

David Binns
Culmination Project

Report 3:

After trying to get rid of the white noise, I ended up removing the audio from the video by using Microsoft Clipchamp. In Microsoft Clipchamp, after inserting the video, I clicked on the timeline so that it would turn green. Afterwards, I clicked on the detach audio that was on the right side of the screen. After doing that, the audio became separate from the video and got its own timeline. Afterwards, I searched up multiple modern Tom and Jerry soundtracks and found one that's an upgraded version of the original theme song from youtube.

There's also a website called fesliyanstudios.com (and Pixabay Music), where you can find multiple cartoon music. I then inserted the muted video into Adobe Premiere Pro. In Premiere Pro, there's a source screen and a program screen. The source screen is where the original unedited video is played. The edited version of the video is played on the program screen.

I downloaded the soundtrack into my drive and uploaded it to Premiere Pro by going to Windows > Media Browser to show my drive, and then I right clicked it to import it into my project section. After doing that, I dragged it into the program screen section by putting it into the timeline and putting it below the video bar. I placed the blue bar at the beginning so that the soundtrack can play at the same time as the video. Using the ripple effect tool, I was able to make the soundtrack either short or long and make it play at the part where I want it to play. If I wanted to split apart a soundtrack to get a specific section of it, I would use the razor tool.

It's very useful because it allows you to cut out any unnecessary part that isn't needed. However, using the razor tool can also be difficult because you can accidentally cut out too much sound. I would often cut too much or too little, and I would have to delete the sounds and start over. It can make it difficult to blend the sound effects with the frames. To avoid that, I had to position them next to the blue bar.

I would first move the blue bar to go to the place I need to be, then I would use the back key to go a couple seconds back to get the frame I want. Afterwards, I would either place the sound very close to the blue bar, or place it in the middle depending on how long the sound is. I then learned how to speed up/ change the duration of any clip. To speed up the sound, I had to type in the time that was displayed on the frame. However, it would get too long and I would have to type in a percentage to shrink it, so that it matches the frame.

When I got all of the sound effects placed, I then added a fade-out effect for the background music. With the fade-out effect, it would slowly stop while the next music started. As a bonus, I improved the colors by using color correction and increasing the brightness, while making it less blurry.