

# Cambridge International AS & A Level Information Technology 9626

For examination from 2017

## Topic 10 Sound and video editing **Sub-topic 10b Video editing – Task 4**

Cambridge International Examinations retains the copyright on all its publications. Registered Centres are permitted to copy material from this booklet for their own internal use. However, we cannot give permission to Centres to photocopy any material that is acknowledged to a third party even for internal use within a Centre.

© Cambridge International Examinations 2015  
Version 1



---

## Video editing task guide

---

The task guides show generic techniques but all the work is done using **Windows Movie Maker®**. This application was chosen because it is likely to be the most widely available as it is bundled or available as a free download in all versions of Windows. Windows Movie Maker has all the tools and features necessary for all practical work for the exam specification.

The techniques and skills learned using Movie Maker will be transferrable to other video editing applications. Probably the only difficulty with using other applications will be finding the tools and menu items in other workspaces.

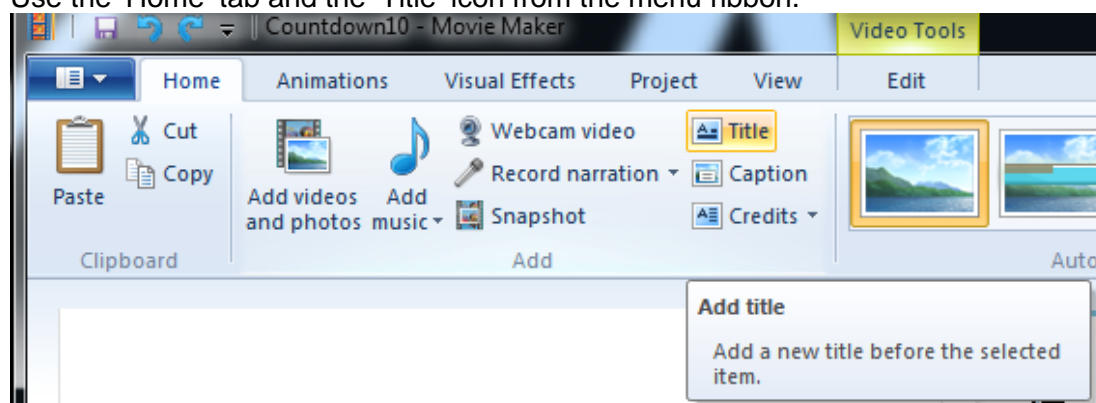
### Task 4

Use the files created in the Sub topic 10a sound editing tasks or use the sound files provided. The files are included in the zip file you would have downloaded for that sub-topic.

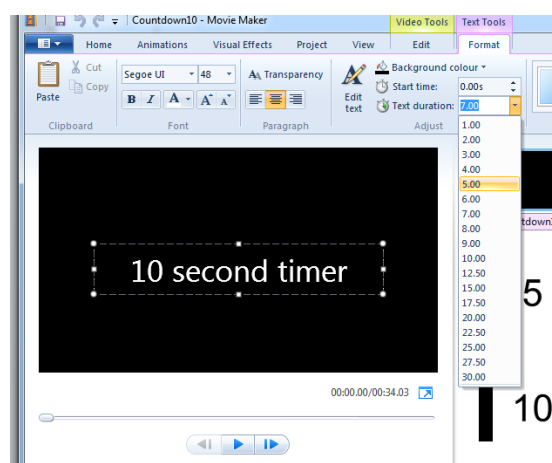
*(1) Add a title frame to the Countdown10 movie. Use '10 second timer' as the text. Set the duration of the title frame to five seconds.*

Move the playhead to the start of the movie.

Use the 'Home' tab and the 'Title' icon from the menu ribbon.



Add the text and set the duration to five seconds.

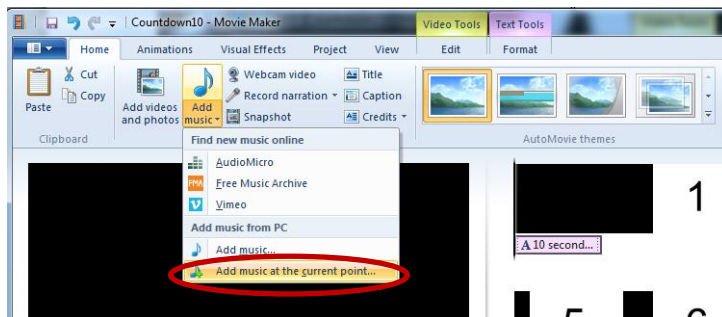


(2) Over dub the 'winding' sound (**Winding\_clock.mp3**) with the title frame.

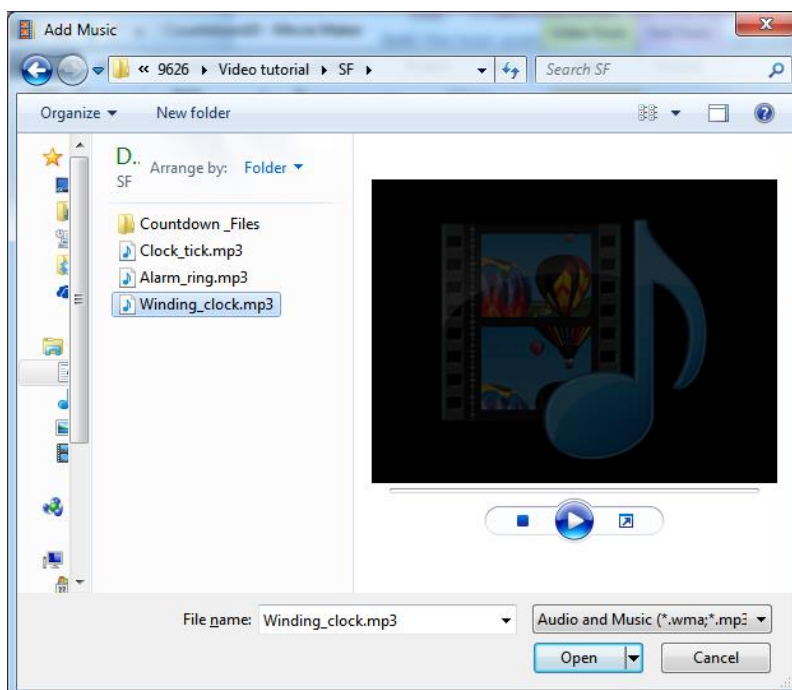
From the 'Home' tab click on the 'Add music' down triangle.



From the 'Add music from PC' section select 'Add music at the current point' option.

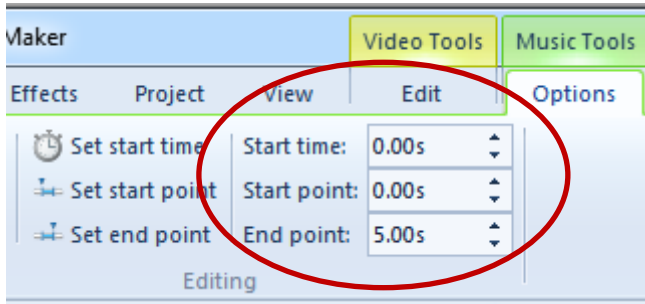


Find the source files and select the **winding\_clock.mp3** file.

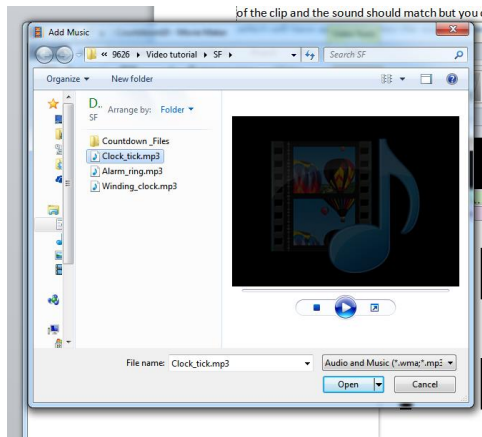


The 'Winding\_clock' sound file was trimmed to five seconds in the sound editing tasks, so the durations of the clip and the sound should match but you can make adjustments using the 'Music Tools' tab, which will have appeared when the sound file was inserted.

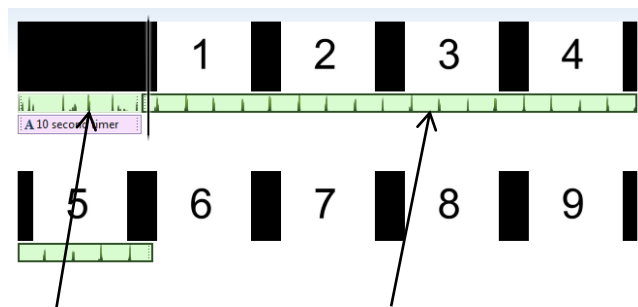
If necessary, you can set the duration of the sound to five seconds.



(3) Overdub the 'clock ticking' sound, (**Clock\_tick.mp3**) with the countdown sequence. Ensure the clock ticking sound lasts for the whole countdown.

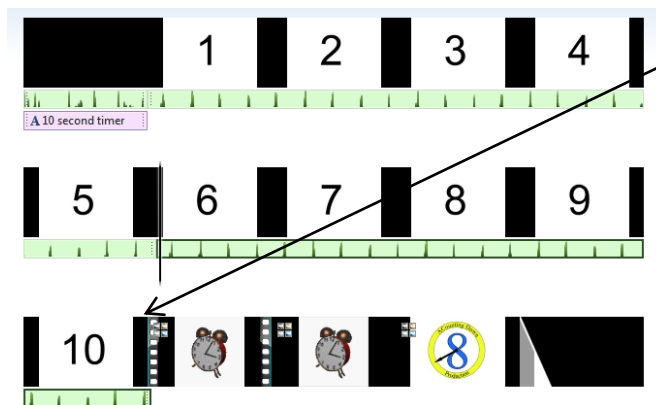


Set the playhead to the start of the countdown sequence and add the sound file as in the previous step.

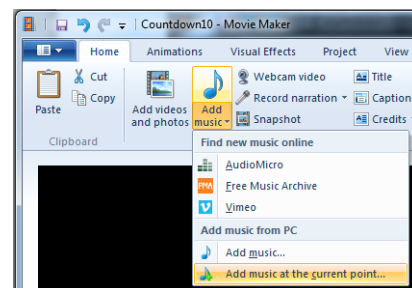


The 'Winding\_clock' sound – the 'Clock\_tick' sound (five seconds).

The duration of the **Clock\_tick** file was set to five seconds in the sound editing tasks so we will need to add it again so that the clock ticking sound lasts for the whole countdown.

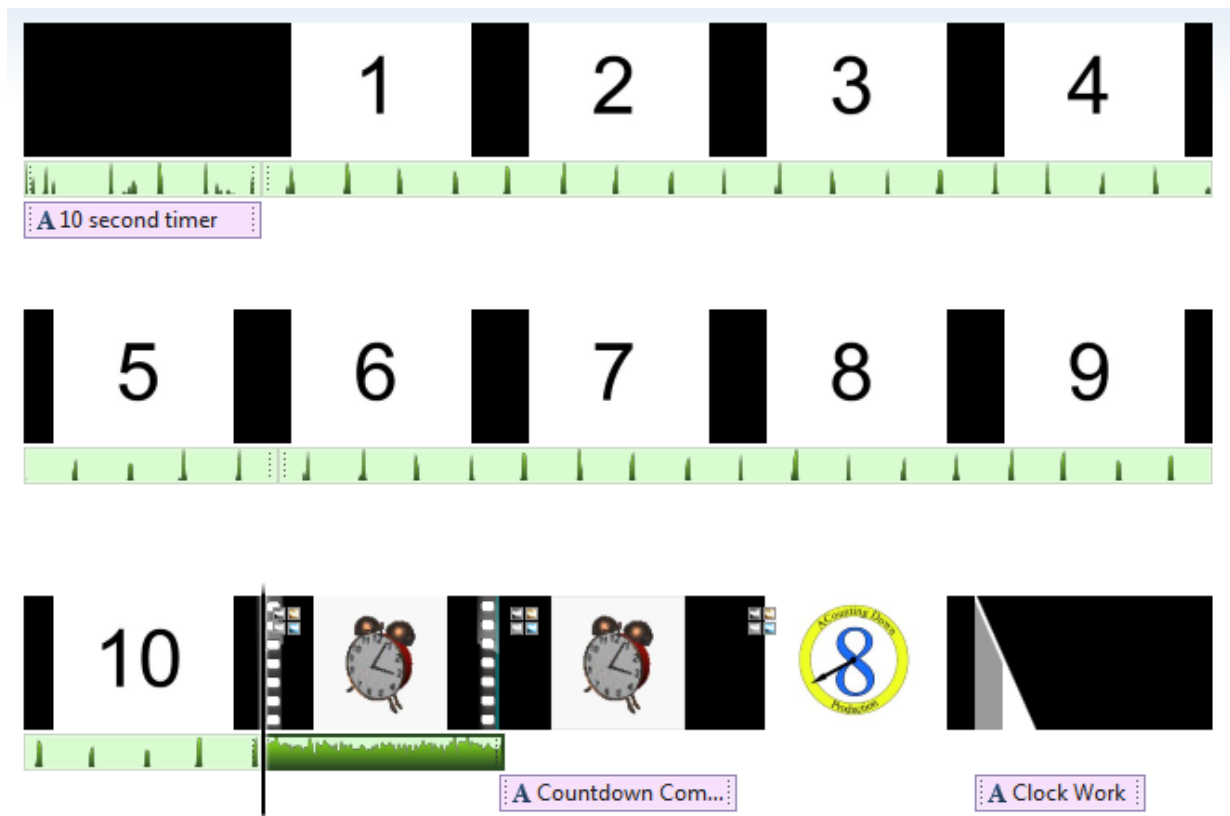


Position the playhead at the end of the sound and add the sound file as before.

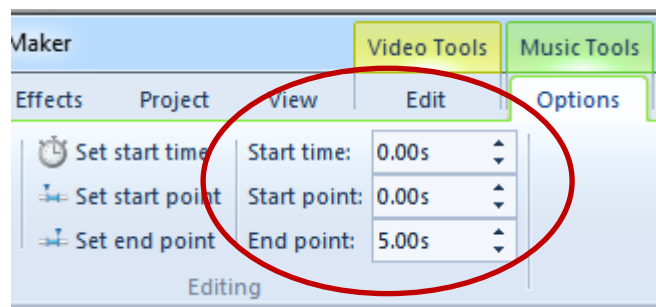


(4) Overdub the 'alarm ringing' sound (**Alarm\_ring.mp3**) with the alarm clock frames but not the 'Countdown Complete' caption or the logo and credits.

Position the playhead at the start of the alarm clock frames. Add the 'Alarm\_ring' sound file as before.



The 'Alarm\_ring' file was trimmed to five seconds in the sound editing tasks so the duration of the clip and the sound should match. If you need to make adjustments use the 'Music Tools' options as before.



(5) *Save the movie.*