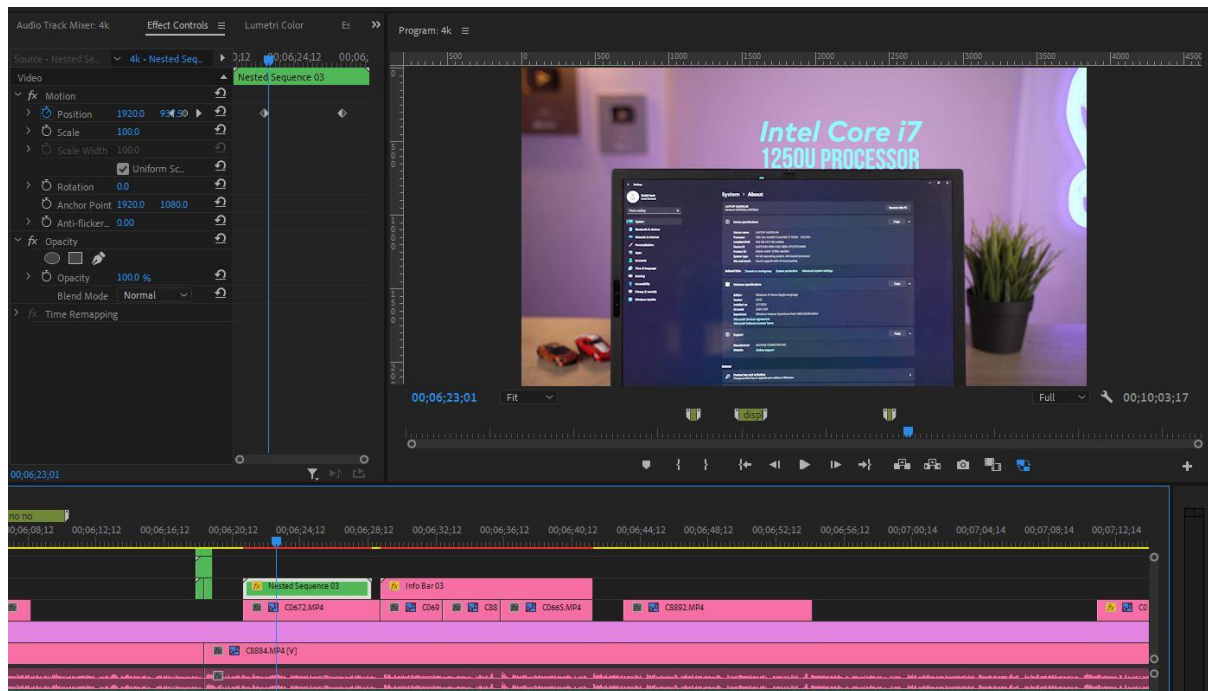


Fig 3.2.12: adding text.

I also have added some template text effects to make the visual more interesting. The template was added via a third party plug in called Atomx (Fig 3.2.13).

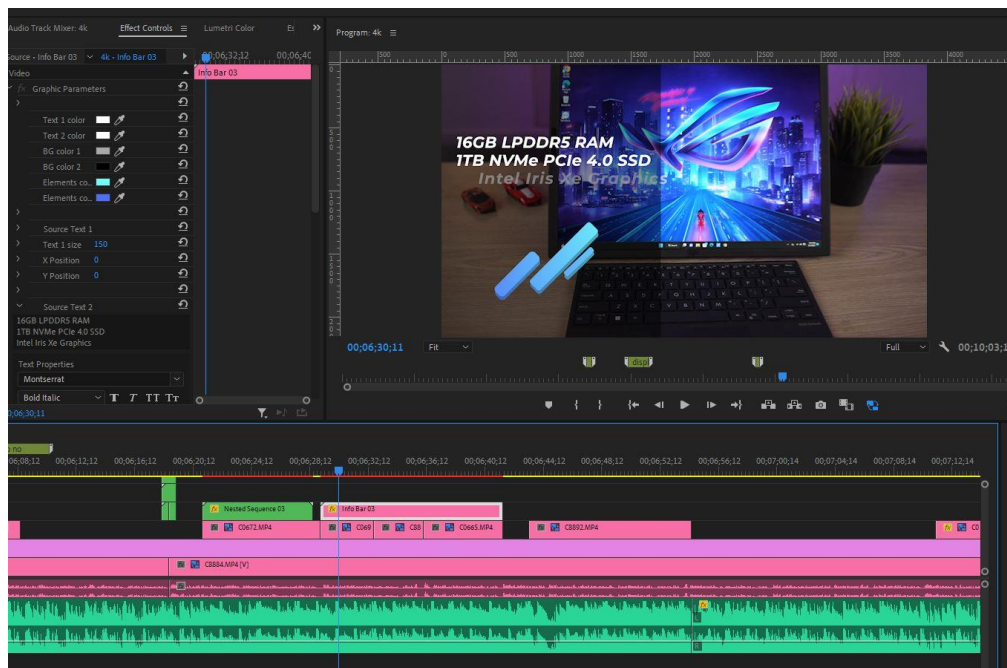


Fig 3.2.13: adding text template.

Then I color graded the main A role in Lumetri Color panel. With this effect I brighten up the scene, smoothen the skin tone and made the scene more visually appeal.

Here is the before (Fig 3.2.14) and after (Fig 3.2.15) look of the video.



Fig 3.2.14: Before the color grading.



Fig 3.2.15: After the color grading.

After that, I finally added necessary sfx and a background music with low audio level. Finally the completed video timeline with every elements in it looked like this (Fig 3.2.16).

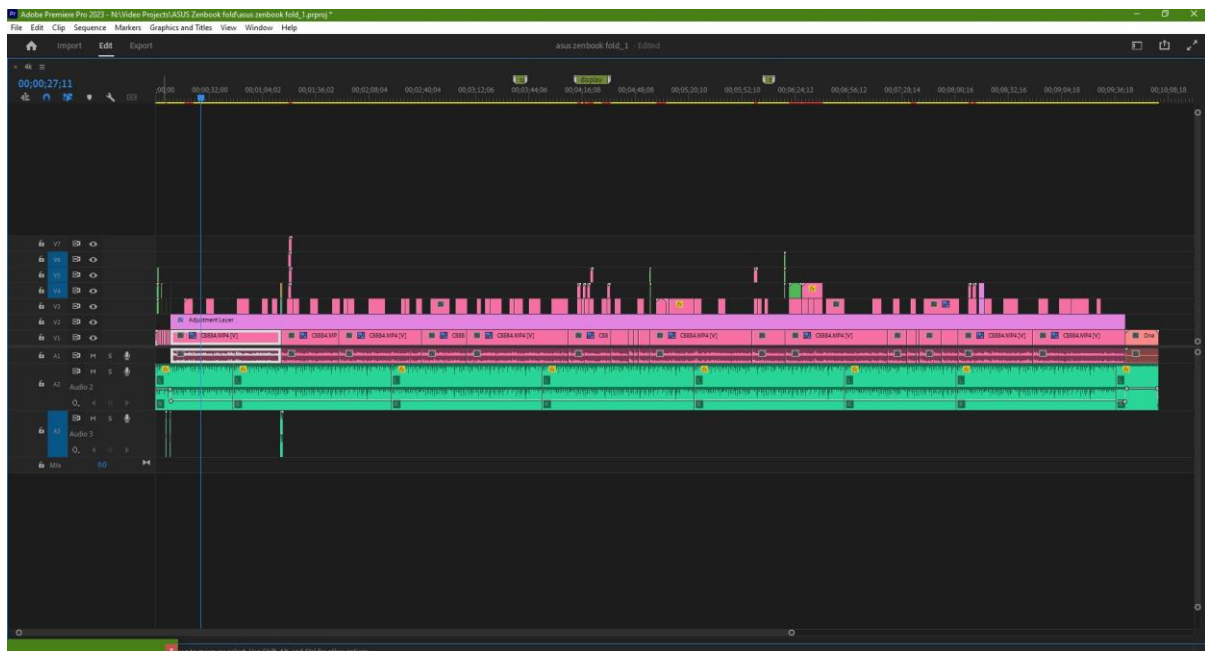


Fig 3.2.16: The completed timeline.

Then I rendered the final video in 4K resolution with right bitrate (Fig 3.2.17). The rendering was done in Adobe Media Encoder software. The rendering process took some time. Then the whole process got completed. [5]

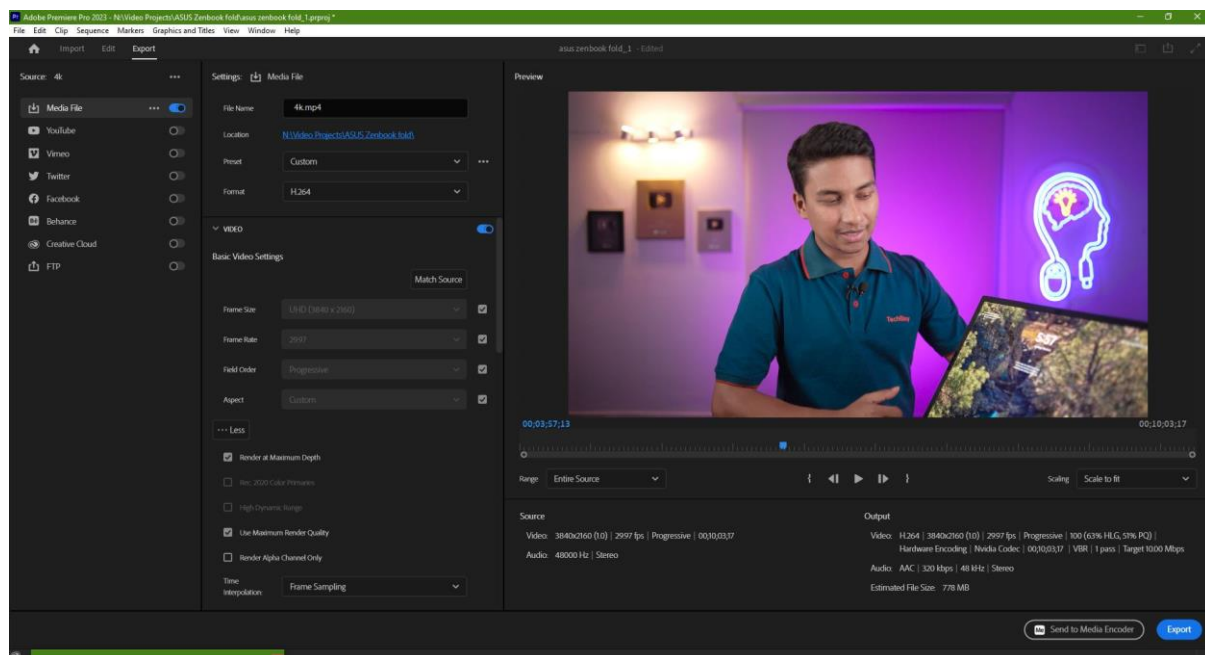


Fig 3.2.17: Rendering the final video.

CHAPTER 04

COMPARISON OF REALME 11 PRO PLUS VS SAMSUNG A54

4.1 Background

Realme 11 Pro Plus and Samsung Galaxy A54, both are latest popular smartphone device under 40 thousands BDT. This comparison project was a timely demanded video which also got successful after its publishing. This project was much interesting and hard effort went into making this video. Using the devices, using experiences, pre shoot, production of the video, and then post production.

4.2 Development Method

First I gathered all video footages, mobile camera samples including pictures and videos, all other assets and then imported them in Adobe Premiere Pro project (Fig 4.2.1).

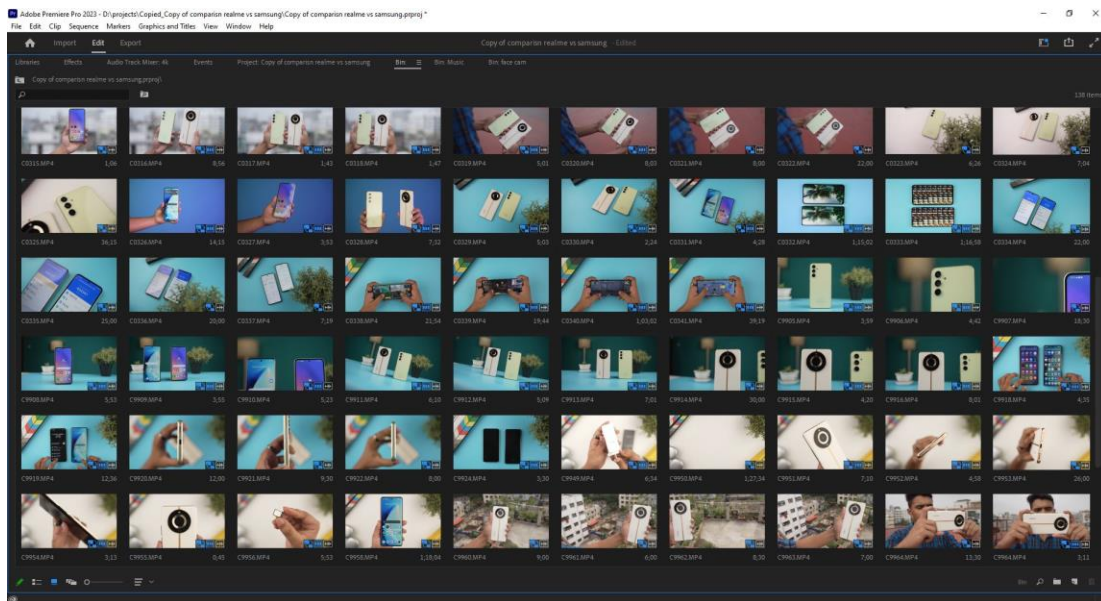


Fig 4.2.1: Gathering and importing assets.

I created appropriate folders for different kinds of assets. Such as main video footage in Face Cam folder. B role videos in B role folder, Camera samples in another folder and music in another one (Fig 4.2.2).

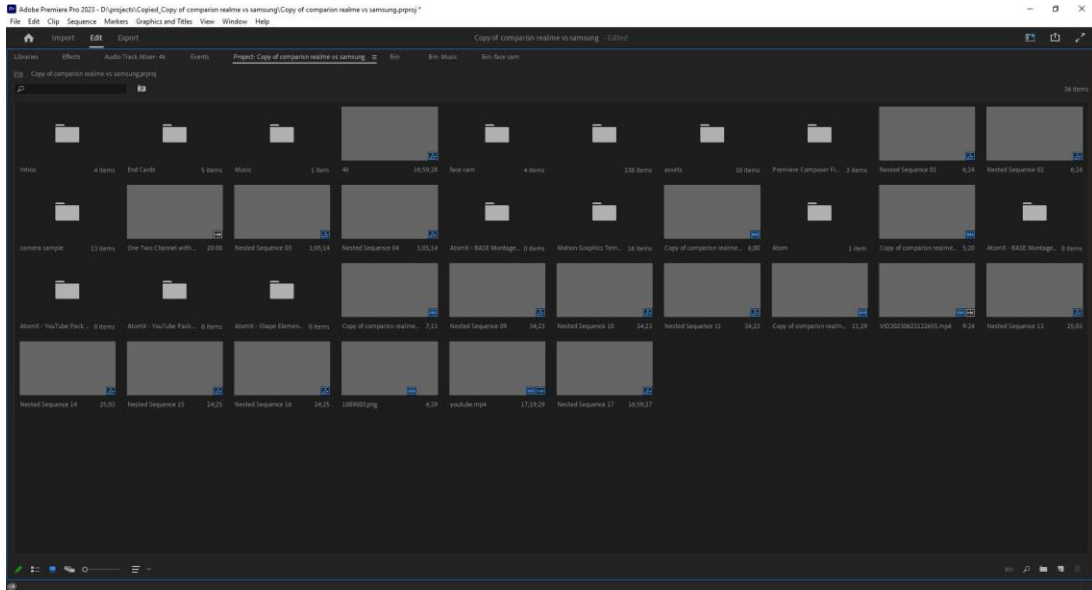


Fig 4.2.2: project folders in project panel.

Main video footage cutting was a bit different as it had some chapters. So while cutting the main video footage I labeled different chapters with different color to identify different chapter easily (Fig 4.2.3).

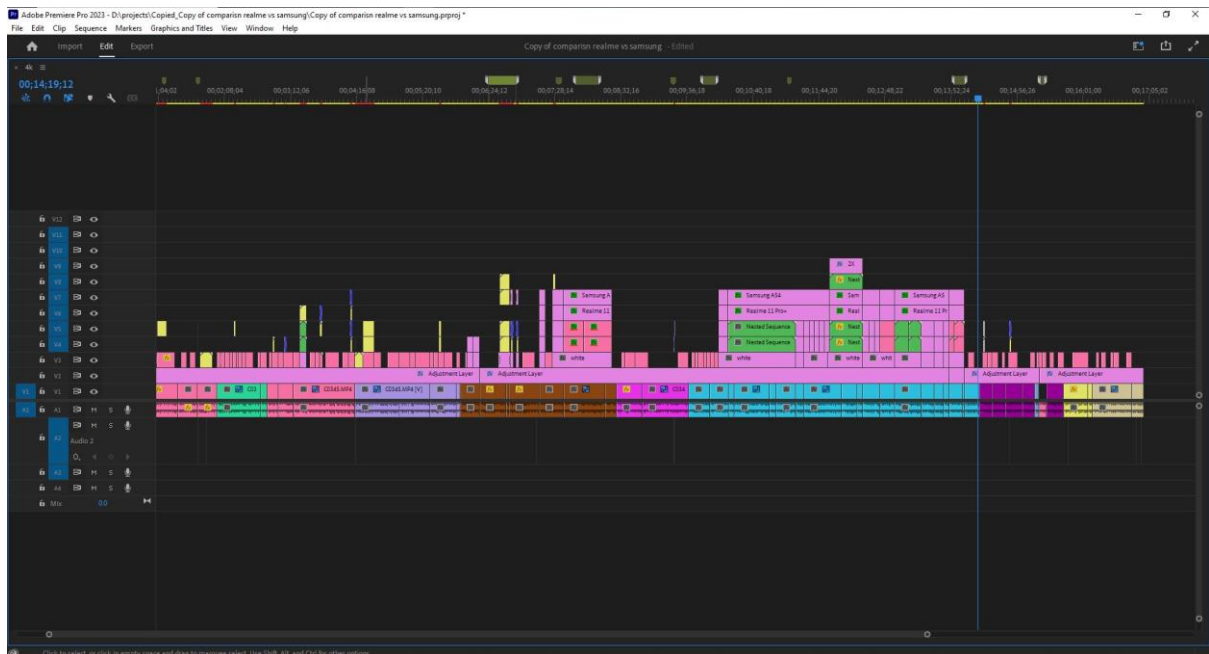


Fig 4.2.3: Main timeline.

Then I worked with B roles, I put appropriate B role on the main footage. Such as where Mr Sohag was talking about gaming performance comparison I put Gameplay B role of two

devices on that time frame. When he was talking about two devices I put general beauty shot of two devices on that time frame (Fig 4.2.4).

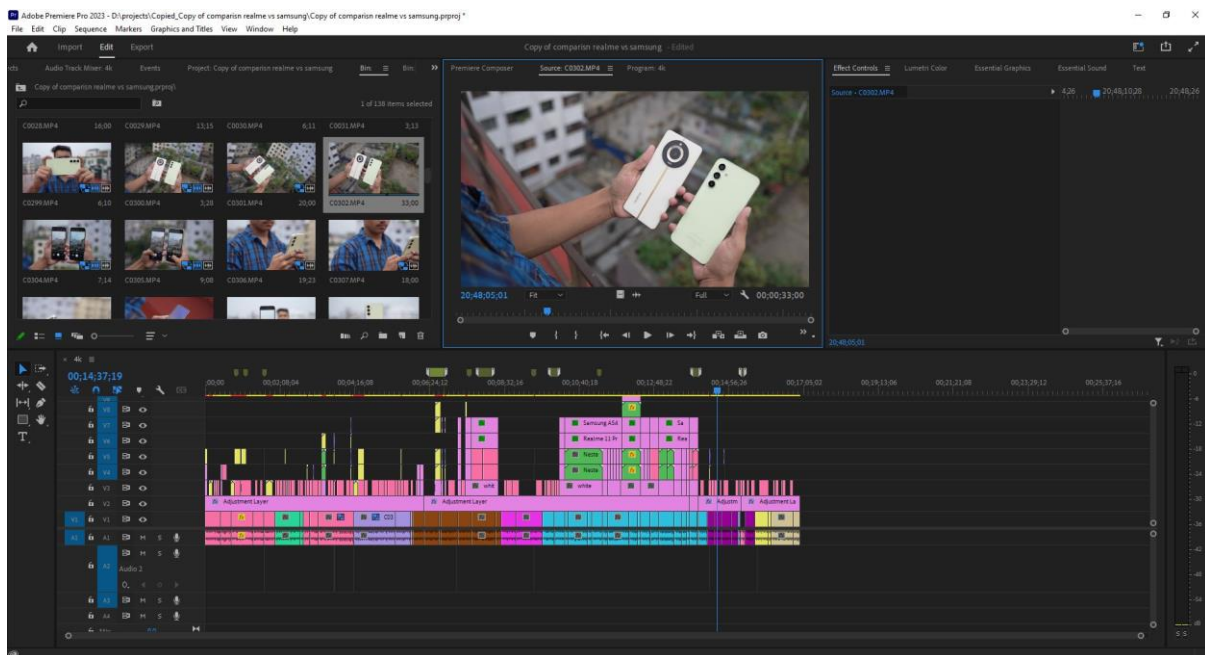


Fig 4.2.4: working with B roles.

I put graphics text on some B role to make them look visually informative. In a B role, I tracked the motion of the devices and then added text (Name of the device) beside the device (Fig-4.2.5). I synced Adobe After Effects and Adobe Premiere Pro in this case.

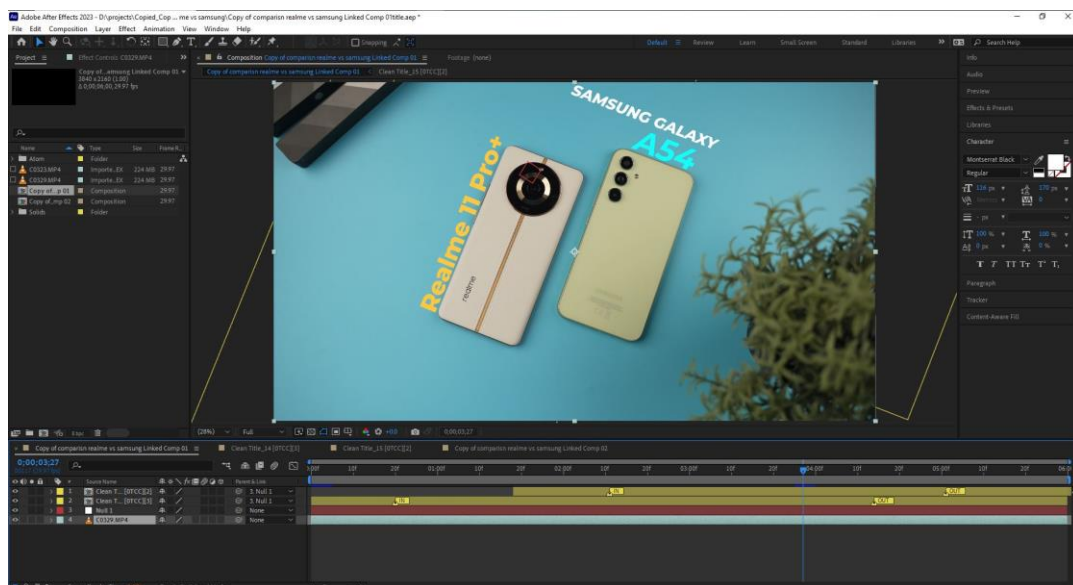


Fig 4.2.5: Tracking device to add text.

In a B roll I added price text beside the device. It appears and disappears via some animation key frame (Fig 4.2.6).

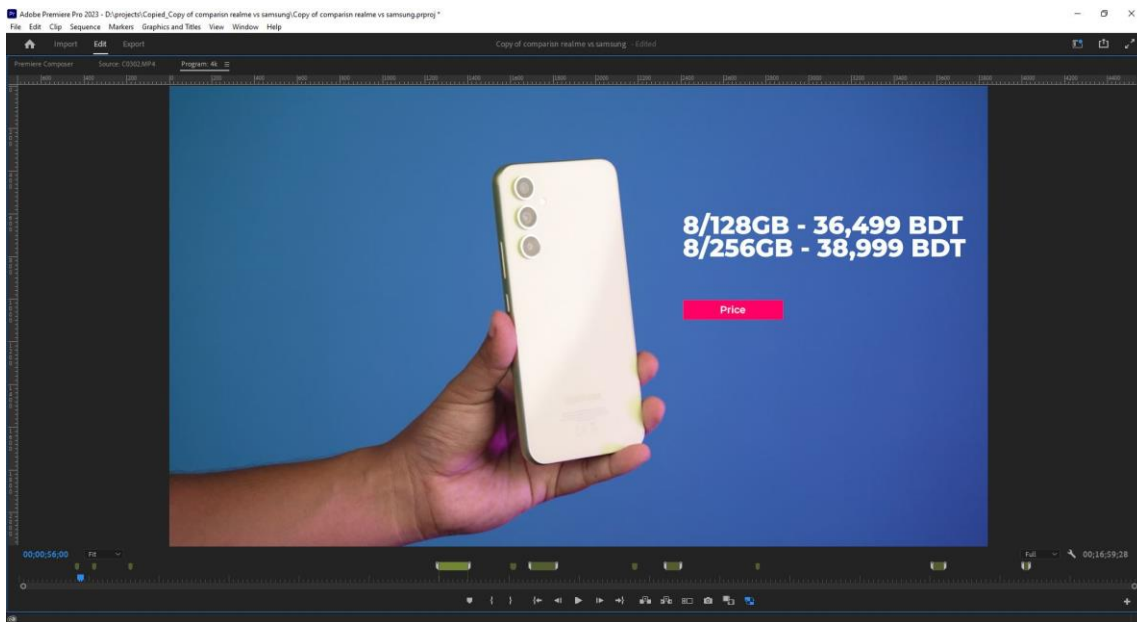


Fig 4.2.6: adding price tag on a B role.

I added transitions on chapter starting and some B role entry. Transition also had sfx with them which sounded together a reality feeling to the video flow. This transition showing below involved motion displacement and camera shake effect (Fig 4.2.7).

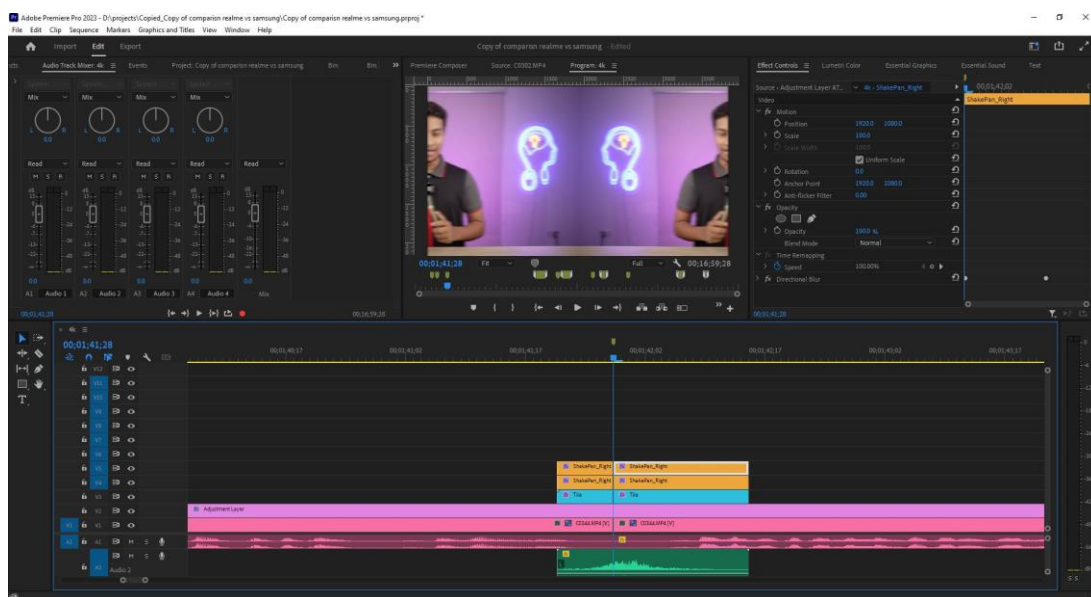


Fig 4.2.7: adding transition with sfx.

I have added callout text or pointing text with third party plug-ins. I customized different parameters and tracked the whole graphics manually (Fig 4.2.8).

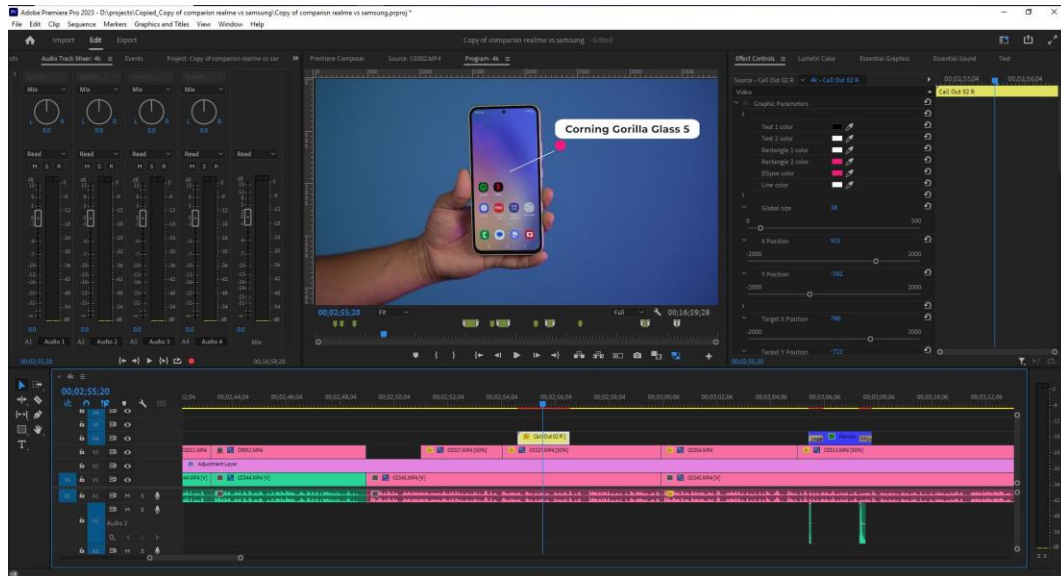


Fig 4.2.8: adding callout text

In a time frame, Mr Sohag talked about a device color variants. I took a 3D motion video of the device from the internet and then imported and added it. Then I added text beside the video. I scaled downed the 3D video, cropped it and added a colorful stroke. I also put a image with all color variation of the smartphone down below of the 3D video (Fig 4.2.9).

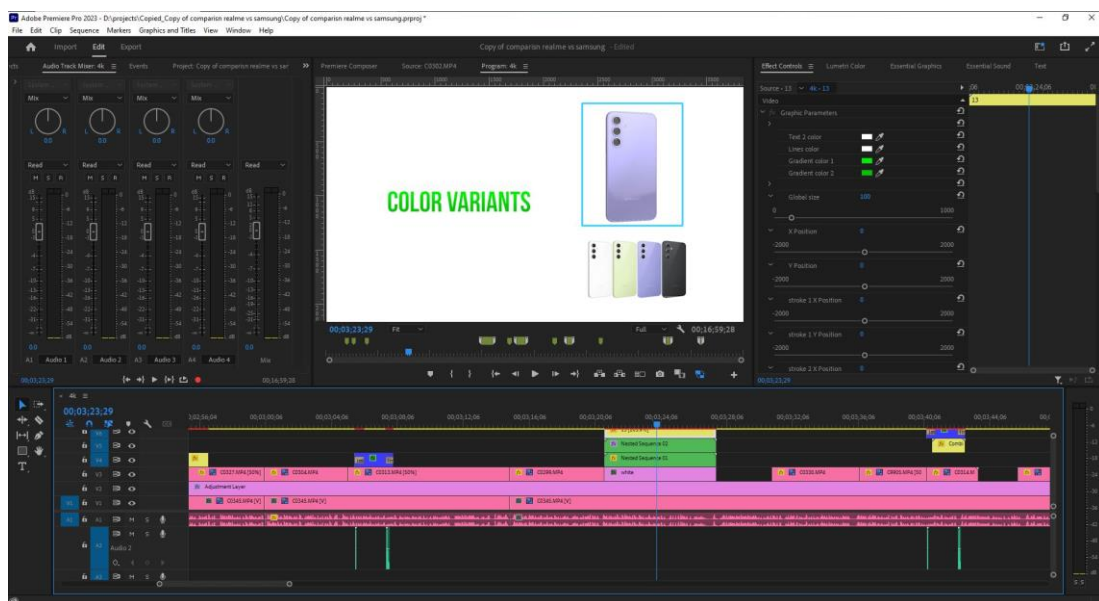


Fig 4.2.9: adding 3D motion video.

I added in some text in premiere pro. I added gradient stroke. Chose color choice and added particle animation behind it. I also animated in and out transition (Fig 4.2.10).

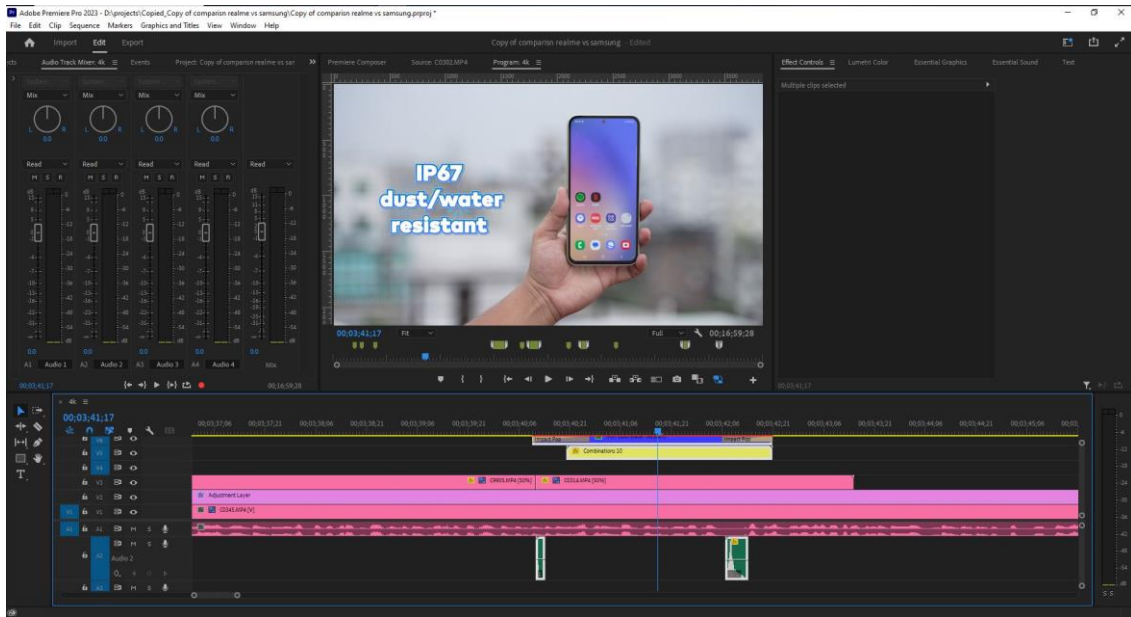


Fig 4.2.10: adding animated text.

In a display B role, I added text of display configuration of Realme 11 pro plus and Samsung galaxy A54. I chose black color the text because it appeared better than any other color in front of a bright background (Fig 4.2.11).

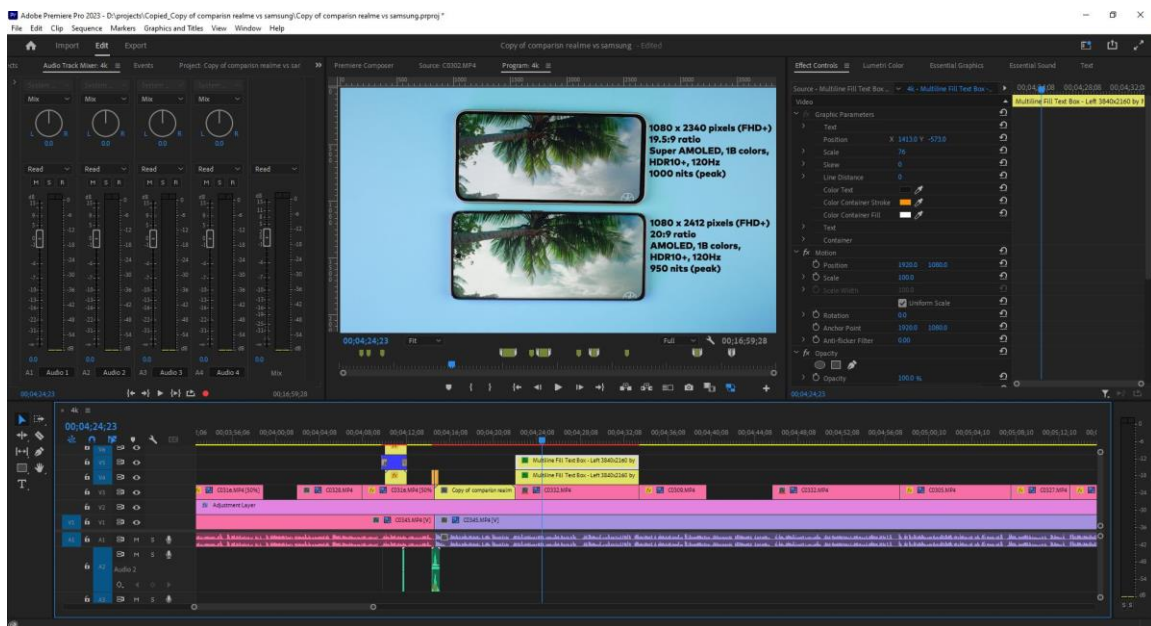


Fig 4.2.11: adding display text of two devices.

Another place where it was being spoken about processor of the smartphones I wrote text of the smartphone's processor name in left side of the screen, animated it while appearing and going out again. Added particle animated graphics behind the text and added a PNG image with transparent background over the main text (Fig 4.2.12).



Fig 4.2.12: adding Processor infographics.

In camera sample chapter where Mr Sohag talked about how good or bad the camera perform in daylight and other situation, I put both mobile camera's photo sample side by side. I also added text with dual stroke beneath the picture samples where it indicates which picture is from which smartphone camera (Fig 4.2.13).

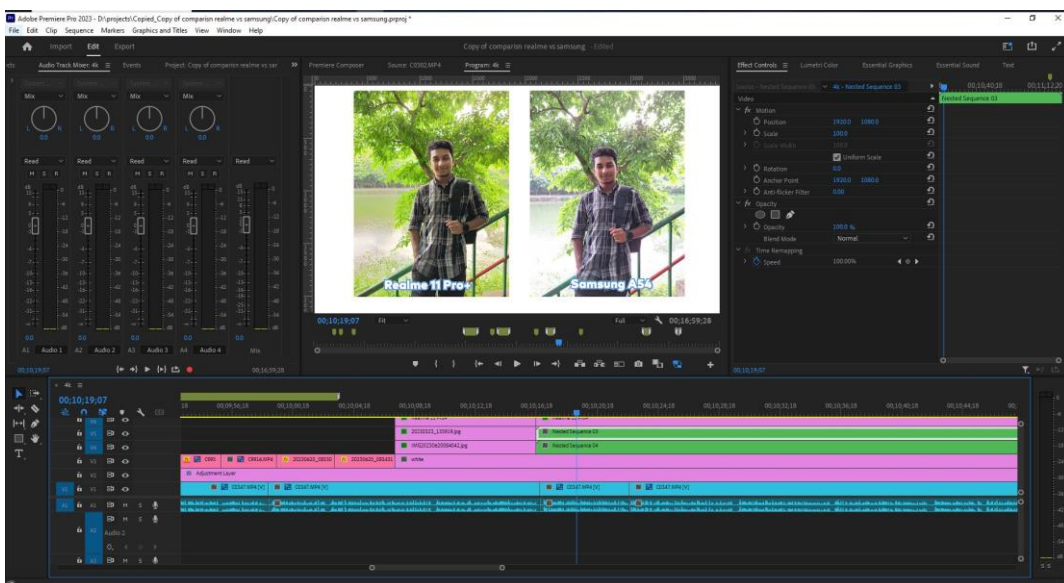


Fig 4.2.13: Adding Camera Samples.

I played back and forth frequently to check whether all assets were in right positions and aligned correctly with controlling few properties. There are few tricks like I copied and pasted one pictures common properties from effect control panel and pasted it on another picture to reduce the overall workflow (Fig 4.2.14).

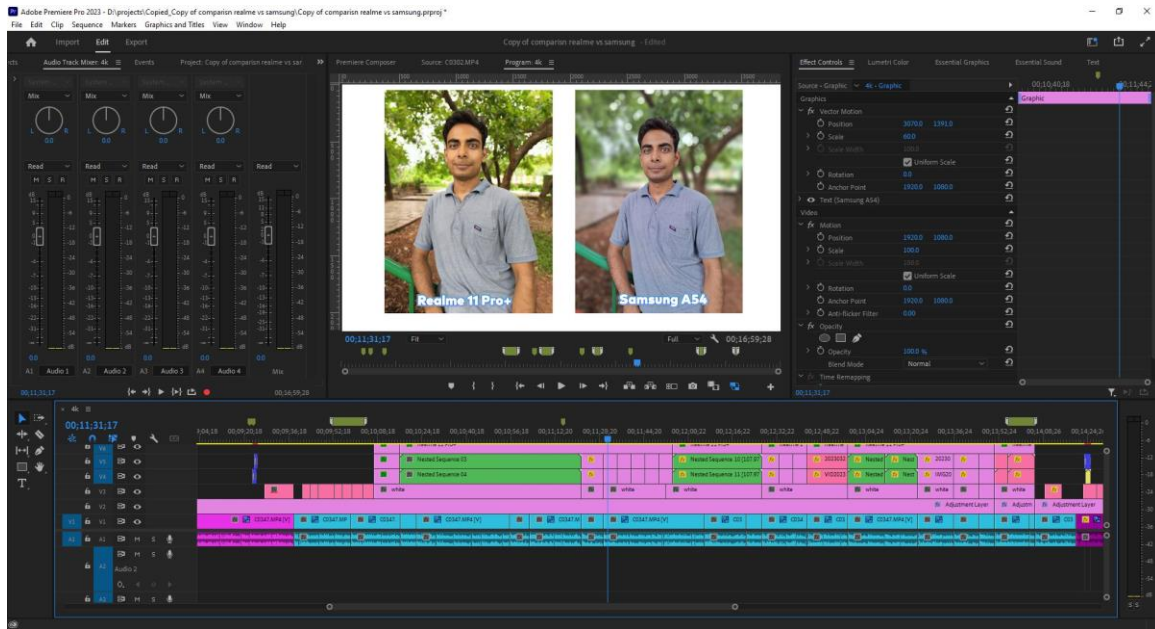


Fig 4.2.14: adding pictures and aligning.

I also added the video samples in the same process and then created a new layer where I put the adjustment layer and added Color grading via Lumetri color effects. I fixed the skin tone and graded color accordingly to look Mr Sohag more appealing (Fig 4.2.15).



Fig 4.2.15: Color grading the video.

I have selected the face in HSL part of the Lumetri Color panel. There I selected face with a color picker and then refined it with other tools (Fig 4.2.16).

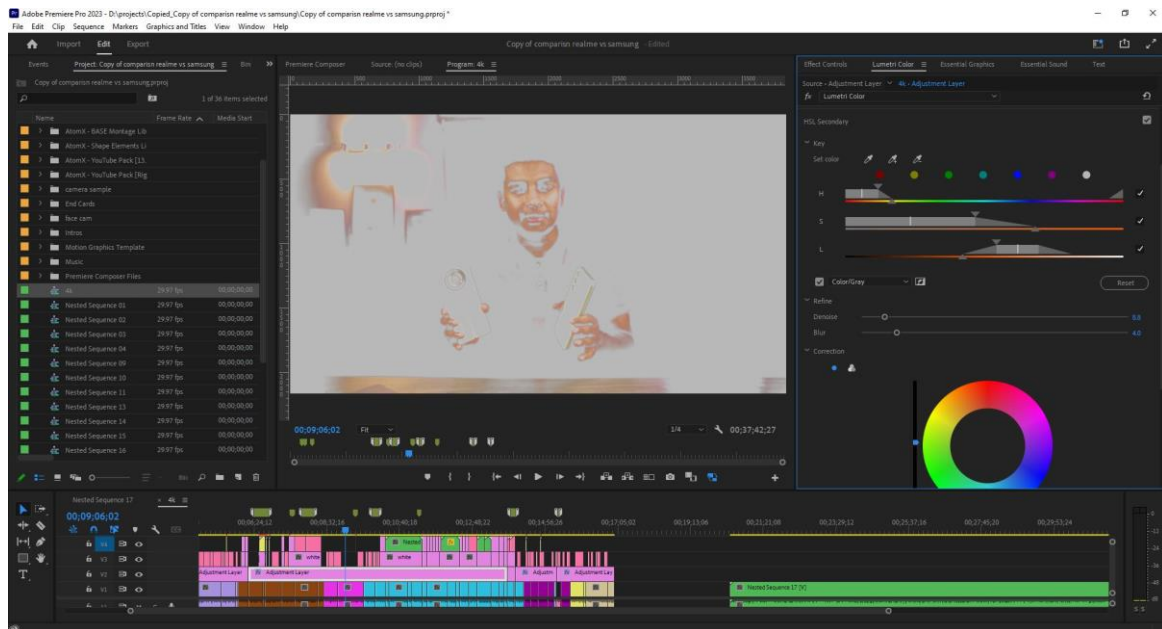


Fig 4.2.16: selecting face.

Then after everything put through I checked the whole timeline and after confirming, I rendered the video in 4K resolution in a specific place (Fig4.2.17). I rendered the video in Adobe Media encoder which is an efficient rendering software that works well syncing with Adobe Premiere Pro and Adobe After Effects. [6]

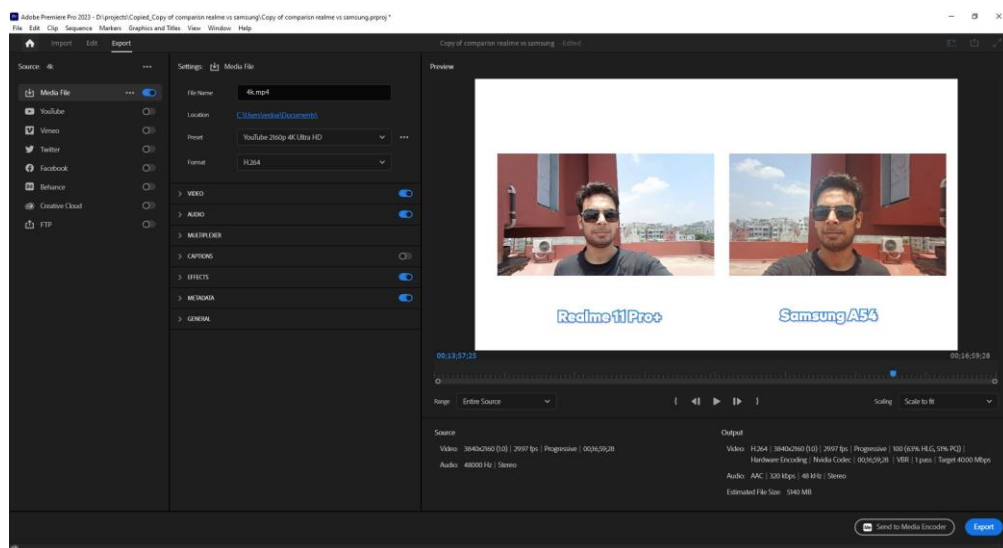


Fig 4.2.17: Rendering the video.

CHAPTER 05

OPPO FLIP N2

5.1 Background

OPPO flip N2 is a foldable flip smartphone from OPPO. This device has some unique characteristics. In this video it was focused on various features of this foldable flip phone. As this phone was a special device, we put efforts to make the video look visually special with various things.

This device was sent to us for a short time, so we did hurry things and did completed the video in a very short time, 4-5 days in total.

5.2 Development Method

First I collected and gathered all assets. Then I created the project in Adobe Premiere Pro. Then I created a sequence with 4K resolution of 3840*2160 dimension, video frame rate of 29.99fps which is actually 30fps. I then imported assets in the project in various folders/bin (Fig 5.2.1).

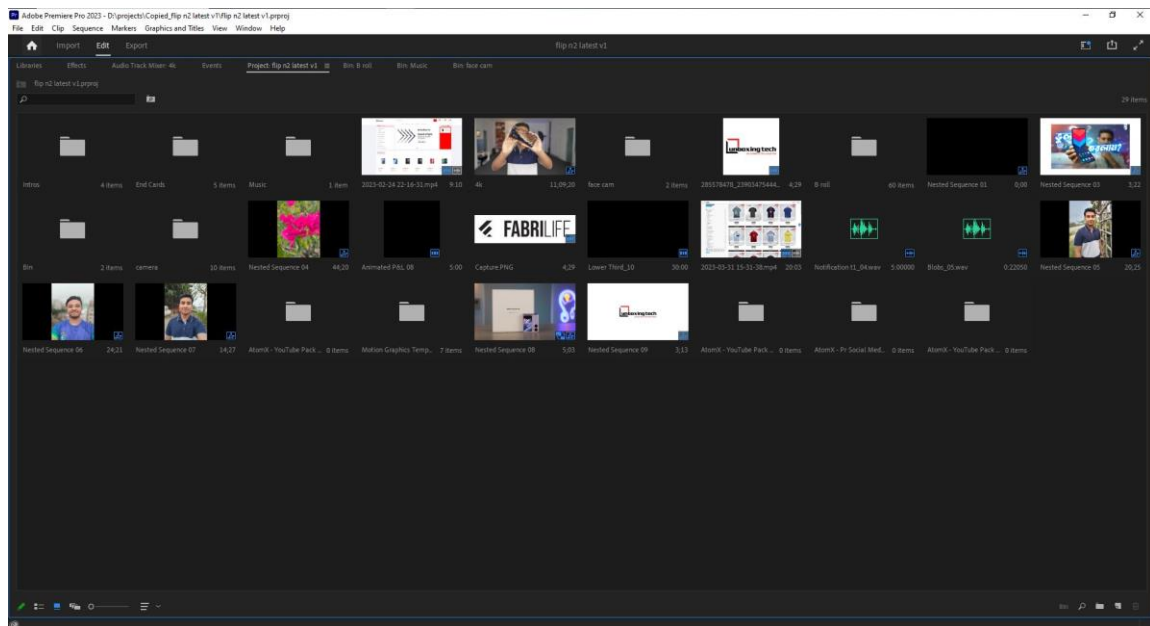


Fig 5.2.1: importing assets.

While importing all the A role and B role I looked if anything does not go missing. I also created proxy all the videos so that working with them becomes easier. Because 4K files take a lot of pressure on the computer and working with them with lot of effects become very hard. I created medium resolution proxy for all 4K files and rendered them in same file location with new folder and rendered the proxy files in Adobe Media Encoder (Fig 5.2.2).

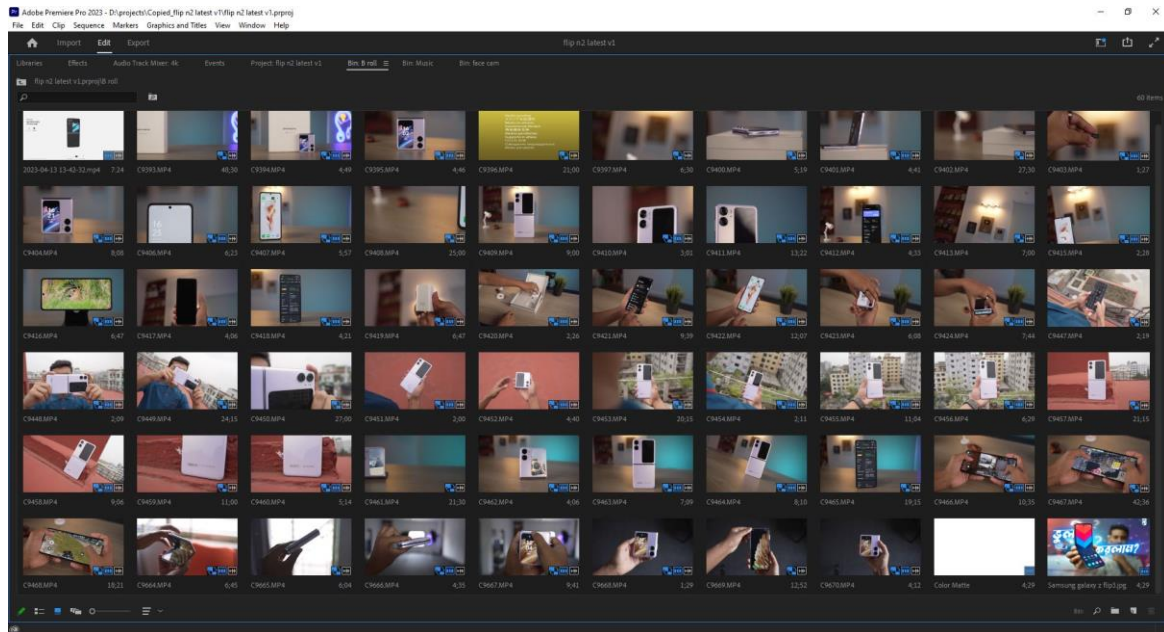


Fig 5.2.2: creating proxy files.

Then I started with A role, cutting unnecessary parts and then put B role in front of the A role. I also saw if the audio wave of the videos are okay in cut points (Fig 5.2.3).

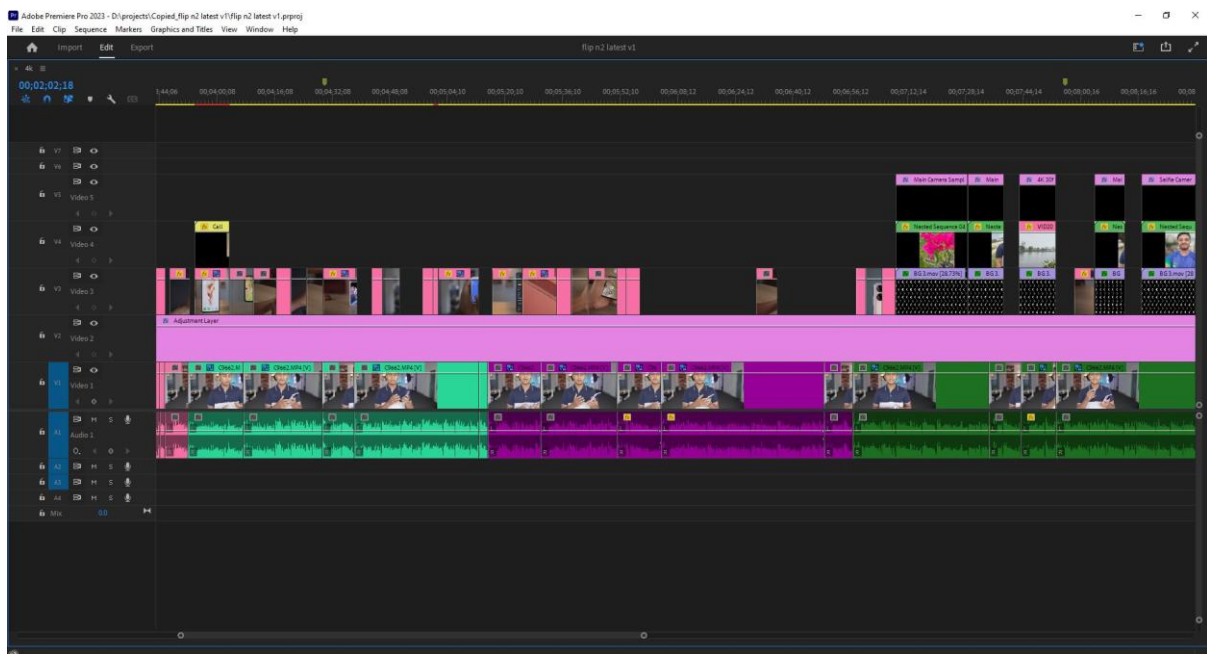


Fig 5.2.3: working with A role and B roles.

I checked if the B roles are matching the main video and looked if there was not big gaps between two B roles (Fig 5.2.4).

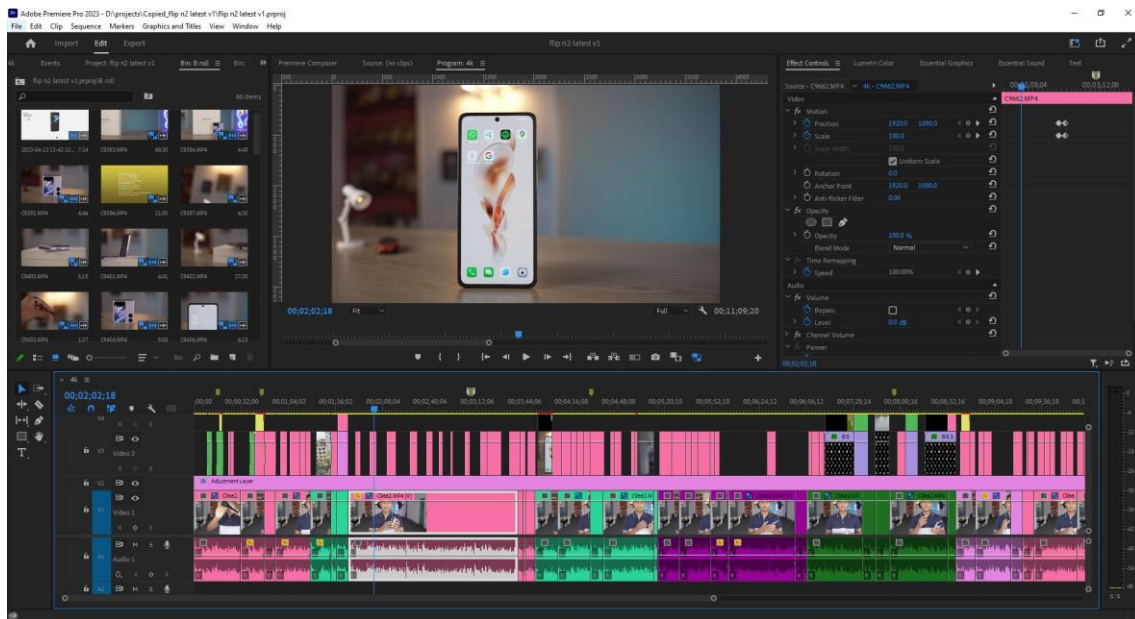


Fig 5.2.4: B role adding over A role.

I added some audio effects to clean the audio such as Multiband Compressor effect (Fig 5.2.5) and customized some parameters. I chose the pop master preference and then added DeNoise and DeReverb effects in it. Then I checked if the effects actually brought any significantly good changes. I found the effects are making the vocal sounding better. So I kept them that way.

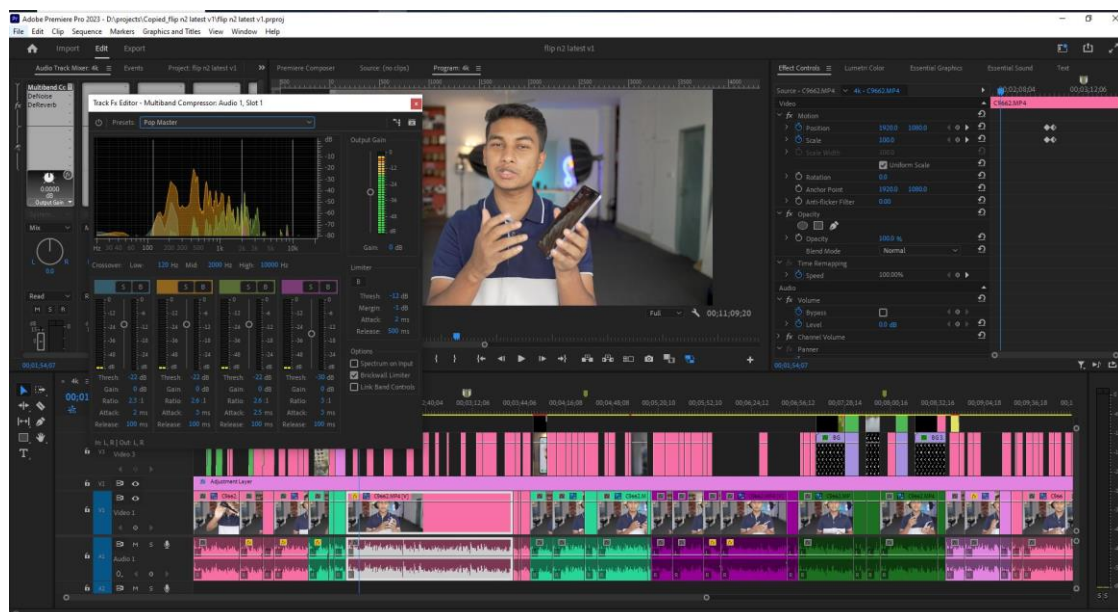


Fig 5.2.5: adding audio effects.

I created a new video layer in the main sequence timeline. Then I created an adjustment layer in the project folder and put it in that layer. I expanded it to all over the timeframe of the video. After that, I color graded on that layer so that the whole Face Cam video get the same effect. I did basic color grading and then worked on the skin tone. I soften the skin and changed the color look with the tools underneath the HSL secondary panel (Fig 5.2.6).

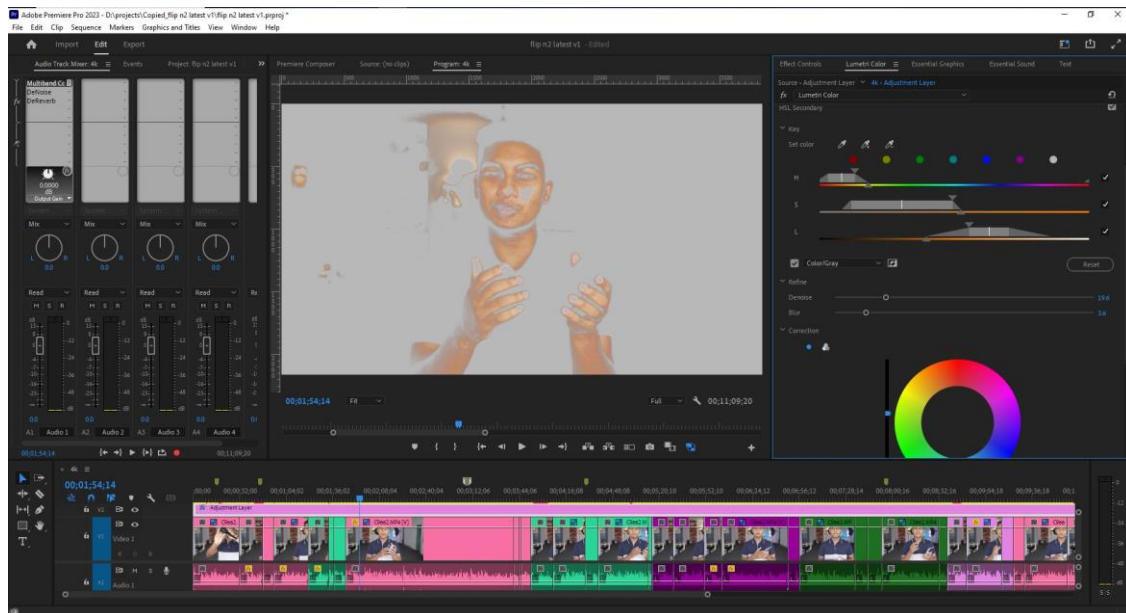


Fig 5.2.6: color grading the skin tone and the video.

This video was sponsored by a tech gadgets selling brand named “Unboxing Tech”. I put their logo and animated it on screen (Fig 5.2.7). Also added their shop’s FB page’s screen recording.

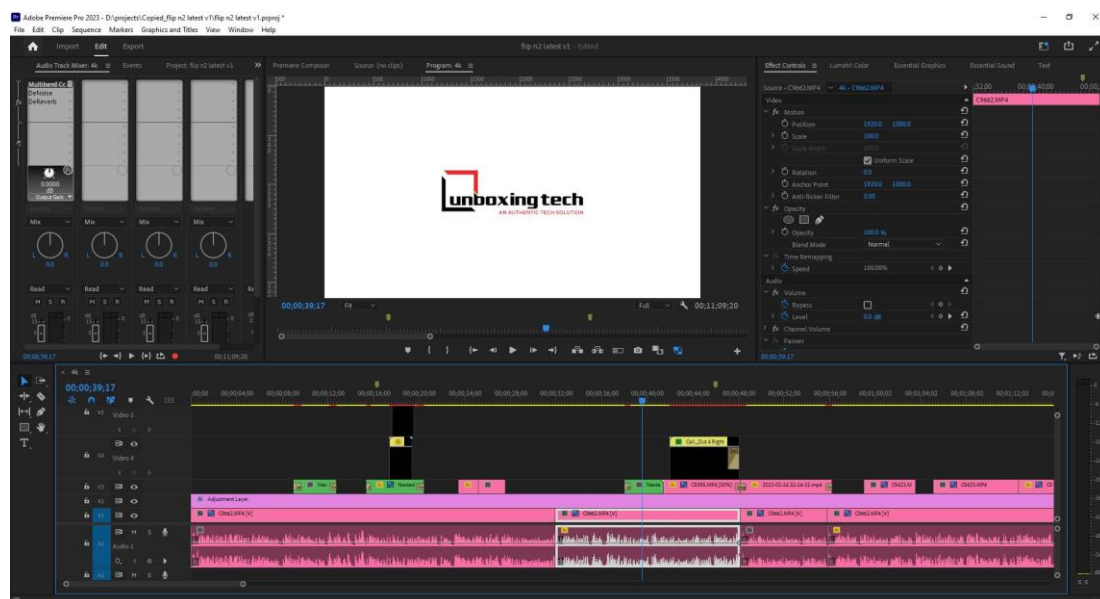


Fig 5.2.7: adding video sponsor info.

After that I added a callout text that shows the device’s price. I customized the graphic parameters like the text, changing from default font to “Montserrat Black” font, scaled it properly (Fig 5.2.8).

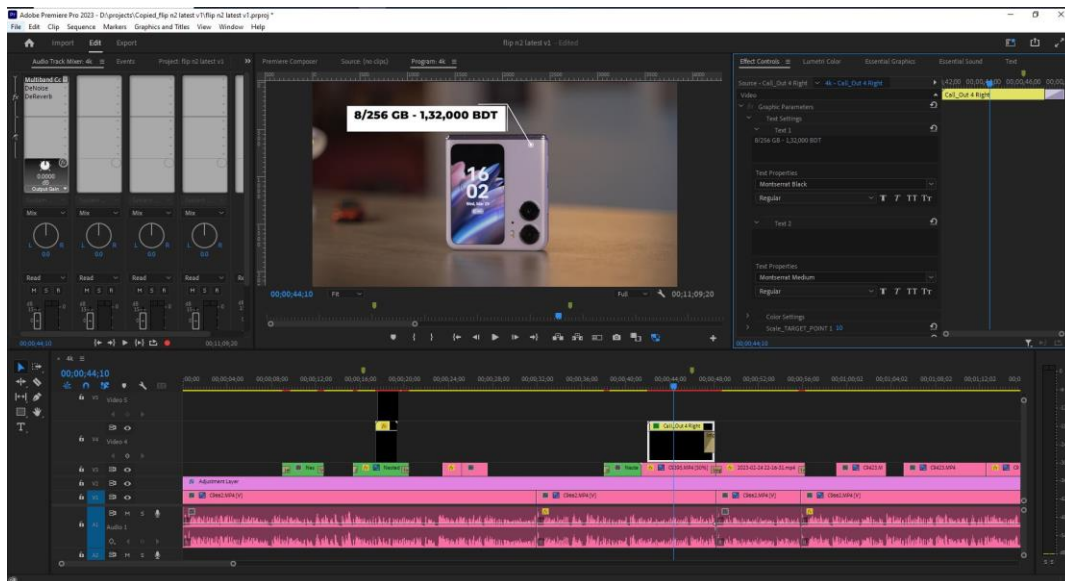


Fig 5.2.8: adding callout text.

In a B role that focused on display features, I put a call out text template and edited it. I added all the information that the display had. I manually tracked the motion and key framed the position of the call out template (Fig 5.2.9).

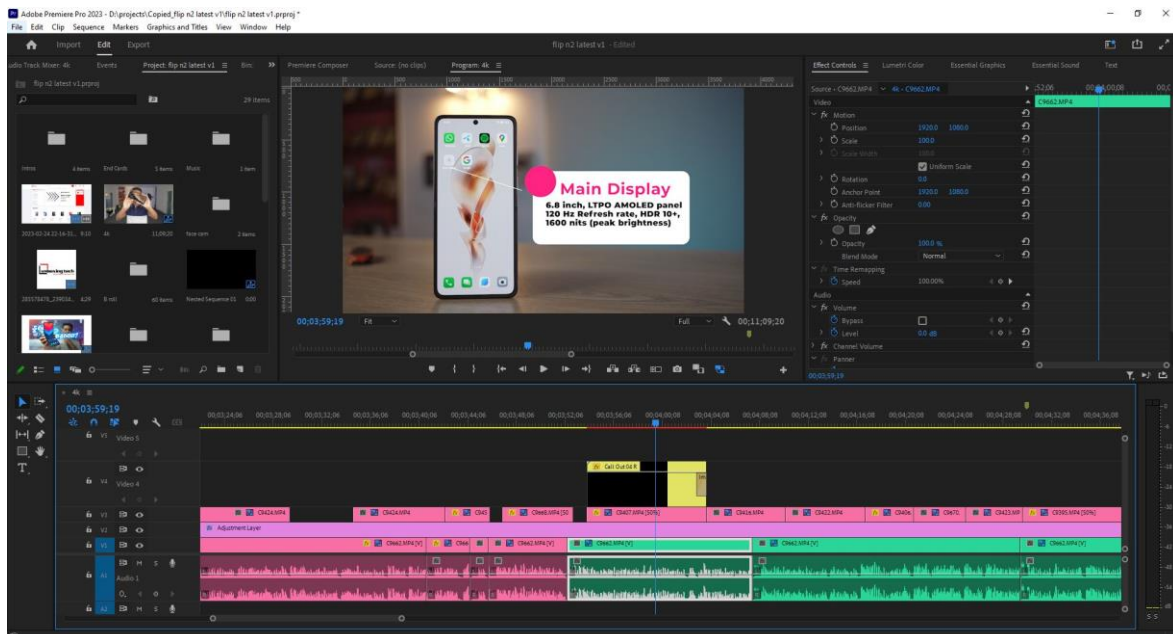


Fig 5.2.9: adding callout text.

I had added camera samples in the camera section of the video and indicated whether it's the main camera, or the selfie camera etc with a text in the right below corner of the screen (Fig 5.2.10).



Fig 5.2.10: adding camera samples.

In a B role, where it focused the battery capacity of the smartphone, I added text graphics and added glitch effects to make it look cool. I animated the text in and out with key framing and chose a bright green color which means powering up (Fig 5.2.11).

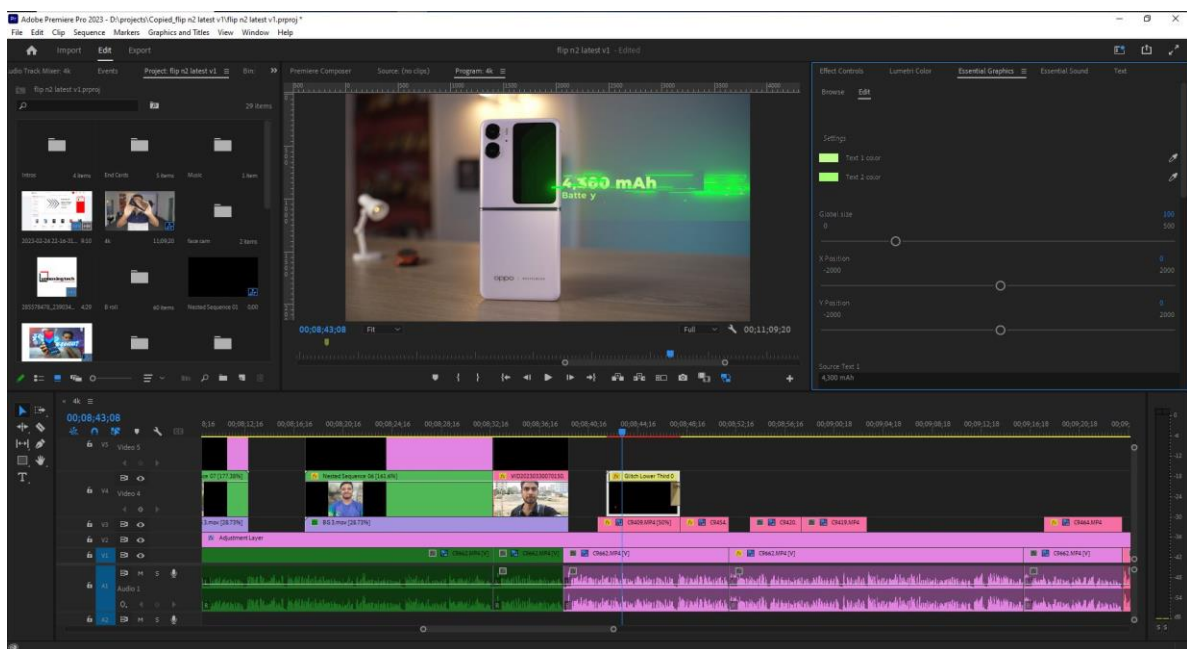


Fig 5.2.11: adding glitch animated text.

I added a bonus sponsored info in the videos ending section. I animated text with premade template and scaled and positioned it correctly (Fig 5.2.12).

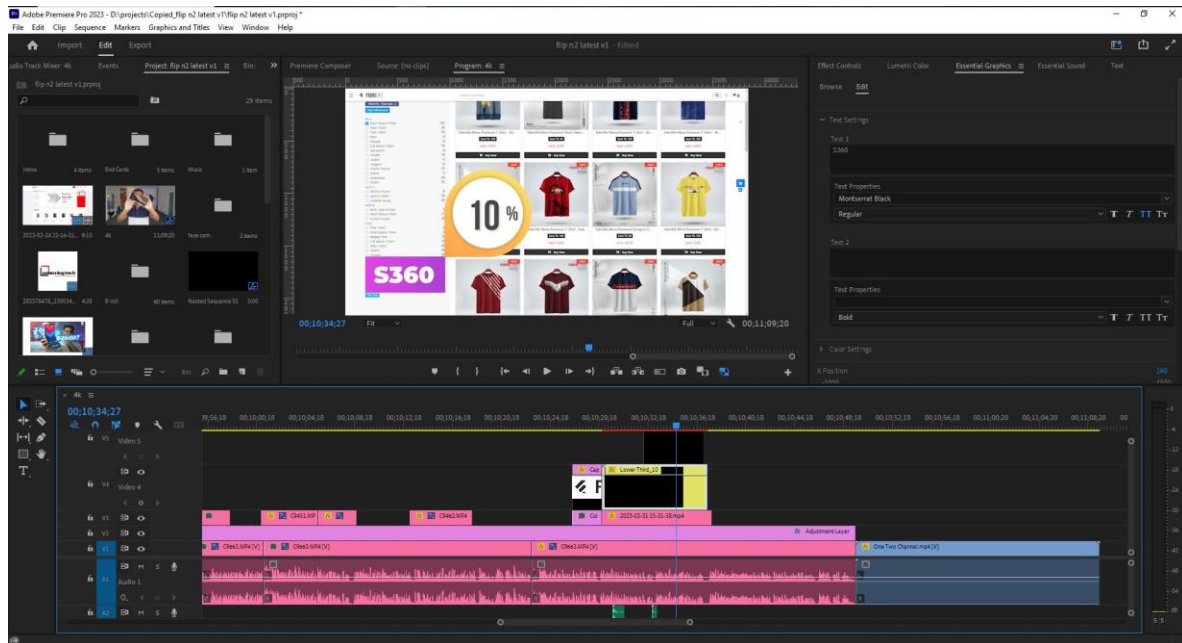


Fig 5.2.12: adding bonus sponsor info.

I added an premade End-card which commonly used in YouTube channels, where other channel, videos are promoted with YouTube Creator features. The End Card was in 1080p, so I scaled it up to 200% to match the 4K sequence (Fig 5.2.13).

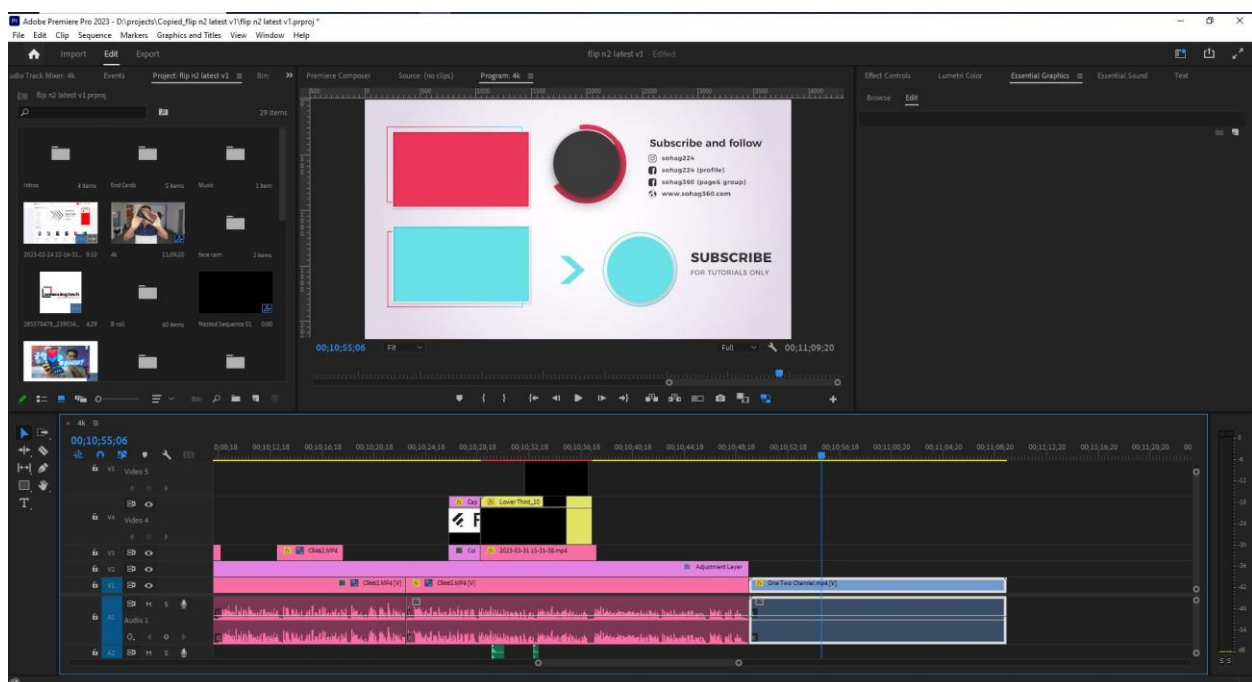


Fig 5.2.13: adding End-Card.

I checked the whole video repeatedly to find out if there was anything left out to do (Fig 5.2.14).

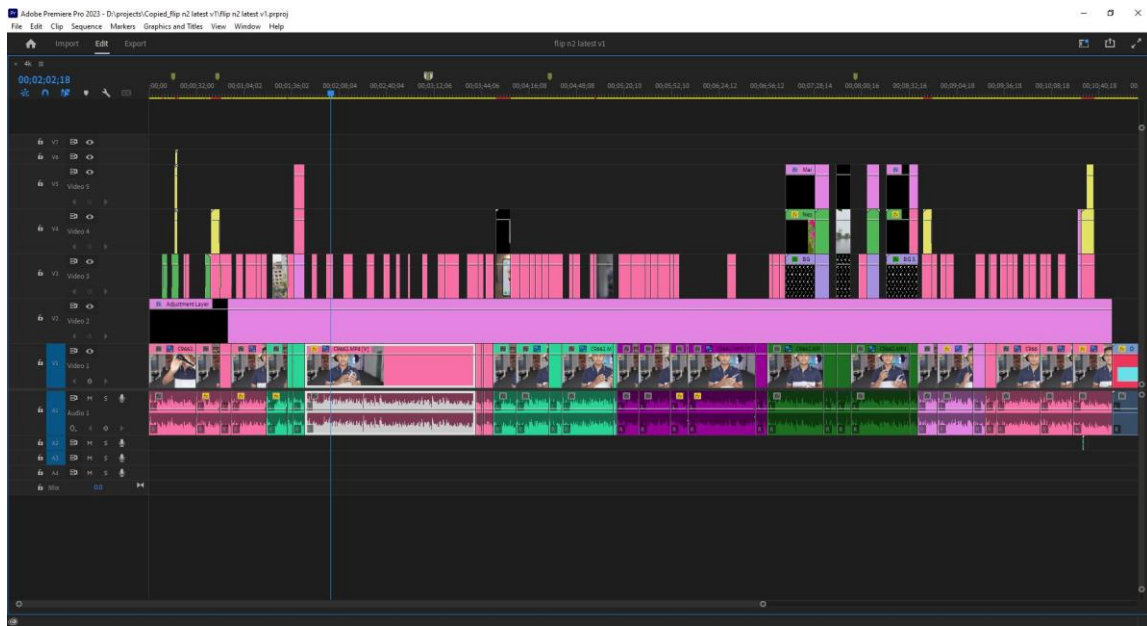


Fig 5.2.14: Whole timeline with all files.

After that I rendered the video in 4K resolution in a specific location. I also have configured all other settings properly (Fig 5.2.15). The rendering took about 30 minutes in Adobe Media Encoder. [7]

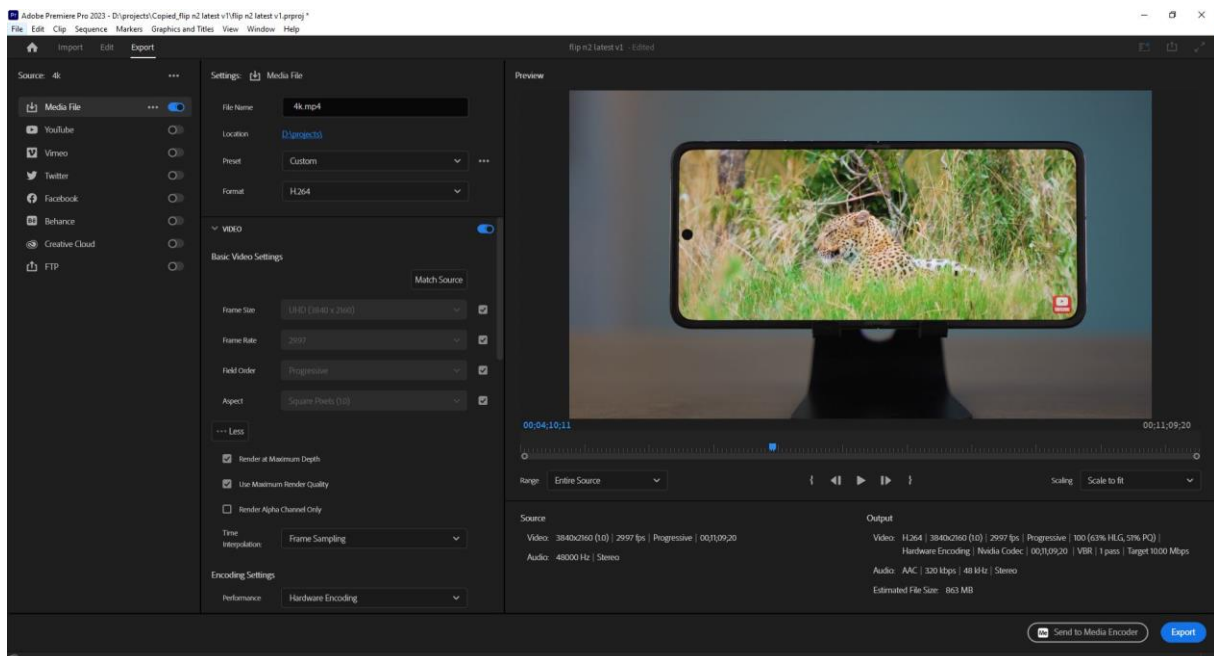


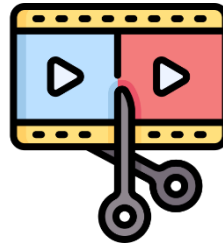


Fig 5.2.15: Rendering the video.

CHAPTER 06

WORKFLOW

		
<p>Pre- Production</p>	<p>Production</p>	<p>Post Production</p>
<ul style="list-style-type: none"> ◆ Research ◆ Scripting ◆ User data of projects ◆ Shooting plan ◆ Making team ready 	<ul style="list-style-type: none"> ◆ Operating camera gears and lighting for the shoot. ◆ Shooting videos ◆ Copying files from camera to computer 	<ul style="list-style-type: none"> ◆ Working with the files and script ◆ Editing according to the script ◆ Working with Special Effects ◆ Adding Background Music if needed ◆ Adding sfx or special sound effects if needed. ◆ Color grading and other work ◆ Finalizing the project and rendering

CHAPTER 07

ABOUT THE SOFTWARE

7.1 Adobe Premiere Pro

Adobe Premiere Pro is a professional video editing software created by Adobe. This software is an industry leading video editing software which content creators, film makers everyone loves (Fig 7.1.1). [8]



Fig 7.1.1: Adobe Premiere Pro logo

Adobe Premiere pro has many tools and features which are easy to learn and use. Also many powerful tools exist those make this software a big gun for everyone. Nowadays, basic motion graphics work can be easily done by many third party plug ins which made Adobe Premiere Pro unbeatable in terms of handy.

7.2 Adobe After Effects

Adobe After Effects is an industry leading motion graphics designing and animating software which comes in Adobe Creative Cloud subscription plan. Adobe After Effect (Fig 7.2.1) is very handy in different kinds of 2D or 3D animations, Visual effects and many other works. [9]



Fig 7.2.1: Adobe After Effects Logo

7.3 Adobe Media Encoder

Adobe Media Encoder (Fig 7.3.1) is a software that is used to render the final output from other Adobe software like Adobe After Effects, Adobe Premiere Pro etc. Its very handy because it can handle multiple video rendering at the same time. It has many powerful feature such as Graphics Card Acceleration, Adobe software syncing etc. Its better to render via Adobe Media Encoder than default renderer of Adobe Premiere Pro or After Effects. [10]



Fig 7.3.1: Adobe Media Encoder

CHAPTER 08

PROBLEMS I FACED & SOLUTIONS

Video Editing is not an easy job. Many problems has to overcome to get successful. Not only mentality matters here, but also performance of the computer and the software also matter. Bellow I will show some problems which occurred in Adobe Premiere Pro, Adobe After Effects, Adobe Media Encoder. If the project file contains many effects, project elements, high resolution footages, then the rendering time could be delayed a lot (Fig 8.1.1). [11]

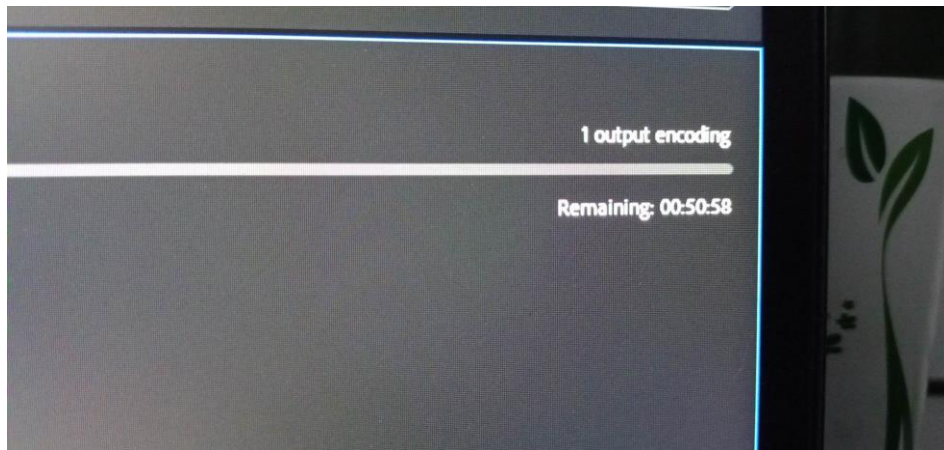


Fig 8.1.1: taking too much rendering time.

Sometimes if the project contains some complicated and much complexed part like after effect project which needs to sync rigorously during the rendering process then suddenly the project rendering process could get stuck. This solves automatically when that part get process inside the software (Fig 8.1.2).

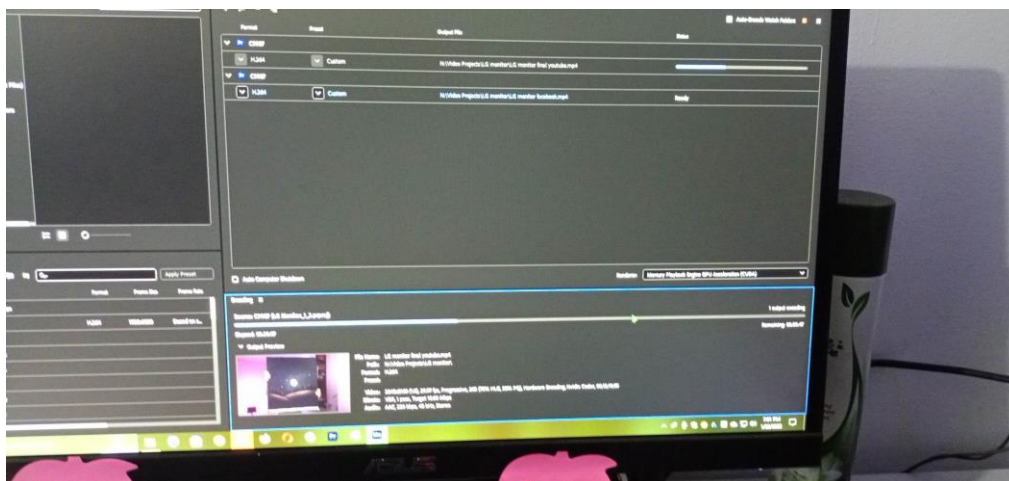


Fig 8.1.2: getting stuck on specific points.

Sometimes when opening a project, it takes time to show all project elements properly. During that time, this type of messages keep showing on the screen (Fig 8.1.3).

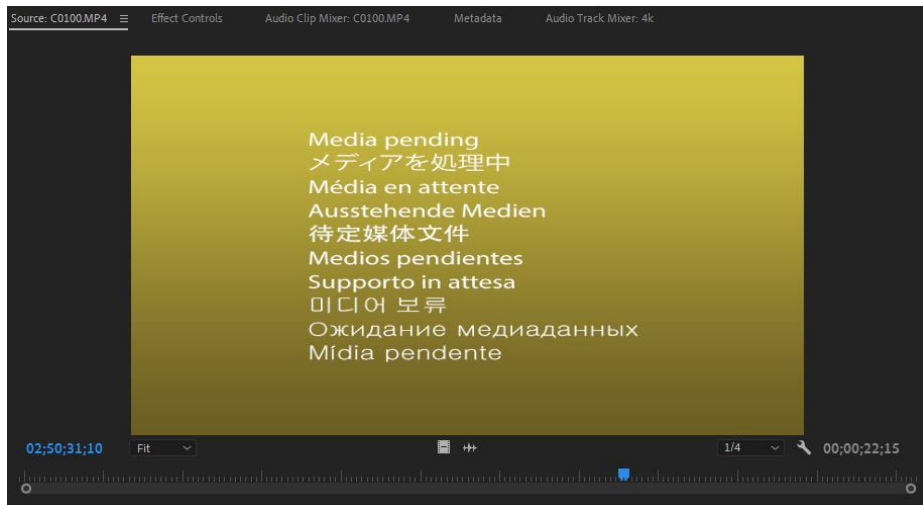


Fig 8.1.3: Media not connecting timely.

Adobe Creative Cloud is a premium monthly or annually subscription based software platform. If there any issue happens with payment failure or payment not made timely then the software will not work (Fig 8.1.4).

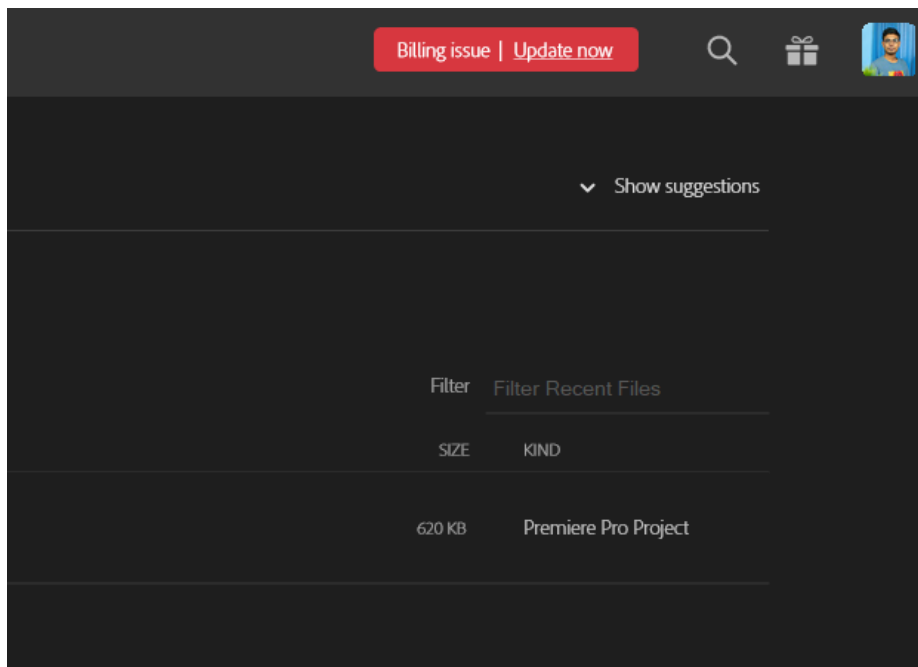


Fig 8.1.4: Adobe Subscription Plan issue.

The proxy files, those we create during editing, sometimes they get disconnected or takes time to load properly. That time all files shows blank files (Fig 8.1.5). [12]

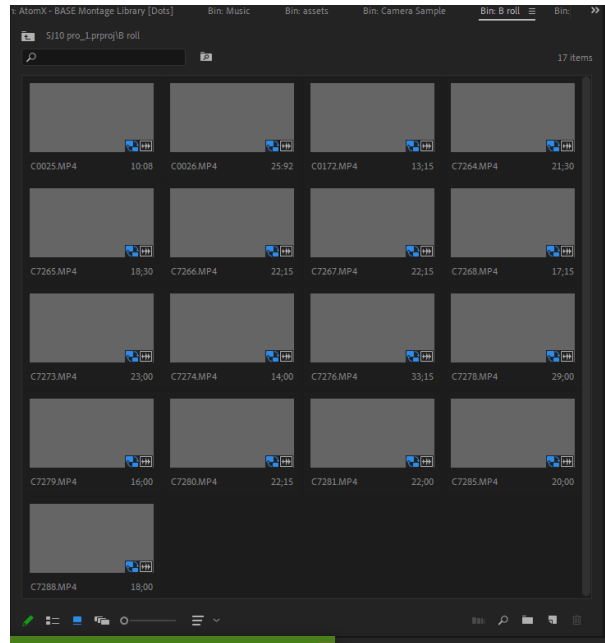


Fig 8.1.5: Proxy files disconnected.

Adobe Premiere Pro is infamous for getting crushed suddenly without any warning and that is really devastating. Here I faced such situation many times. This causes a great trouble as important Data could get lost and progress of workflow also get hampered (Fig 8.1.6). [13]

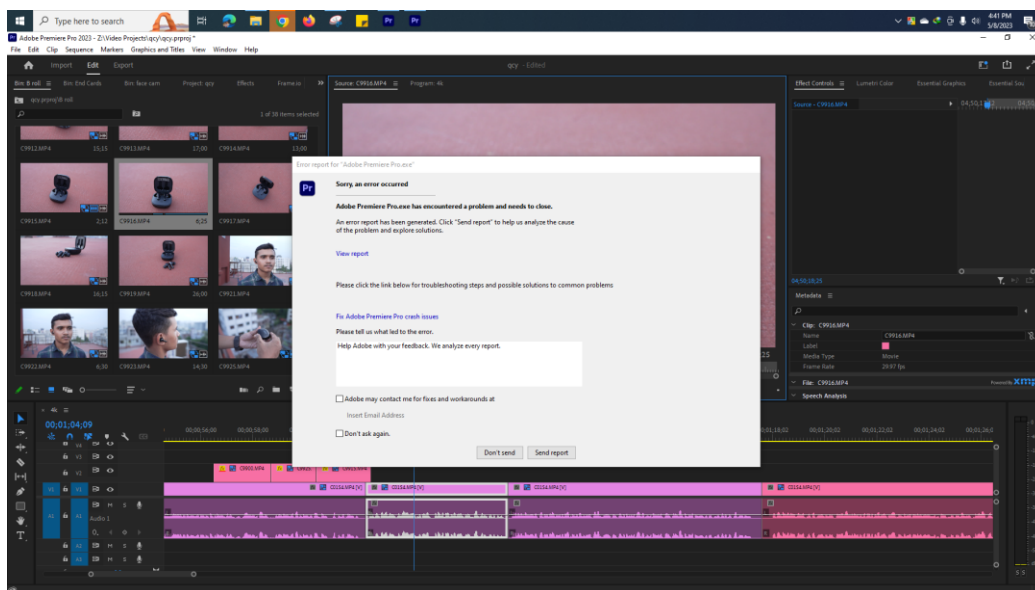


Fig 8.1.6: Adobe Premiere Pro crushing.

There has not any significant way or process invented that can prevent such occurrence. Even Adobe could not find a proper solution. So still today it is a big issue for editors. In big projects, software crash is really a threat that needs to overcome (Fig 8.1.7).

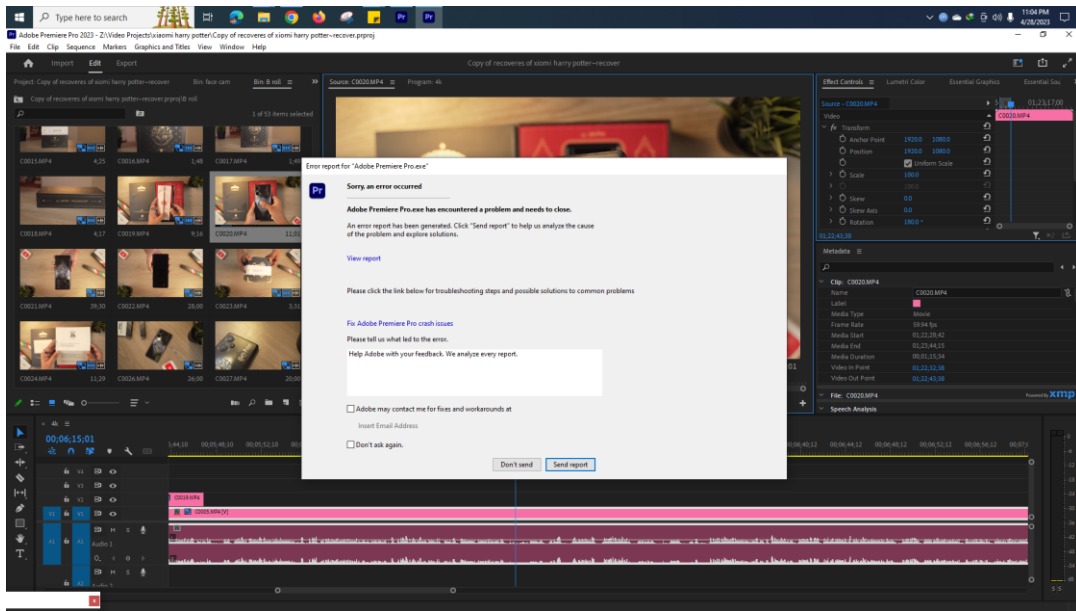


Fig 8.1.7: Premiere Pro crash.

In complex project where lots of elements are being used, the pheromone seemed to happen very often (Fig 8.1.8). Also This could be an issue of software bugs of different software updates, unsupported media presents in project files etc.

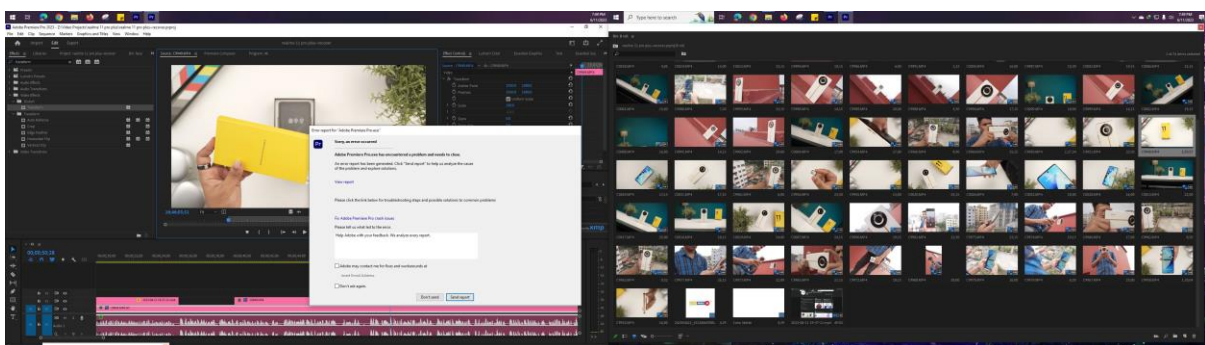


Fig 8.1.8: Software crashing suddenly.

If the project files get corrupted for various reasons, or if third party plug-ins used in the project, then it could also be a reason for the software to crash. The Premiere Pro does not provide complete compatibility to all third party plug-ins where it creates software issue (Fig 8.1.9).

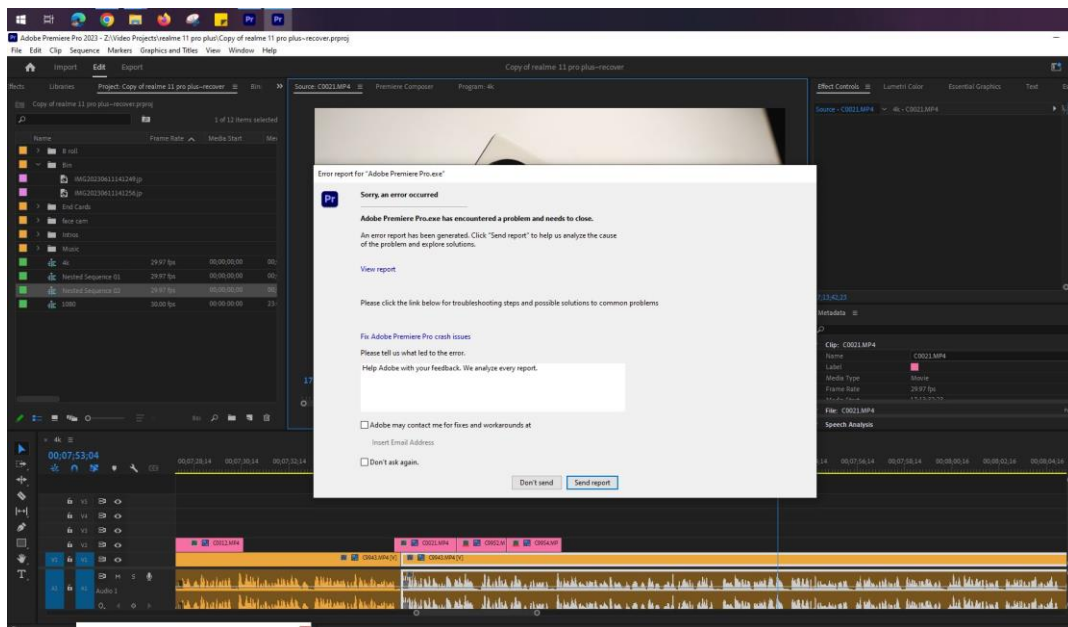


Fig 8.1.9: Premiere pro crash.

CHAPTER 09

CONCLUSION

This Internship project has taught me many things and I have gathered many knowledge and experiences from this. As a video editor and a visualizer what is most important and what can improve a video quality, how to reach clients expectations and become a better service person everything I have learned here are very much important and valuable.

This Internship has given me golden opportunity of learning real life knowledge about video editing and I have used this opportunity as much as I could. I was always keen to know about things those I did not know when I started my editing journey. This internships offered the chance to work on real projects and tasks relevant to my field. This practical experience have enhanced my understanding of concepts I have learned in school and allow myself to apply them in a real-world context.

A software is just a tool. Creativity and imagination is what shapes our visual representations or videos. This internship gave me industry exposure and I have gained insights into the daily operations, workflows, and challenges that professionals face, giving me a more realistic view of the industry beyond the classroom. Balancing internship tasks with other responsibilities taught me how to manage my time effectively, a skill that's crucial in any professional setting.

I hope in future the learnings I got from Sohag360 will help me in many ways, in my career.

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