

# You SHOOT video



**VIDEOCLUB**  
of LAGUNA WOODS

**BUT  
CAN  
YOU  
EDIT  
IT?**



**3-week class  
starts Saturday,  
March 31, 2018  
10 am-noon  
in the Video Lab  
between CH2 & the pool**

## ***Introduction to PC Video Editing with Corel VideoStudio***

**T**urn your video clips and still photos into **REAL VIDEOS!** This hands-on, three-session class will give you the beginning tools you'll need to start editing your own work. Learn how to trim unwanted segments; add titles, music, and narration; include still photos and bring them to life using pan and zoom. Corel VideoStudio is a powerful video editing tool, yet very user-friendly.

"Introduction to PC Video Editing with Corel VideoStudio," will be taught by Dr. Tom Nash, retired head of the Mass Communications Department at Biola University, on Saturdays, March 31, April 7 and 14, 2018. Cost is \$15 for members, \$30 for non-members (includes 2018 club membership). Individual sessions are \$5 (suitable for review). **For beginners, the full series is strongly recommended.** Lab computers are available, or bring your own PC laptop equipped with VideoStudio X7 or later. Pre-registration is not required. *For more information, contact Dr. Tom Nash at [tom@tomnash.net](mailto:tom@tomnash.net), 714-381-0781.*

**Get your videos onto a big-screen TV or YouTube for family and friends to enjoy!**

Visit our website for the latest Video Club news: [videocluboflagunawoods.com](http://videocluboflagunawoods.com)

### **TAKE THIS FIRST!**

**NEW CLASS: "How to Start A Video Editing Project"**

*One Session: Saturday, March 24. 10 am-noon, Video Lab.* Longtime Corel VideoStudio user **Wolfgang Kutter** will explain all the steps necessary to start an editing project using Corel VS and will introduce you to the basic settings. Even if you already use Corel VS, you might want to attend because we find that many Corel VS users are not too familiar with the project settings and preferences. *\$5 members, \$20 nonmembers (includes 2018 club membership).*