

The Evolution of Video Editing: A Journey Through Time

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Abstract: This paper reviews the journey of video editing from its early days to the present day. Initially, editing was done by cutting and joining film strips, which was time-consuming and skilled work. Now, with new improvements in technology, video editing software has made the process faster and easier. Software's like Adobe Premiere Pro, Final Cut Pro, and DaVinci Resolve have allowed editors to work with precision. As time has changed, video editing has become more accessible to everyday users through apps and mobile devices. Nowadays, artificial intelligence (AI) is helping to automate tasks like cutting, color correction, and adding effects. The evolution of video editing has made it possible for anyone to create videos. this paper explores the history and evolution of video editing in an easy to understand way.

Keywords: Video Editing, Technology, Software, artificial intelligence (AI)

1. Introduction

Video editing is the process of modifying and combining video clips to create a finished visual story. It is used in films, television shows, YouTube videos, Commercials, Digital Marketing and many other places. Over the years, video editing has undergone many changes - from cutting physical film strips to using powerful computer software. With the changing times, technology has also changed, and now short videos can be edited using editing apps on mobile phones. Video editing, which was once a skill for making videos, is now making videos in a much shorter time.

2. The Early Days: Cutting Film by Hand

In the early 1900s, when movies first became popular, editing was done by cutting and pasting strips of film by hand. Editors would use scissors to cut out sections of film and then paste them together. The process was slow and difficult. Editors had to be very careful because one wrong cut could ruin the entire film. In 1903, Edwin S. Porter utilized the parallel editing technique in his short film *The Great Train Robbery*.

3. Linear Video Editing

Linear video editing means tape to tape editing, in which video editing was done using analog video tape. In 1924, the Moviola, a linear video editing machine, emerged. Iwan Serrurier invented this editing machine so that editors could see the film while they were editing it. Later, in 1950, a new editing machine called Steenbeck came out. The Ampex Editec, an electronic editing machine, was launched in 1963. It did not have physical cutting.

4. Non-Linear Video Editing

Non-linear video editing lets you edit, rearrange, and organize clips in any sequence without altering the original footage. The CMX 600, a pioneering non-linear video editing system, was introduced in 1971. It was used for offline editing, rough cut editing, and audio editing. Later, in 1980, this cmx system was developed and used for post-production video editing. Meanwhile, two computer editing software emerged: Avid Media Composer in 1989 and Adobe Premiere in 1991. And

even today, these two software video editors are widely used. Later, in 1999, Final Cut Pro and in 2004, DaVinci Resolve brought even better quality to the work of video editing software.

5. Digital Revolution and Online Video Editing

Today, video editing is mostly digital. You can edit high-quality videos on laptops, tablets, and even smartphones. Cloud-based tools allow people to edit online and collaborate with others around the world. Social media platforms like Instagram, YouTube have built-in editing tools, making video creation part of everyday life. Video editing continues to evolve with AI (Artificial Intelligence) and machine learning. Today, AI tools can: Automatically edit videos, add subtitles, remove backgrounds, Suggest music or effects.

6. Conclusion

Video editing has come a long way – from scissors and film reels to AI-powered software. What was once a difficult and expensive process is now available to almost anyone with a smartphone or computer. As technology improves, video editing will continue to be easier, faster, and more exciting.

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