

# Sequencer Manager basic operations

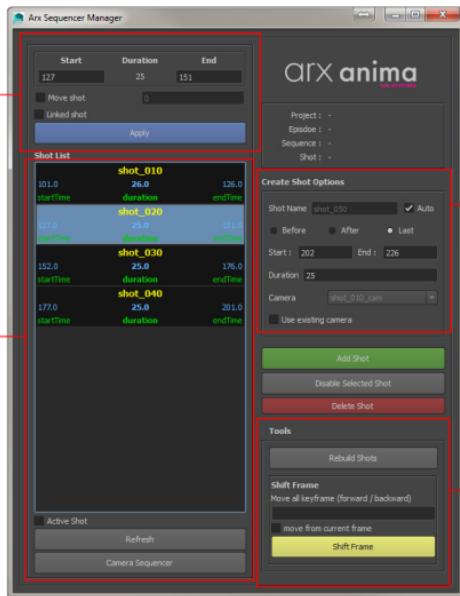
## Sequencer Manager

Edit Zone

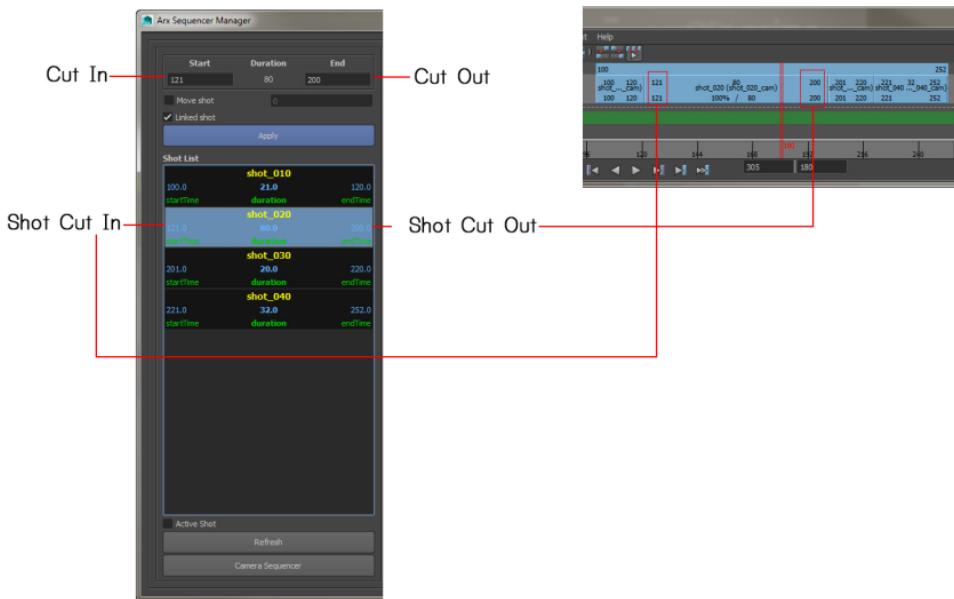
New Shot Zone

Shot list Zone

Utilities Zone



# Edit Shot CutIn/CutOut/Duration



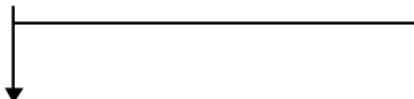
## 1. Trim head

Select a shot and enter new CutIn that has greater value than current value to trim the head.  
Press Apply



Original Timeline

Ex. change CutIn on shot\_020 from frame 121 to 124

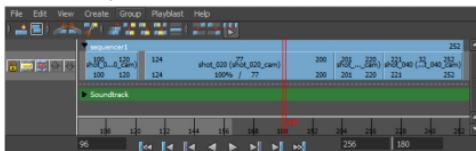


shot\_020 will be trimmed to 124 and leave a gap between shot\_010 and shot\_020



With linked shot checked  
next shot will be extended  
to fill gap

shot\_020 will be trimmed to 124  
and shot\_010 will be extended to fill the gap

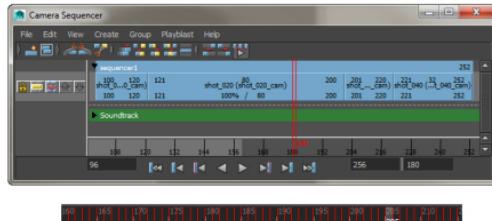


All keyframes remain the same

## 2. Trim tail

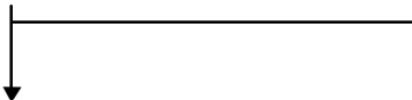
Enter new CutOut that has less value than current value to trim the tail.

Press Apply



Original Timeline

Ex. change CutOut on shot\_020 from 200 to 180

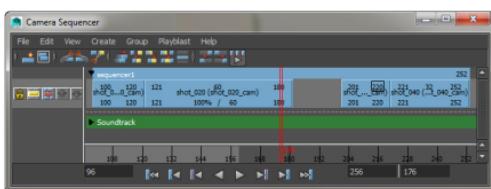


shot\_020 will be trimmed to frame 180 and leave a gap between shot\_020 and shot\_030



With linked shot checked  
next shot will be extended  
to fill the gap

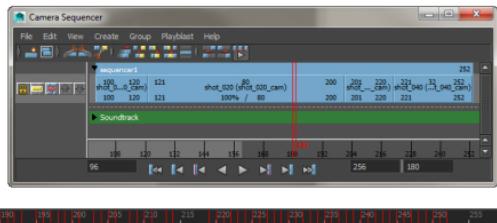
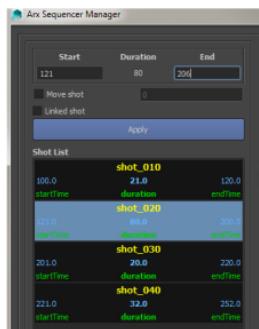
shot\_020 will be trimmed to frame 180  
and shot\_030 will be extended to fill the gap



All keyframes remain the same

### 3. Extend tail (increase duration)

Enter new CutOut that has greater value than current value to extend the shot duration.  
Press Apply



Original Timeline

Ex. change shot\_020 CutOut from frame 200 to 206



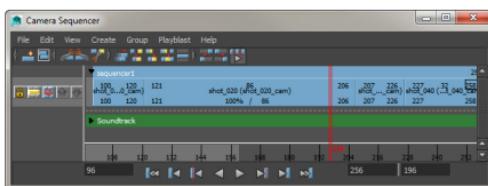
At this point, you can choose either just extend a shot or extend and move all keyframes after end of selected the shot forward the same amount of the extended value

Extend + Move key (from 201 → 206)

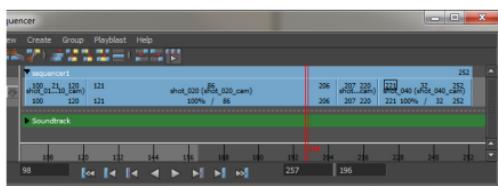
All shots after shot\_020 will be pushed away for 6 frames  
(Over all sequence duration will be longer)

Extend Only (from 201 → 206)

Shot\_020 will be extended to overlap Shot\_030  
(shot\_030 will be shorter, overall duration will be the same)



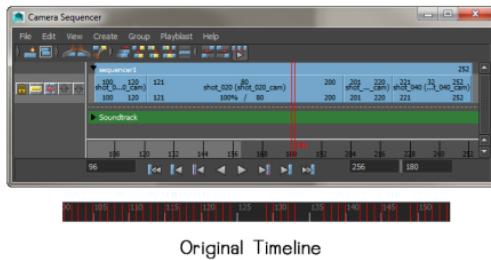
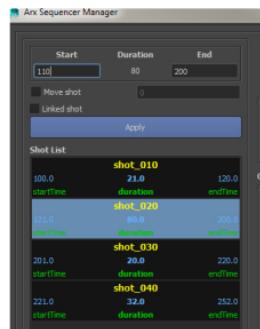
Keyframe after 201 will be pushed forward 6 frames  
\*\* This will keep animation on shot\_030 – shot\_040 to be the same.



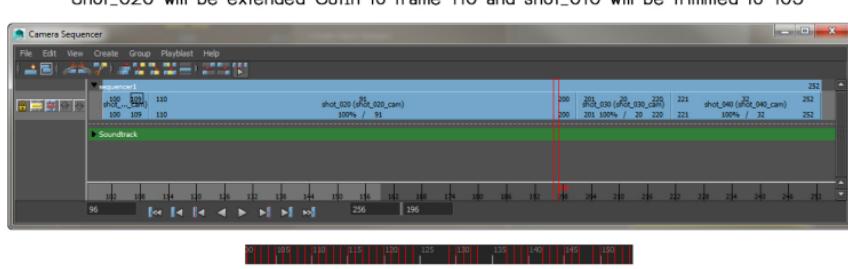
All keyframes remain the same

#### 4. Extend head

Enter new CutIn that has less value than current value to extend the shot duration.  
Press Apply



Ex. change CutIn on shot\_020 from frame 110 to 100



## Add shot options

The screenshot shows the 'Shot List' window on the left and the 'Create Shot Options' dialog box on the right. The Shot List contains four shots: shot\_010, shot\_020, shot\_030, and shot\_040, each with start and end times and duration. The Create Shot Options dialog has a radio button for 'Last' selected. It includes fields for 'Start' (253), 'End' (277), 'Duration' (25), and a 'Camera' dropdown set to 'shot\_010.cam'. Buttons at the bottom include 'Add Shot' (green), 'Disable Selected Shot' (grey), and 'Delete Shot' (red).

- Before : Add a shot before selected shot
- After : Add a shot after selected shot
- Last : Add a shot at the end of the sequence
- Start : start frame of a new shot  
This field will not available in Before / After unless "Add shot in gap" is checked.
- End : end frame of a new shot
- Duration : duration of a new shot

Use existing camera : use existing camera in the scene

Add shot in gap :  
When you want to create new shot in a gap or space between 2 shots.  
This will insert a new shot without moving other shots or moving keyframes.  
But if new shot duration is longer than the space, an error dialog will be shown.

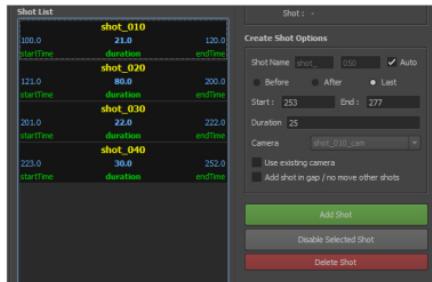
Add Shot button : Add shot / Insert shot  
Disable Selected Shot : set shot to "mute" in camera sequencer  
Delete Shot : Delete shot in sequencer. (Camera is not removed)

Auto : This will automatically calculate shotName. Uncheck this to specify name manually.  
Only a number field is available, prefix field is lock. If you want to change prefix,  
see setting in config.txt

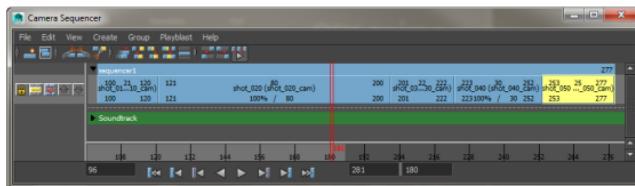
## Add last shot

Add last shot to the end of the timeline

1. Check Last checkbox
2. Specify Start / End frame
3. Add Shot



\* no need to select any shot

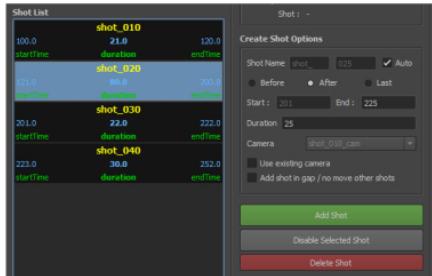


Last shot is added.

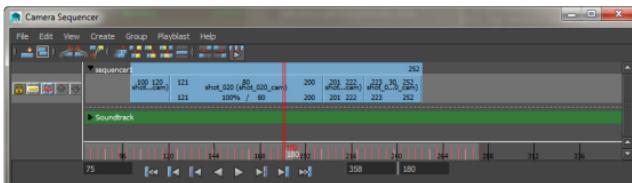
## Add shot after current shot

Add a shot after selected shot

1. Select a shot.
2. Check “After”
3. Specify “End” frame or “Duration”
4. Add Shot



Current time line



“Shots” and “all keyframes” after selected shot will be moved forward to create space.



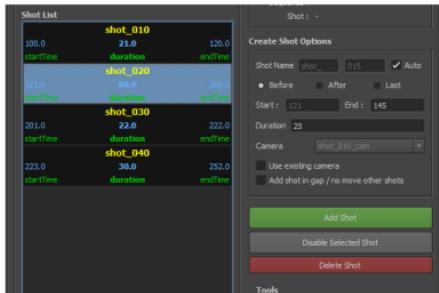
Insert new shot



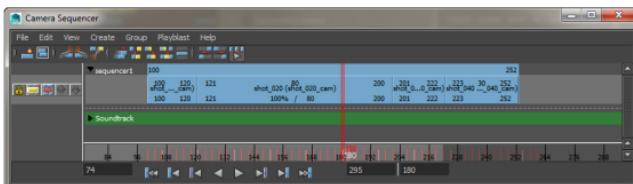
## Add shot before current shot

Add a new shot before selected shot

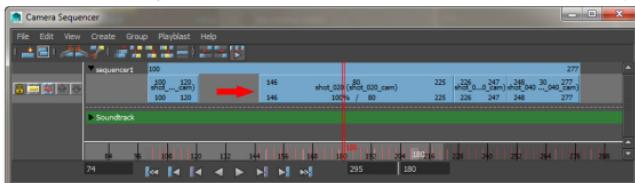
1. Select a shot.
2. Check “Before”
3. Specify “End” frame or “Duration”
4. Add Shot



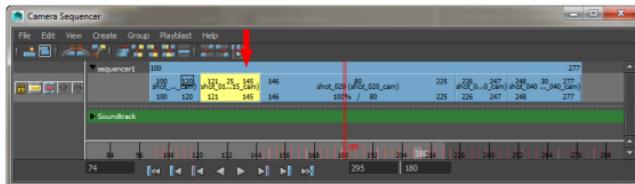
Current time line



"Shots" and "all keyframes" before selected shot will be moved forward to create space.



Insert new shot

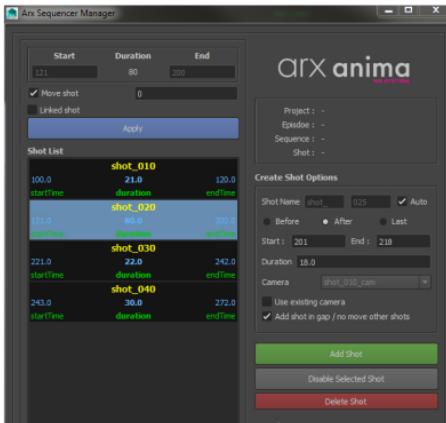


## Add shot in a gap between 2 shots

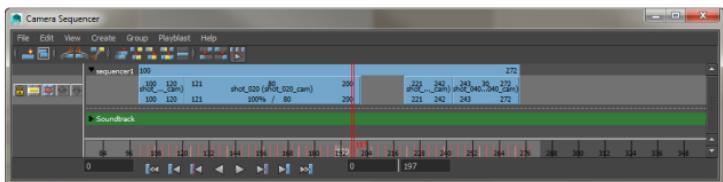
If there is a space between shot, we can insert a new shot into the gap.

1. Select a shot "Before" or "After" the space.
2. Check "Add shot in gap"
3. If a gap is after selected shot, choose "After"  
if a gap is before selected shot, choose "Before"
4. Specify Start frame / End frame
5. Add Shot

\*\* If the duration of a new shot is greater than the gap, shot will not be created.



Current time line



New shot will be inserted between shot\_020 and shot\_030, no keyframes are moved.



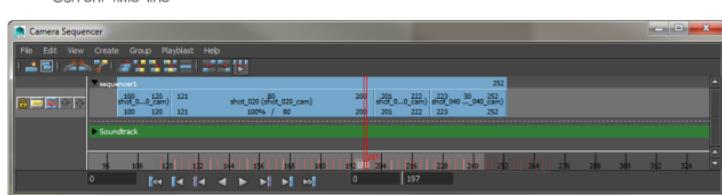
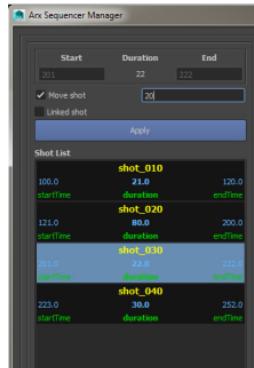
## Move shot

You can choose to move shot forward or backward by enter number of frames to move forward or put minus “-” in front of the number to move backward

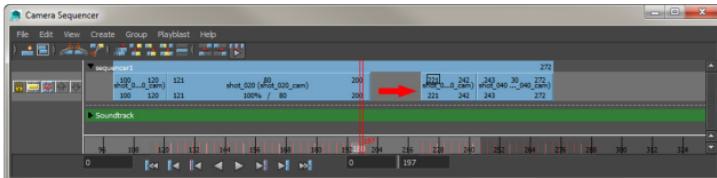
Shot and keyframes (from shot's start frame to end of timeline) will be moved.

1. Select shot you want to move
2. Enter number of frames
3. Apply

Ex. Move shot\_030 forward 20 frames



Shot\_030 and keyframes from 201 will be moved for 20 frames



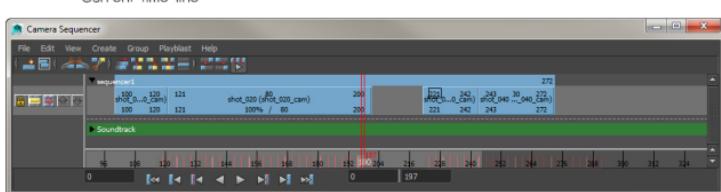
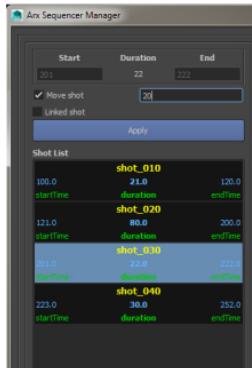
## Move shot

Please note that if you move shot backward, keyframes will be moved back and might be overlap with existing keyframe

Shot and keyframes (from shot's start frame to end of timeline) will be moved.

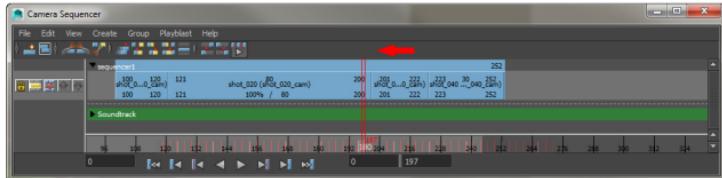
1. Select shot you want to move
2. Enter number of frames
3. Apply

Ex. Move shot\_030 backward 20 frames. Enter -20

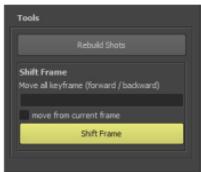


Shot\_030 and keyframes from 221 will be moved back for 20 frames.

If there are any keyframes between 201 and 220, keyframes will be overlap.



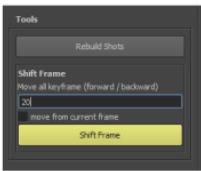
## Shift Frame



Shift Frame is used to move all the keyframes in the timeline. A number greater than 0 means move forward, on the other hand, a number less than 0 (minus) means move backward.

If "move from current frame" check box is checked, all keyframes after current time will be moved.

Ex. move 20 frames

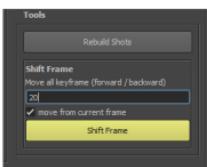


Current time line



All keyframes in time line will be moved for 20 frames

If check "move from current frame"



Ex. current frame is at frame 150



All keyframes from 150 will be moved for 20 frames

## Rebuild Shot



Rebuild Shot will rebuild all shots in the camera sequencer by delete and re-create by maintain start frame and end frame and linked to the same camera.

\*\*Shot will have connection linked from start frame / end frame to Arxanima camera rig on attribute CutIn, CutOut and duration.

