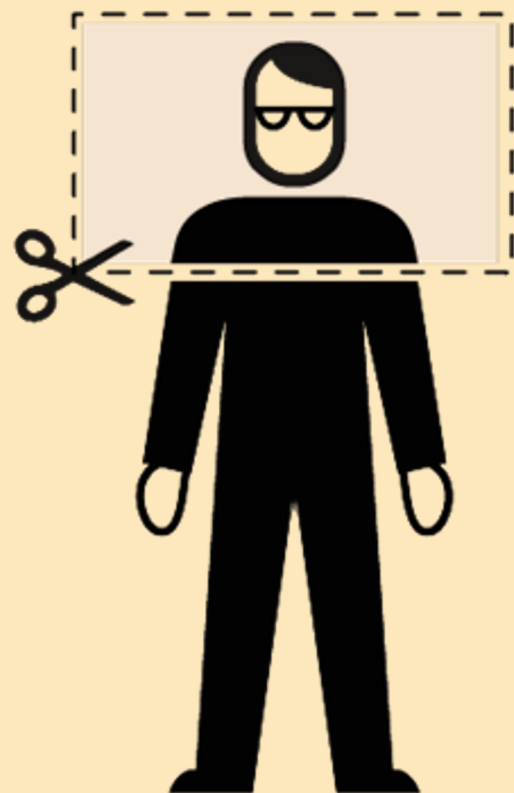


Editor



AI overview

AI is starting to transform the role of editors in film and television by automating repetitive tasks, such as organising footage, selecting shots, and suggesting edits. This allows editors to focus on creative aspects like pacing and storytelling. AI also offers new tools for enhancing collaboration with other departments, such as sound design and visual effects.

To prepare for the future, editors could focus on integrating AI into their workflows, especially for pre-visualisation, continuity checks, and audience analysis. Understanding how to train bespoke AI systems to suit their personal editing style could become an essential skill, allowing them to refine their creative process and improve efficiency.

How can I prepare for the future?

As technologies develop, keeping up-to-date with the latest opportunities is important.

These are some of the areas that editors may need to understand in the future.

Future Tech	Description	Resources for learning
AI-assisted editing tools	AI tools that help automate tasks like scene selection, continuity checks, and even suggest edits based on performance and pacing.	Check out ScreenSkills Training, events and opportunities page for up to date courses; manufacturers like Adobe and Avid provide tutorials on AI features in their editing software.
Cloud-based collaboration platforms	Platforms allowing editors to work remotely and collaborate in real-time with teams across locations, improving workflow efficiency.	Check out ScreenSkills Training, events and opportunities page for up to date courses on HoD management techniques; resources from Frame.io and Avid also offer training on cloud-based collaboration.
Virtual production integration	The ability to edit in real-time with digital environments, integrating VFX, sound, and pre-visualised footage early in the process.	Check out ScreenSkills Training, events and opportunities page for up to date courses on virtual production training, and Unreal Engine provides free online courses in virtual editing and production.
Automation in sound design and colour grading	AI tools that can automate elements of sound mixing and colour grading, speeding up the post-production timeline.	ScreenSkills and industry events like BSC Expo offer workshops on new post-production technologies. Online resources such as Adobe and Blackmagic Design also provide tutorials on these tools.
Real-time rendering for VFX	Allows editors to work with fully rendered VFX in real-time, reducing waiting periods for post-production effects.	Resources from Unreal Engine and Foundry (Nuke) provide training.
Bespoke Large AI Models	New technologies are enabling large existing back catalogues to be used to help with the creation of new content, in an editors particular style.	Some basic understanding of how training of bespoke AI works will be invaluable as new systems start to appear.

What AI tools can I use right now? – Efficiency & workflow opportunities

Pre-production

Script breakdown and storyboarding: AI tools could automatically analyse scripts, generate storyboards, and plan shots, saving time in the early stages of production.

Casting recommendations: AI platforms could suggest casting based on script analysis and predict audience preferences, helping directors choose the most suitable actors.

Location scouting and scene planning: AI could analyse potential locations, helping directors visualise scenes and optimise set design, lighting, and camera angles.

Production

Camera angles and scene composition: AI could assist in visualising camera angles and compositions, improving communication between departments.

Continuity and scene matching: AI tools could track continuity by monitoring costume details, props, and character positions, ensuring consistency across shots.

Real-time audience engagement analytics: In unscripted TV, AI could provide insights into audience reactions in real-time, guiding directors in making adjustments.

Department efficiency: AI could speed up communication, providing departments with immediate feedback and responses during production.

Post production

Automated rough cuts and scene suggestions: AI tools could create rough cuts and identify key moments in scenes, helping editors refine pacing.

Audience analytics and predictive feedback: AI could simulate audience reactions and predict engagement, helping editors make informed decisions on edits.

Bespoke large AI models: AI could assist in training models based on an editor's past work, enabling content creation in their unique style.