

Video Editor – Editing Basketball Data

Watch the video:

<http://hudl.com/tutorials/veeditballdata>



The purpose of this tutorial is to introduce the concept of adding and editing basketball breakdown data in the Hudl Video Editor.

Breakdown data helps add value to your video in Hudl. With breakdown data, you can identify basic data such as whether the play was offensive or defensive and you can also add specific statistical breakdowns for each individual player. You can add breakdown data during capture, after capture or on Hudl.com.

Before starting this tutorial, open a Hudl Video Editor project that has captured video. For more information about the Hudl Video Editor and the publishing process, see the tutorials page at <http://hudl.com/tutorials>.

Clean Video Clips

If you notice that a clip has unnecessary video at the beginning or the end of a play, you can clean the video clips by adjusting the mark in and mark out positions of each video. Cleaning the video clips is an important step if you would like to validate the captured video before you publish it to Hudl.com

- 1) Click the play icon in the clips list row to load a clip in the video player.
- 2) If you notice that the clip has unnecessary video at the beginning or end, adjust the mark in and mark-out positions for a possession.
 - a. Click the **Auto-Advance** toggle button in the bottom right corner of the video player until it says **Repeat Clip**. The icon will now have two circular arrows.
 - b. Click the **Play** button to play the loaded clip.
 - c. Click the **IN** button to mark a new start point possession. Click the **OUT** button to mark a new ending point for the possession. You do not have to adjust both the in and out positions for the clip.
- 3) Click the **Delete Clip** button in the action bar at the bottom of the Hudl Video Editor if you want to remove the clip.



Edit Video Data

In the Hudl Video Editor, there are three areas to edit video data for a possession: the 'Individual Breakdown' panel, the 'Team Breakdown' panel, and the clips list. This tutorial focuses on the 'Team Breakdown' panel and the clips list. For more information on the 'Individual Breakdown' panel, see the [Editing Individual Breakdown Data](#) tutorial.

Team Breakdown

The 'Team Breakdown' panel allows you to quickly tag information specific to the possession for the entire team. To use the 'Team Breakdown' panel after capture, a possession must be active in the video player.

- 1) Click the **Team Breakdown** button at the top of the Hudl Video Editor.
- 2) To activate a possession in the video player, click the blue play icon at the far left side of a clip row. The possession will begin playing in the video player.
- 3) Click any option in the 'Team Breakdown' panel to set that value for the possession. All selections will be automatically saved.
 - a. The **Possession** box indicates whether the possession was on offense or defense.
 - b. The **Zone/Man** box indicates whether the defense on the possession was zone or man.
 - c. The **Inbound** box lets you identify where the inbounds play occurred from if there was an inbound on the possession.
 - d. The **Quarter** box lets you identify which quarter the possession occurred in.
 - e. The **Possession End** box lets you choose how the possession end (Make is a made shot; Def Rebound is a missed shot, etc.).
 - f. The **Press, Transition, and Team Review** buttons are quick tag options for those values.

You can use the Team Breakdown panel during or after capture. For more information about editing data during capture, see the [Video Editor tutorials](#) on Hudl.com.





Clips List

The easiest way to edit data in the Hudl Video Editor is by editing the clips list which is under the video player. The clips list allows you to edit any data for a possession at any time, regardless of what clip is playing.

- 1) Each row in the clips list is a specific possession. Click in any cell in that row to edit the data for that possession.
- 2) Select a value from the drop-down box or type your own value in the cell. Some columns, such as Possession, are restricted to a set of predefined values.
- 3) Click in another cell or press the **TAB** button on your keyboard to move to another cell. Your changes will be automatically saved.

Visit <http://hudl.com/tutorials> for additional tutorials.

