

CHAPTER II

RELATED LITERATURE AND STUDIES

2.1 Literature Review

According to Cutting & Candan (2015) different cuts have different effects on the viewer and choosing the right type of cut or transition has an effect on the viewer the shorter the duration of shots in a movie, the more intense the demand for viewer's attention becomes. cuts used in movies include the "cutaway" and the "insert" where the scenes cut to a different shot to either convey atmosphere or to cover up a sudden change in the main shot. Another kind of cut is the "montage" where a stream of different shots is juxtaposed into one scene usually accompanied by background music.

According to Siregar & Hendiawan (2016) transition and cut is the process of cutting the image which is used for transition from one shot to another shot, this transition means like wipe, dissolve, and fade. We used cuts and transitions depending on our needs and considering the impact of the cuts and transitions themselves. Cuts and transitions themselves are an integral part of the process of editing and cannot be completed without them. In their project they created a short film titled "*Suara yang Hilang*" using montages and because of that the viewers can understand the meaning of the film.

According to Mustika et al (2018) research, they used the MDLC method to create an interactive learning software as a method of simplifying the process of learning and teaching between students and teachers. Their project consists of six parts: the concept, the design of the project, collecting materials needed, the

assembly of the project, testing of said project, and finally distribution of the final project. Their project yielded good results.

Andriawan & Suparman (2015) writes in their study that using a demonstration video is better because it gives the student a chance to view and study the demonstration video first and gain an understanding of the topic to avoid the lecturer having to repeat themselves in class. They found that students that studied using a demonstration video that they uploaded to YouTube gained better results than students that didn't watch the video.

In their study, Mehta & Chotaliya (2015) transitions in videos are divided into abrupt transition and gradual transition, the common technique in cutting videos are categorized into the abrupt transition while the gradual transition consists of transitions like fades, wipes, and other special effects.

Table 1 Table

No	Name	Year	Conclusion
1	Cutting & Candan	2015	Viewers have tolerated this decrease maybe in light of the fact that they have turned out to be more efficient at extricating information from the visual narrative.
2	Siregar & Hendiawan	2016	They used montage to help their short film convey the message so that the viewers can understand the meaning of their short film.
3	Mustika Et Al	2018	They used MDLC method to create an interactive learning software
4	Andriawan & Suparman	2015	They concluded that students that watched a demonstration video performed better than those who didn't
5	Mehta & Chotaliya	2015	There are different kinds of cuts and transitions used in movies

Based on 5 studies stated, we used the idea of Mustika et al., (2018) which used the MDLC methods to create an interactive learning software. Cutting & Candan, (2015), Siregar & Hendiawan, (2016), (Mehta & Chotaliya, 2015) ideas and concept of cuts and transition and finally using Andriawan & Suparman, (2015) which used demonstration video.

2.2 Theoretical Basis

2.2.1 Multimedia Development Life Cycle Method

Cut and transition video will be develop by using the Multimedia Development Life Cycle Methods design that come from (Hidayati Mustafidah, Muhammad Gilang Audi Imani, Sriyanto, 2018) consist of 6 step. These are the 6 steps of MDLC methods:

1. Concept

The concept stage is the stage to determine the goals and who will use the video tutorial. At this stage it is designed as to what this video tutorial will be made.

2. Design

In this step, we present the detail specification about video tutorial, and material needed for the video. This step consists of some design, i.e., storyboard.

3. Material Collection

Material collecting is the collection step of materials that suit the needs of the video tutorial.

4. Assembly

The assembly step is the stage of making the entire material that has been collected.

5. Testing

After the video tutorial creation phase is completed, the next step is to test whether there is any mistake or not on the video of each tutorial.

Testing is also done to see if the video has met the criteria that are by the design goals or not.

6. Distribution

This stage is the last stage where video tutorial is stored in a storage medium. At this stage also evaluated the video tutorial that have been made to improve than previously.

In Nurdiana & Suryadi (2018) studies, they create education game for kids using the MDLC (Multimedia Development Life Cycle) methods, the result of using the MDLC methods is the education game is that child enjoy playing it and educated them.

In Zuli, (2018) studies that create AR (Augmented Reality) and VR (Virtual Reality) using fast algorithm using the MDLC methods can provide a good benefits from the first stage concept until the last stage distribution, this is also done because gradually and structured, so if there is an error in one of the step, then it can be quick to fix the problem.

2.2.2 Transition and Cut

According to Permana, Kertiasih, & Budhayasa (2017) transition is impact to animated video for when moving starting with one video then onto the next so the video turns out to be all the more fascinating.

Transition effect according to Wari (2018) is the effect that given two clip that are sequential in order, moving between clips on and another to look smoother. According to (SenGupta, Thounaojam, Singh, & Roy, 2016), there are two kinds of transitions in a film. Abrupt transition and gradual transition. Abrupt transitions are cuts that happens when the camera is stopped or the video is cut short by the editor, while gradual transitions are transitions that uses effects such as fades, wipes, and dissolves.

A fade in is where the video gradually increases in opacity starting from a black frame until the whole video can be seen. A dissolve is when the frames from first shots gets dimmer while the frames from the second shot gets brighter until the frames from the first shot completely disappear and the second shot completely fills the frame. The wipe is when the second shot appears while accompanied by a shape, usually a rectangle or oval moving from the left to right or right to left (Bae, Cho, Kang, & Kim, 2017). According to (Rahman, 2018) book of “*Panduan Editing Video Ala Pro dengan Software Gratis*” which mention different kind of cut and transition, which are: The cut away, the interference of a consistently shot activity by inserting a perspective on something different. Cut in action, technique where the editor cut starting with one shot then onto the next view that coordinates the first shot's action. The cross cut is an altering method regularly utilized in movies

to build up activity happening in the same time, and more often than not in a similar place. The jump cut, is a cut in film editing in which two successive shots of a similar subject are taken from camera positions that differ just somewhat if by any stretch of the imagination. Match cut is a cut starting with one shot then onto the next where the two shots are coordinated by the activity or subject and topic. Fade in Fade out, a gradual change starting with one picture then onto the next. The smash cut is a technique in film and other moving picture media where one scene unexpectedly cut to another for aesthetic, narrative, or emotional reason. Wipe transition is a kind of film progress where one shot replaces another by going starting with one side of the casing then onto the next or with a special shape. The invisible cut attempt to unite two shots with comparative edges together. L cut is an editing procedure that outcomes in a cut happening at a different time for sound than for video. J cut, a variation of a split edit film editing procedure in which the sound from a following scene covers the image from the first scene, so the sound part of the later scene begins playing before its image as a lead-in to the visual cut.

2.2.3 Multimedia

According to Rhayu & Denenty (2016) multimedia is the combination of different kinds of elements that comes together to create a synergistic product that is much more beneficial for the user than if the elements were separated. Multimedia is the use of computers to create and combine text, graphics, audio, moving images (video and animation) by combining tools and connections so that users can navigate, create, communicate and be informative (Dyarenggasto & Tumimomor, 2016).

According to Mohammed, Kasim, Al-Dahneem, & Hamadi D (2016) multimedia involves five type :

1. Text

Out of the considerable number of parts, content is the regularly and generally utilized with the sight and sound collaboration. In General, content gives the vital data. Consequently, content acts are tying the majority of the components of media together and after that makes a sight and sound correspondence amazing.

2. Graphics

Graphics give the most creative possibilities to a learning procedure.

They can be charts from a spreadsheet, illustrations, pictures from the internet, and filtered pictures from the book or hand drawn. It has been seen that the capacity of acknowledgment memory for pictures is mind boggling and has no restrictions. The primary explanation for this is pictures make utilization of a tremendous scope of cortical abilities: visual beat, measurement, structure, surface, line, shading, and particularly creative ability.

3. Audio

Audio is used to feature a progress starting with one page then onto the next or to give accentuation to understudies in class. For that, it is vital to make Sound synchronized with screen show, which will be empowers speakers to introduce much data without a moment's delay. By the by, unseemly utilization of sound can make it irritate,

nonetheless, stable utilized imaginatively, turns into an inspiration to the creative energy. For outline, a content with some stationary pictures and a sound track, enable students to utilize their own capacity of creative ability without impacted by the unacceptable utilization of video film. One advantage is that the sound document can be ceased and began effectively.

4. Video

There are numerous occasions where understudies may discover a situation shows up exceptionally complex when instructed in only content structure or using pictures and charts. In such cases, the illustrative highlights of video contribute in putting a hypothetical idea into clear setting. The perception abilities of video for the portrayal of data can be quick and incredible. Subsequently, video can inspire intrigue when it is significant with whatever is left of the data on the page and isn't in too get to. This is on the grounds that it is impossible that video can totally supplant the up close and personal address, subsequently video can be utilized similarly as a supplement to printed data.

5. Animation

Animation has been utilized to offer data gradually to students, so they have room schedule-wise to comprehend it in littler sums. After some time, Animations empower students to display diverse renditions of progress by depending on various factors. Essentially,

movements have been utilized to demonstrate a thought or clear up an idea. Video has been typically taken from reality, though real life depends on illustrations.

2.2.4 Demonstration Video

According to van der Meij & van der Meij (2016) demonstration video were recorded demonstrations. They showed groupings of screen captures with portrayal. Every demonstration started with an objective proclamation. For example, the video on altering the correct edge started as pursues: "The edges in this content are excessively little. There isn't sufficient space between the words and the page fringe. We will begin by changing the correct edge." Thereafter, the exhibition showed and advised the best way to finish the specific organizing undertaking. Shows every so often included short 2-s stops among segments, and constantly finished with such a delay. Visual flags consistently shown relevant interface areas and articles.

Asmara, (2016) created a demonstration video to teach students about colloid, and the video yielded positive results for the students, according to them, a media which has audio and visual element in it is considered as a learning media, and so a demonstration video is effective in teaching students because they are not bind to the classroom and can access the video whenever and wherever they want.

In Riduwan & Buditjahjanto (2015) research, they aim to teach visual basic language to programming students and they designed a visual basic learning media using a demonstration video to teach that visual basic language. The video

raised positive results and the students achieved better results after having watched the demonstration video.

2.2.5 Adobe Premiere Pro CC

According to Mamonto, Maulana, Liliana, & Basaruddin (2018) Adobe Premiere Pro CC is a video editing tool device that supported by video or professional and can improve innovativeness and inventive opportunity. Adobe Premiere Pro is the most versatile, productive and fitting device to alter a video. Adobe Premiere Pro CC can bolster different video designs including AVCHD, HDV, XDCAM, P2 DVCPRO HD, AVC-Intra, Canon XF, RED, ARRIRAW, QuickTime, and others.

According to Makela (2018) Adobe is a standout amongst the most effectively conspicuous names in the video creation industry. Adobe Systems Incorporated was established almost 36 years prior by John Warnock and Charles Geschke. Adobe is best known for Photoshop yet in addition has different other programming and projects, for example, the video altering programming Premiere Pro and embellishments program After Effects. Adobe Premiere Pro likewise has sound example level altering with 5.1 encompass sound blending. Debut Pro is utilized by experts just as aficionados. Adobe Premiere Pro accompanies a free preliminary and Adobe has an exhaustive site that gives helpful instructional exercises, news and backing.