

When to Cut!

TFM 327

Functions of Cutting

- Compress Time
- Expand Time
- Express change or movement in location

Reasons for Cutting

- To include an action not visible or capable of being included in the running shot.
- To render a closer look at an action or object not readily discernable in the running shot.
- To reveal an action or object in a more meaningful interpretative light than in the running shot.

Reasons for Cutting

- To emphasize or underline an action, object or emotion.
- To draw back and re-establish the geography of a scene that was indiscernible in the running shot, especially when some new element has been added to that geography.

Edward Dmytryk's 7 Rules for Editors

- Never make a cut without a reason.
- When undecided about the exact frame to cut on, cut long rather than short.
- Whenever possible, cut “in movement.”

Edward Dmytryk's 7 Rules for Editors

- The fresh is preferable to the “stale.”
- All scenes should begin and end with continuing action.
- Cut the proper values rather than the proper matches.
- Substance first, then form.

Walter Murch's 6 Rules for Cutting

- **Emotion (51%)**

- How do you want the audience to feel?

- **Story (23%)**

- Does the edit move the story forward in a meaningful way?

- **Rhythm (10%)**

- Is the cut at a point that makes rhythmic sense?

Walter Murch's 6 Rules for Cutting

- **Eye Trace (7%)**

- How does the cut affect the location and movement of the audience's focus in the frame?

- **Screen Plane (5%)**

- Is the axis followed properly?

- **3D Space (4%)**

- is the cut true to established physical and spacial relationships?