



CLASS ROOM NOTE

Avid Media Composer Editing Guide



Avid® Media Composer®



SYLLABUS

Theory and Practical

Avid® Media Composer®
Editing Guide

AVID - Media Composer

Digital Non Linear Editing System Syllabus

Unit - 1

Chapter 1

Introduction
What You Need
Turning On Your Equipment
Starting Avid Media Composer

Chapter 2

PAL / NTSC / Clip Files Types / Video / Audio Files Types
PAL / NTSC Video Files (.MOV, .OMFI, .AIFF, .WAV, Etc)
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Sub Clips
Sequences
Bins
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Creating a User
Selecting a Project

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About the Audio Tool
About the Video Input Tool
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End



EDITING

Theory

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EDITING

1. What is Editing?

- Editing is a **Story Telling**

2. Types of Editing:

- **Linear Editing**
- **Non - Linear Editing**

3. What is Linear Editing?

A Editing Process which is Processed Throw Film is Call **Linear Editing**. It is also Known as **Tape - Tape Editing**.

3. What is Non - Linear Editing?

A Editing Process which is Processed Throw Computer is Call **Non - Linear Editing**. It is also Known as **Digital Editing**.

4. Editing Software:

- **Adobe Premiere Pro**
- **Sony Vegas**
- **Edius**
- **Smoke**
- **AVID (Advancement via Individual Determination)**
- **FCP (Final Cut Pro)**

5. Computer Hardware Configuration ?

- **I 7 Processor**
- **8 GB RAM**
- **1 TB Hard Disk**
- **1 TB External Hard Disk**
- **2 GB Graphics Card**

6. Computer Hardware Setup:



CPU

Monitor - 2

Television - (Preview Monitor) - 1

Key Board

Mouse

Speaker - 2 (Left and Right)

7. Video System / Video Standard:

- PAL
- NTSC

PAL - Phase Alternative lines / 25 Fps / 625 Scan Lines

NTSC - National Television Standard Committee / 30 Fps / 525 Scan Lines

Broadcast - 25 Frames per Second
Film - 24 Frames per Second

8. Power Supply:

- **PAL - 230 V / 50 Hz**
- **NTSC - 110 V / 60 Hz**

9. Aspect Ratio PAL:

- **Digital Video (Computer) - 768 Pixels X 576 Pixels**
- **Analog Video (Film) - 720 Pixels X 576 Pixels**

**Phase Alternative Lines 25 Frames Transmitted per Second.
and Each Frame is made of 625 Scan Lines.**

10. NTSC Using Countries:

- **Canada**
- **Chile**
- **Japan**
- **Mexico**
- **Philippines**
- **USA**

11. PAL Using Countries:

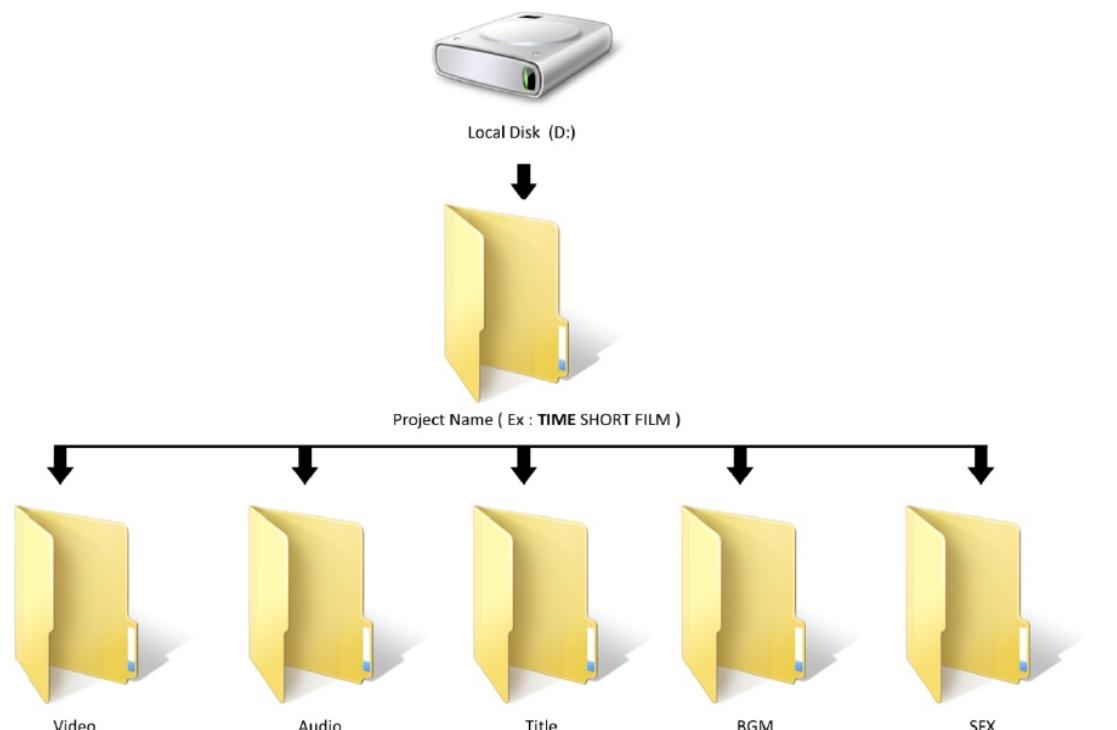
- **India**
- **China**
- **Indonesia**
- **Iraq**
- **Pakistan**
- **Singapore**
- **South Africa**
- **South West Africa**
- **UK**

Goals of Editing:

- Remove **Unwanted Footage**
- Choose **The Best Footage**
- Create **a Flow**
- Add **Effects, Graphics, Music Etc.,**
- Alter **The Style, Pace or Mood** of the Video
- Give the Video a Particular Angle

File Management:

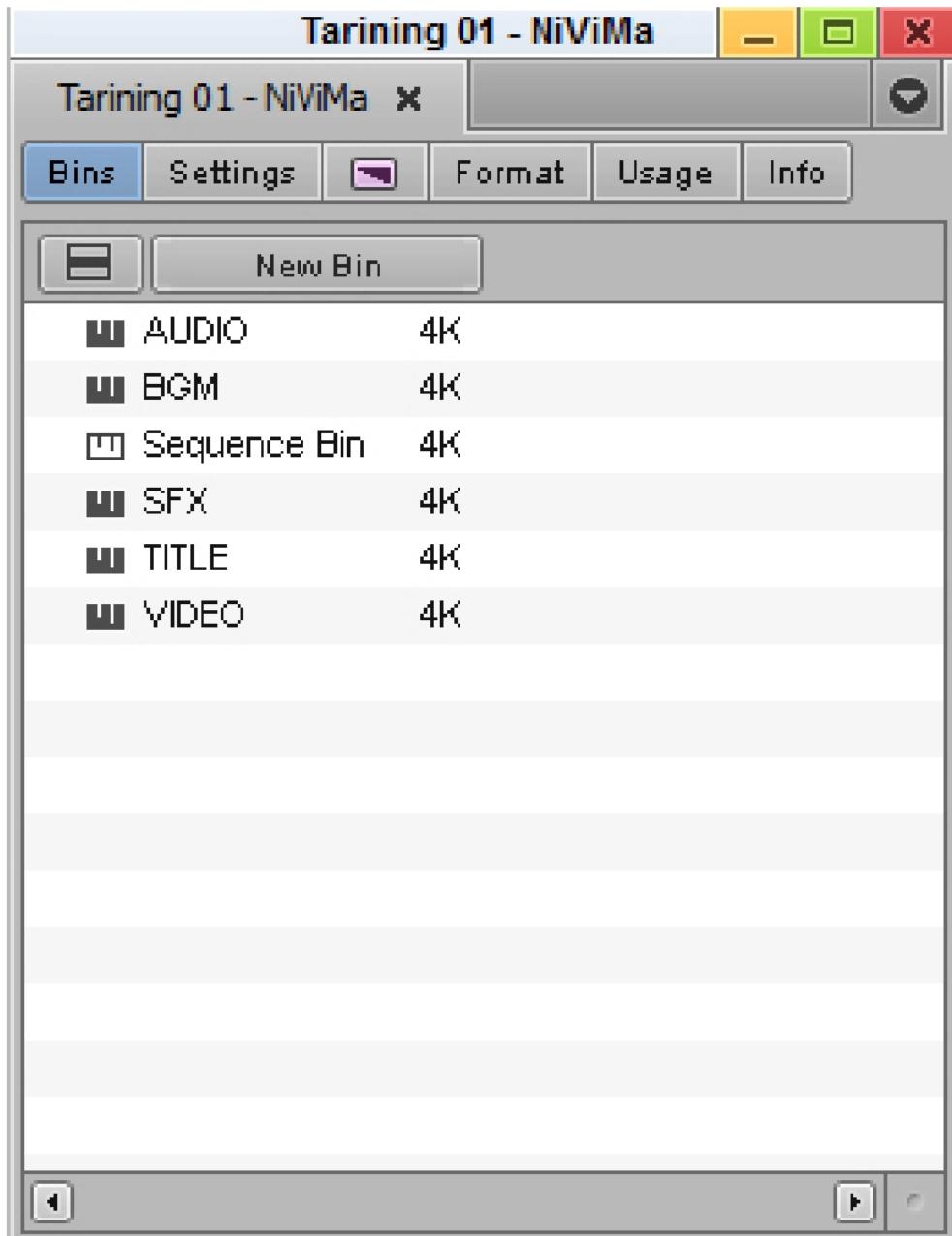
A file or Folders are Stored in a **Operating System (Computer Hard Disk)** is Called **File Management**



This Picture Example by **WINDOWS 7 OPERATING SYSTEM**

Bin Management:

A file or Folders are Stored in a **Editing Software** (AVID/ FCP/ Sony Vegas) is Called **Bin Management**



This Picture Example by **AVID MEDIA COMPOSER 6.0**

Video Sizes:

Standard Definition PAL

- **720 X 576 (Analog)**
- **768 X 576 (Digital)**

High Definition (HD)

- **1920 X 1080 (Full HD)**
- **1280 X 720 (Half HD)**

HDV High Definition (Square Pixels)

- **1440 X 1080 (Full HD)**
- **1080 X 720**

2K (K = 1000 / K Means Thousand)

- **2048 X 1080 (QUBE / UFO)**
- **1998 X 1080 (Cinema)**
- **2048 X 858 (Cinema Scope)**

2.5 K

- **2560 X 1440 (16:9 Aspect Ratio)**

4K

- **4096 X 2160 (Full HD)**

DOS and DON'TS

Dos:

- We have Preview all the Visual from the Production
- The File Management and Bin Management is Mandatory

Don'ts:

- We Should not Rename Any Footage / Any Files
- Don't Give any Feedback / Comment on others work

STAGE OF PRODUCTION

1. Pre - Production

2. Production

3. Post - Production

Pre - Production:

- Scripting
- Story Boarding
- Planning
- Etc

Production:

- Actual Shooting / Recording

Post - Production:

Everything between Production and Creating Master Copy

- Editing
- Dubbing
- Re Recording (BGM)
- DI (Color Correction)
- CG (Computer Graphics)



INTERFACE

Theory

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INTERFACE

AVID MEDIA COMPOSER 6.0 Interface



Interface :

There are **Four Main Windows** in a tool / Software

- **Bin Window**
- **Edit Window**
- **Clint Window**
- **Timeline Window**

AMA (AMA Link Files / Footage) :

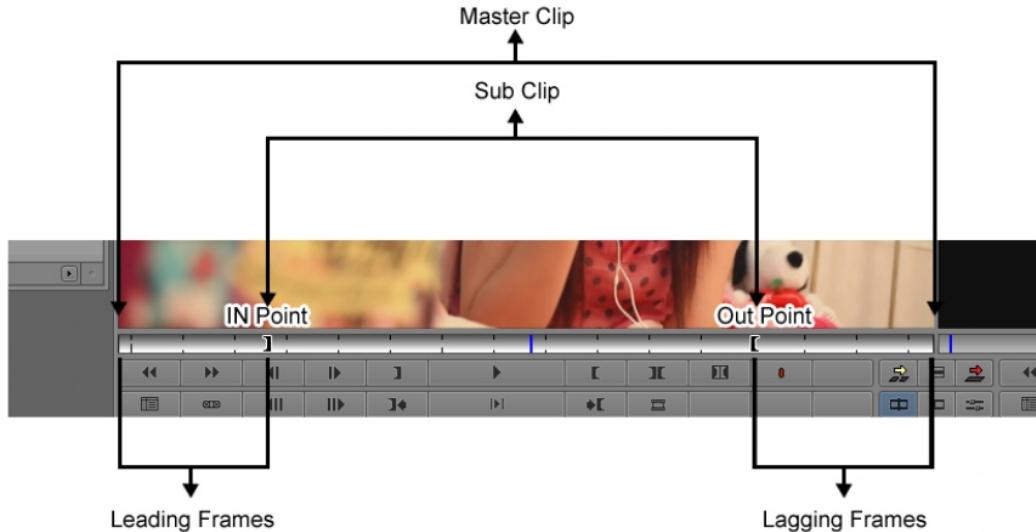
Avid Media Access

How to Import a footage?

We can **Import the File / Footage** from the **Operating System (Hard disk)**

Master Clip:

A Un-Edited footage is called **Master Clip**

*Sub Clip:*

A Edited Master Clip is Called **Sub Clip**

Leading Frames:

A Frames Which is before **Mark In Frame** is called **Leading Frames**

Lagging Frames:

A Frames Which is After **Mark Out Frame** is called **Lagging Frames**

Sub Clip:

A Edited Master Clip is called **Sub Clip**

Segment:

A Frames between **Mark In Frames** and **Mark Out Frames** in a **Timeline** is called **Segment**

*Editing Modes:***There are Three Mode**

- **Segment Mode**
- **Trim Mode**
- **Effect Mode**

*Effect Mode:***There are Two types of Effects**

- **Segment Effect**
- **Transition Effect**

*Segment Effect:***Segment Effect will Function Between Incoming Frame and Outgoing Frame in a Segment***Transition Effect:***Segment Effect will Function Based on Lagging Frames and Leading Frames in a Transition Point***Bin:***Bin used to Store Footage in Editing Tool / Software (Avid Media Composer)***Timeline Window:***A Place where we can Store Video Footage, Audio Footage, Title Footage etc.,***Time Code:***To Find out exact Frame in a Timeline. We Use Time Code**

HR	MIN	SEC	FRAMES
00	:	00	24 / 25

Sequence:

A Collection of Segment in a Timeline is Called Sequence

Project:

A Collection of Sequence is Called Project

Track Head / Active Keys (Patching)

To Activate a Track as a Active Track. We use / Link the Track Head. This Process is Called Patching



PRACTICAL

Practical

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PRACTICLE

New Project

How to Create New Project...?

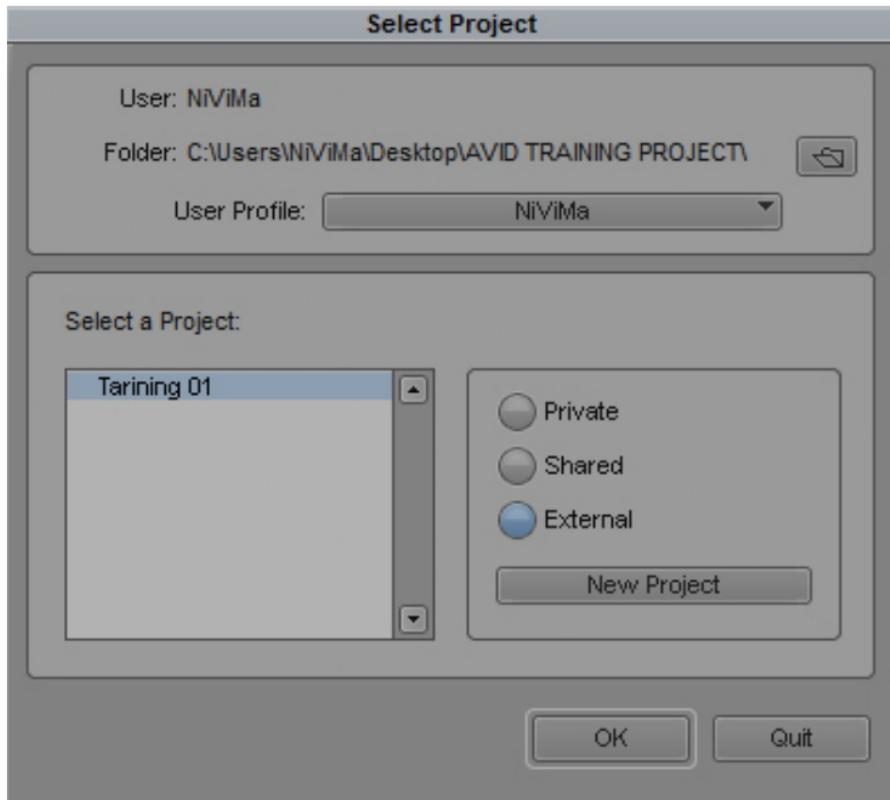
Step 1. Run **AVID Media Composer**

Step 2. Choose * **External** (for our Requirement)

Step 3. Choose Folder > Browse for Folder > **Make a Project Folder** (AVID TRAINNING PROJECT)

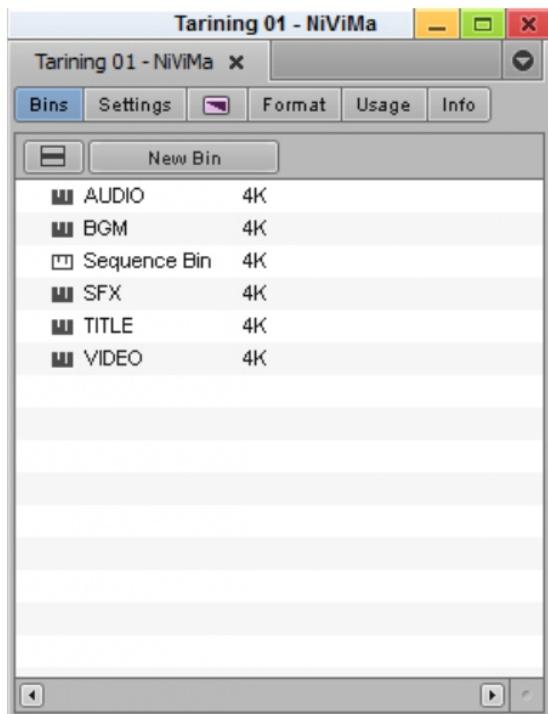
Step 4. Type **Project Name** (Example : Training 01)

Step 5. Click New Folder > to Conform **Project Format Settings** and Select **OK**



To Create a Bin:

- **Ctrl + N / Right Click on Bin Window and Select New Bin / Click the New Bin Button on Bin Window / Menu> File> New Bin**



Super Bin:

A Bins in a Single Bin is Called Super Bin



To Open Timeline:

- **Ctrl + 0 (Zero)**

To Open / Create Sequence:

- **Shift + Ctrl + N**
- **Menu.....> Clip.....> New Sequence**

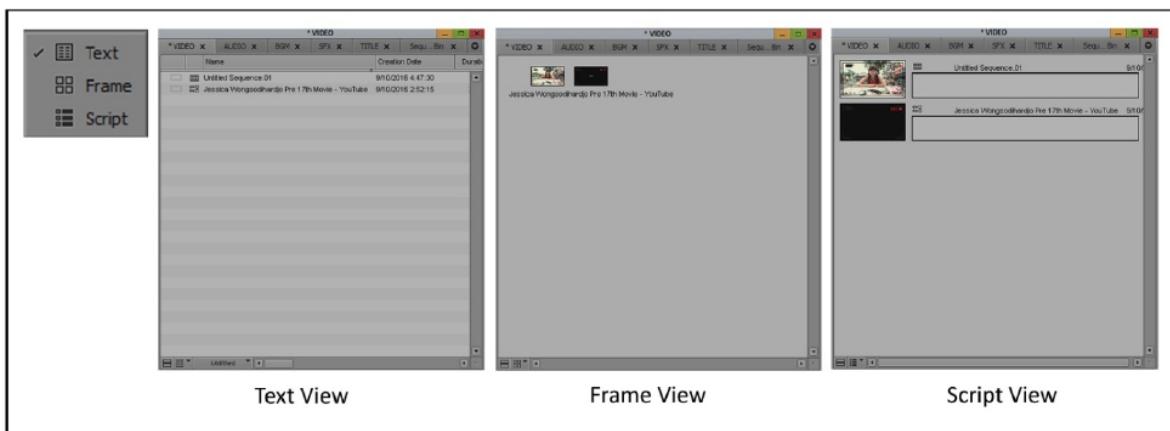
To Import Video Footage:

- **Method - 1. Import the File / Import as a File (Will take Time to Import)**
- **Method - 2. Link the File (Will be Faster)**

Different between Insert and Overwrite:

Insert	Overwrite
This Action will cut the segment then insert another segment by Expanding Timeline	This Action will Replace the segment by Overwriting the Frames. It will not Expanding Timeline

Bin Views



Settings:

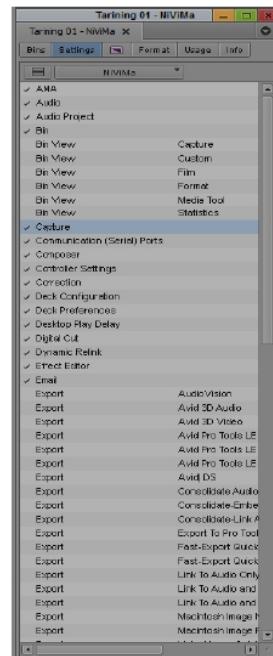
- Bin Window....> Bins (Near Button)....> **Settings**
- Bin : (**Auto Save**)
- Composer : (**Primary Tools / Secondary Tools** in

Edit Window and Clint Window)

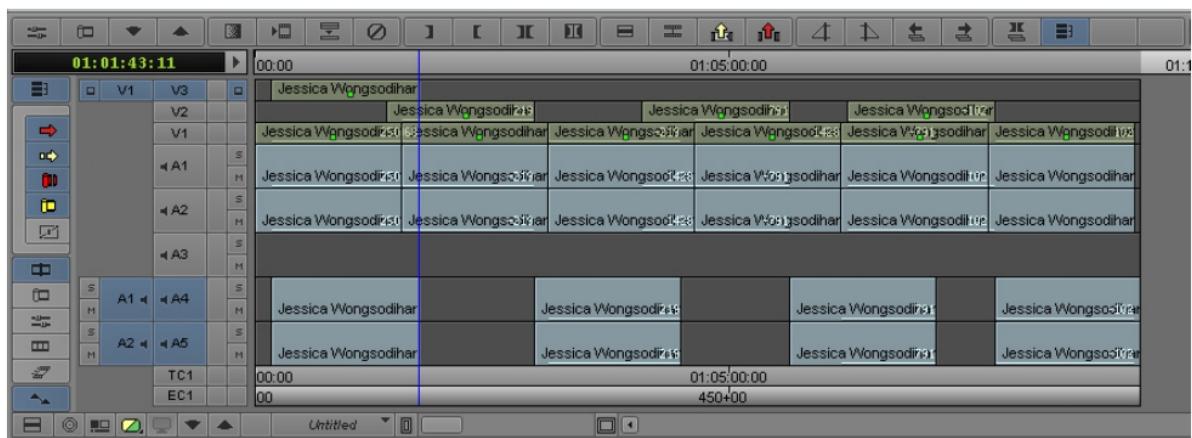
- General Settings : (**Default Starting Time code**)
- Keyboard Setting : (**Changing Keyboard Shortcuts**)

Ctrl +3 ...> Open Command Palette

Click and Drag the command Palette option to the
Keyboard Window

**Patching:**

- Add a Video Track (Shortcut = **Ctrl + Y**) and Audio Track (Shortcut = **Ctrl + U**)
Stereo Audio Track (Shortcut = **Ctrl + Shift + U**)
- Drag and Drop the **Active Video / Audio Track** to Newly Created Video / Audio Track
- Insert a Video Clip



Segment Mode:

- One - One Concept
(We can Edit without cut the Clips in Timeline)

 **Mark Clip Tool**

 **Clear Both Clip**

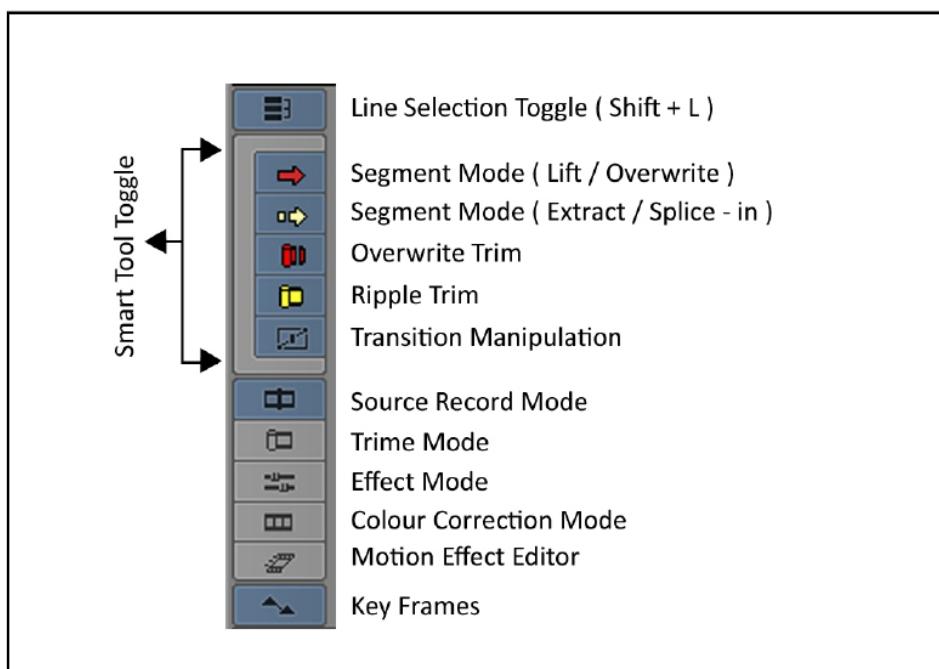
Trim Mode:

- Trim Mode can be done at **Transition Point**

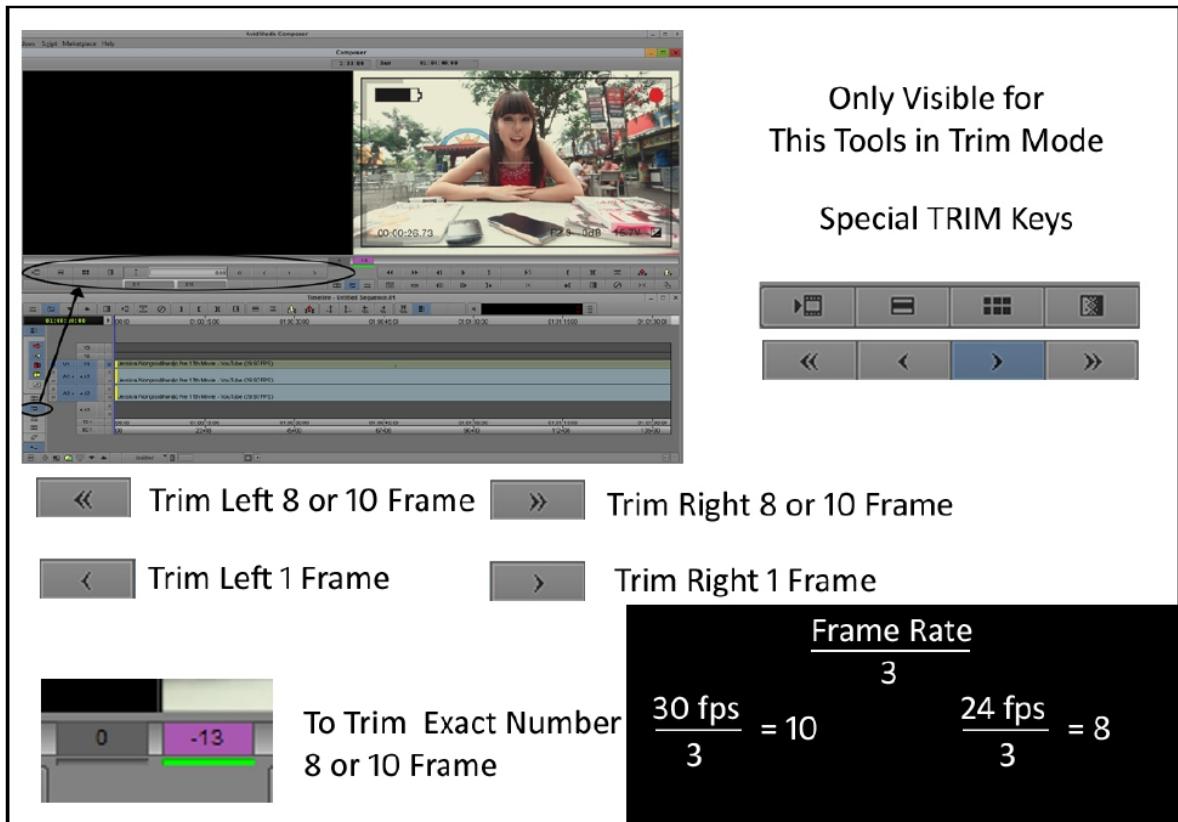
 **Add Edit**

Add Edit Tool:

- The Tool Used to **Cut a Segment**

Special Tools:

To Activate the Special Trim Keys Short Key = U

Special Trim Keys:

Z> to Cut / Lift , X.....> Extract

Lift (Shortcut = Z):

- To Delete Particular Frames in a Timeline.
- Mark in and Mark out in a Timeline " Z Key " it will **Delete the Frames by Leaving blank Frames** in a Timeline.

Lift (Shortcut = X):

- To Delete and Join Next Segment in a Timeline.
- Mark in and Mark out in a Timeline " X Key " it will **Delete the Frames by Joining the Next Segment** in a Timeline.



EFFECT

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EFFECT

Effect:

There are Two Category Effects : 1.Video, 2.Audio

Video : Two Types of Effect

- Transition Effect
 - (Example : Peel.....> Left to Right)
- Segment Effect
 - (Example : Image> Color Correction)

Audio: Four Types of Effect

- Mono
- Stereo
- 5.1 Channel
- 7.1 Channel

Project Window.....> (Near Settings) Effects 

Effect Mode  To Modify any Effect (Left Top of the Timeline window)

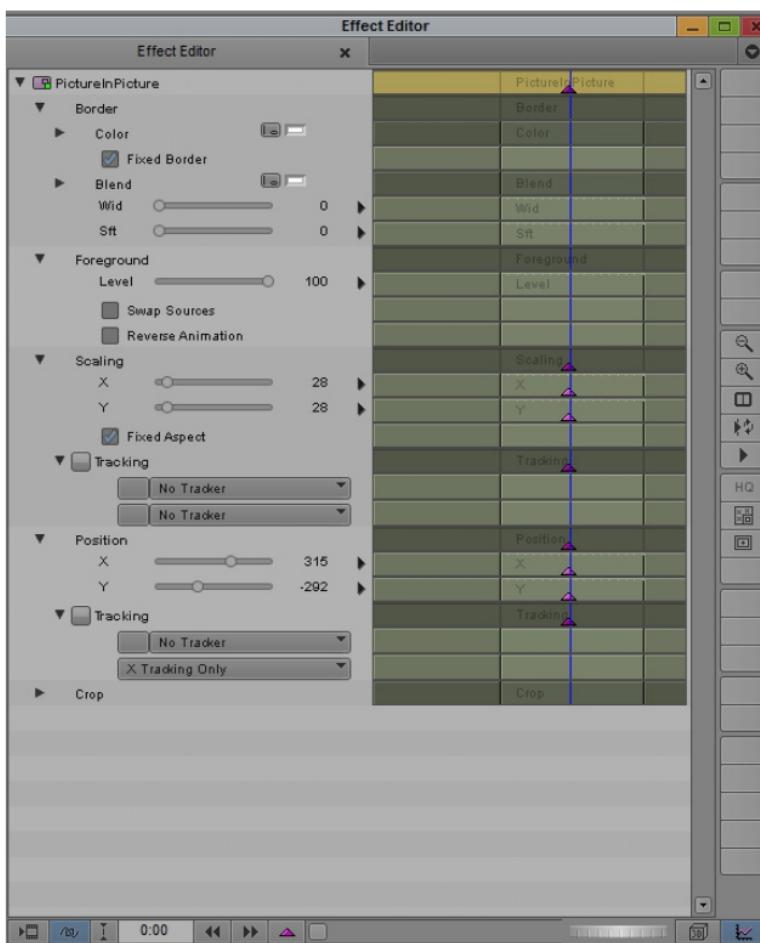
Remove Effect >  To Remove any Effect

Picture in Picture :

Step 1 . Drop a Segment in V1

Step 2. Drop a Second Segment in V2

Step 3. Go to Effects > Blend > Picture in Picture



Step 4. Drop the Effect into V2 segment (It will auto resize the segment as 50%)

Step 5. Reposition the segment as per requirement in a client window

Optional : To animate the segment we have to perform key frame in effect editor / effect mode

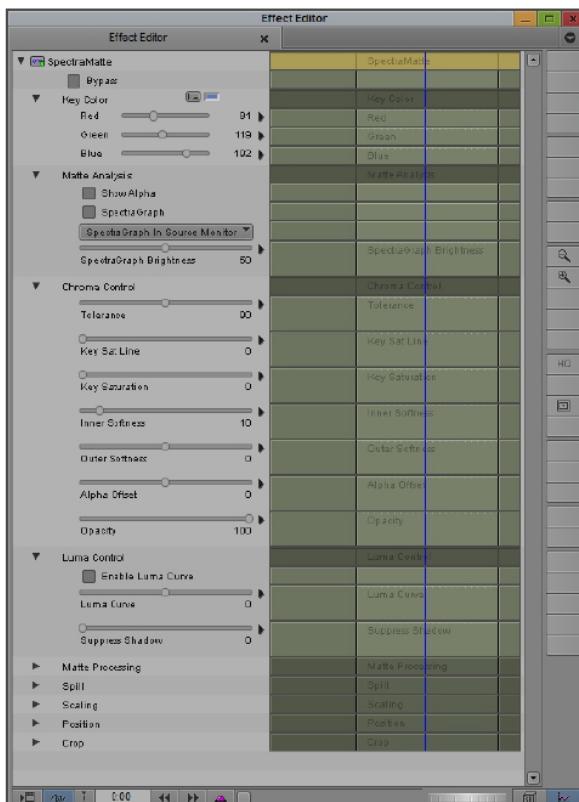
Green matte:

Step 1. Drop a segment in V1 (Background video footage)

Step 2. Drop a Green matte segment V2

Step 3. Go to effects > Key > Spectramatte

Step 4. Drop the effect into Green matte segment



Step 5. Go to effect mode > Color Choose / Color Pick select pick color tool Key Color

Step 6. Go to Chroma control Adjust the properties

properties of chroma control.

To get better results.

Optional :

To animate green matte visual we have to perform Key frame in effect mode.

Ramp Frames:

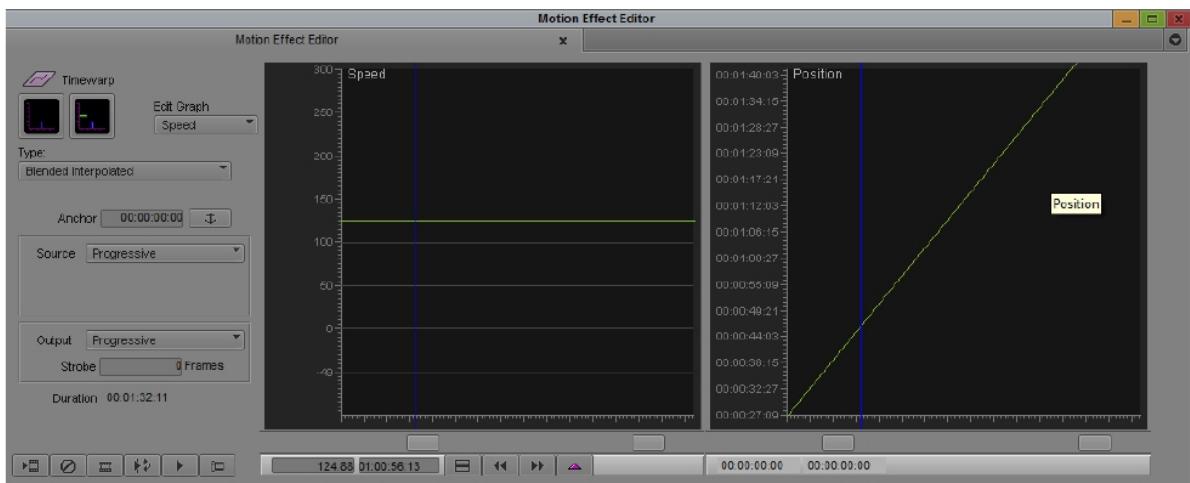
Step 1. Drop a segment in V1

Step 2. Go to Effects > Timewarp > Reverse Motion

Speed or Slow Motion :

Step 1. Drop a segment in V1

Step 2. Go to Effects > Timewarp > Timewarp



Step 3. Effects Editor > increase / decrease time Effect mode

Freeze Frames:

Step 1. Drop a segment in V1

Step 2. Fix the Frame which need to be freeze (Match Frame)

Step3. Click Match Frames in a Timeline or Clients Window

Step 4. The Freezed Frame will appear in Edit Window

Step 5. Go to Clip > Freeze Frame > 5 seconds (Choose a seconds as per requirement)

Then save the footage in bin

Step 6. Open the Freeze Frame footage in a Edit window Click Mark Clip icon to select whole clip then

insert the clip in a timeline (*Your Frame pointer shouldn't move from start up the process)

Blur Effect:

Step 1: Drop a segment in V1

Step 2: Go to Effects > Image > Blur Effects / Paint Effects / Mosaic Effect

Step 3: Drop the Effect into Segment

Step 4: Open Effect mode then pick the Shape (Square/Rectangle/Circle)

Step 5: Then go to Client Window and Draw the shape

Step 6: Modify the shape as per the requirement (i.e., Position change, Size increase, decrease etc.,)

Pleasant Ville:

Step 1: Drop a Segment in V1

Step 2: Drop a same segment in V2 (Duplicate, Copy and Paste)

Step 3: Go to Effects > Image > Color Effect Drop this Effect in V1

Step 4: Go to Effects > Key > Spectramatte Drop this Effect in V2

Step 5: Click V1 go to Effect mode, then make saturation as -100

Step 6: Click V2 go to Effect mode Choose the respective color

Step 7: To Check the selected color click show alpha option the unclick

Step 8: Click 3D option > Foreground > Spill > Invert key (Toggle)

Step 9: To get more result go to Foreground > Color > adjust the option

Hue, saturation adjust to get more result



TITLE
Practical

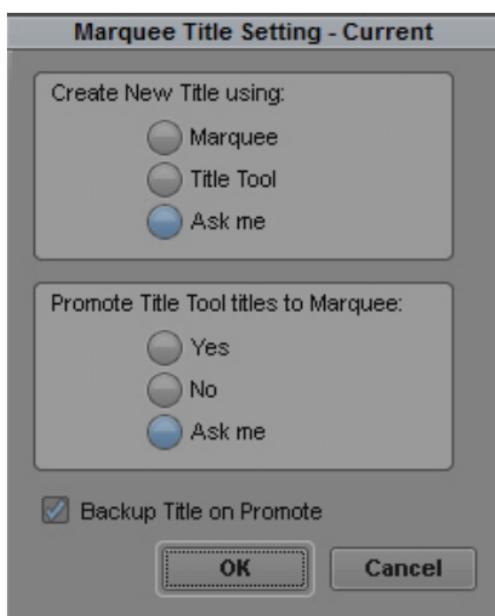
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TITLE

Title

Three Types of Title:

1. Simple Title
2. Scrolling or Rolling Title
3. Crawling Title



Setting > Marquee Title

Clip > New Title

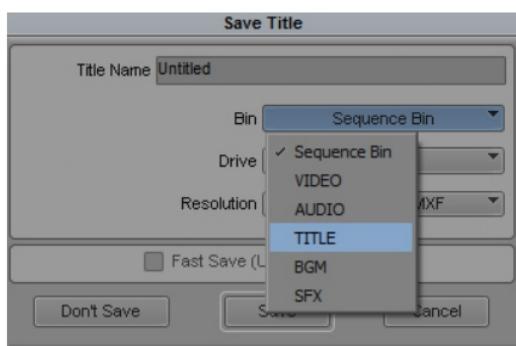
Tools > Title tool application



Create Title and edit as per Requirement



Right Click the Title Work Area > Save as > Select Bin (Ex., TITLE Bin)



Type Title Name > Save > Close Title Window

Go to Bin Window > TITLE Bin > Double Click the Title

Go to Edit window > Mark in and Mark out the Title in Edit window

Insert (Patching) a Title in Timeline



AUDIO

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Audio

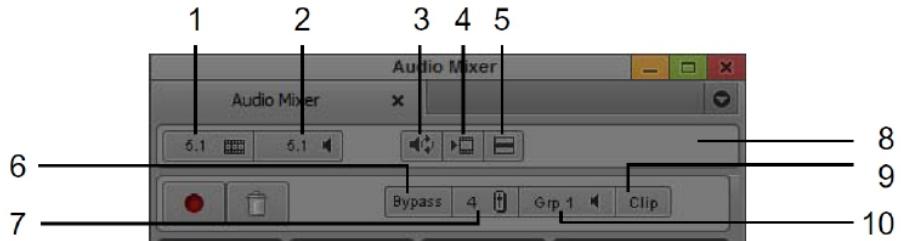
Audio :

Tools > Audio Mixer

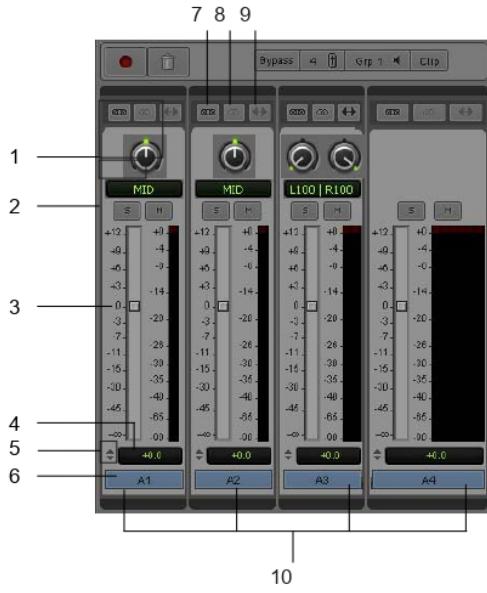


Audio Meter

Audio Mixer

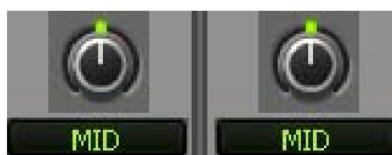


1. Sequence Mix Format button
2. Monitor Mix button
3. Audio Loop Play button
4. Render Effect button
5. Fast Menu button
6. Bypass button
7. Number of Mix Panes
8. Display/Hide Sliders button
9. Which Set of Tracks to Display in Mix in the mix panes
10. Audio Mixer mode button



- 1 Pan value and knobs
2. Track Solo and Track Mute buttons
3. Volume Level sliders
4. Volume Level Displays
5. Position Indicator Lights
6. Track Selection Menu buttons
7. Group buttons
8. Stereo Link
9. Stereo Mirror
10. Mix Panes

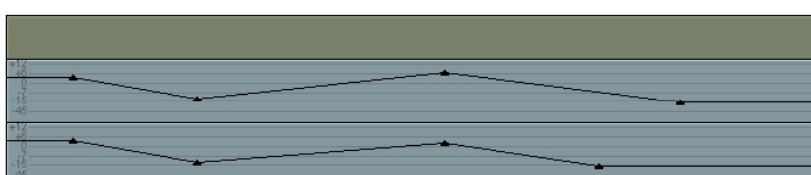
To adjust the overall volume and pan values for a clip, in a bin or in the Timeline.
If we want to adjust pan values. To adjust the pan values in a mix pane



Alt+click (Windows) or **Option+click** (Macintosh) the Pan Value display for MID

Using Volume and Pan Automation :

Must Activate Audio Key Frame tool (Audio Add Key Frame Shortcut : ;)





EXPORT

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Export

Types of Export:

- EDL
- XML
- Video (MOV, AVI, Mpeg, FLV)

Go to File > Export >

Choose a Saving Location Path > Name

Export Settings

Format

Video Frame size

Aspect Ratio

Color Level : 601/709

Example :

Export Settings > send to QT Movie

Export as Quick Time Movie

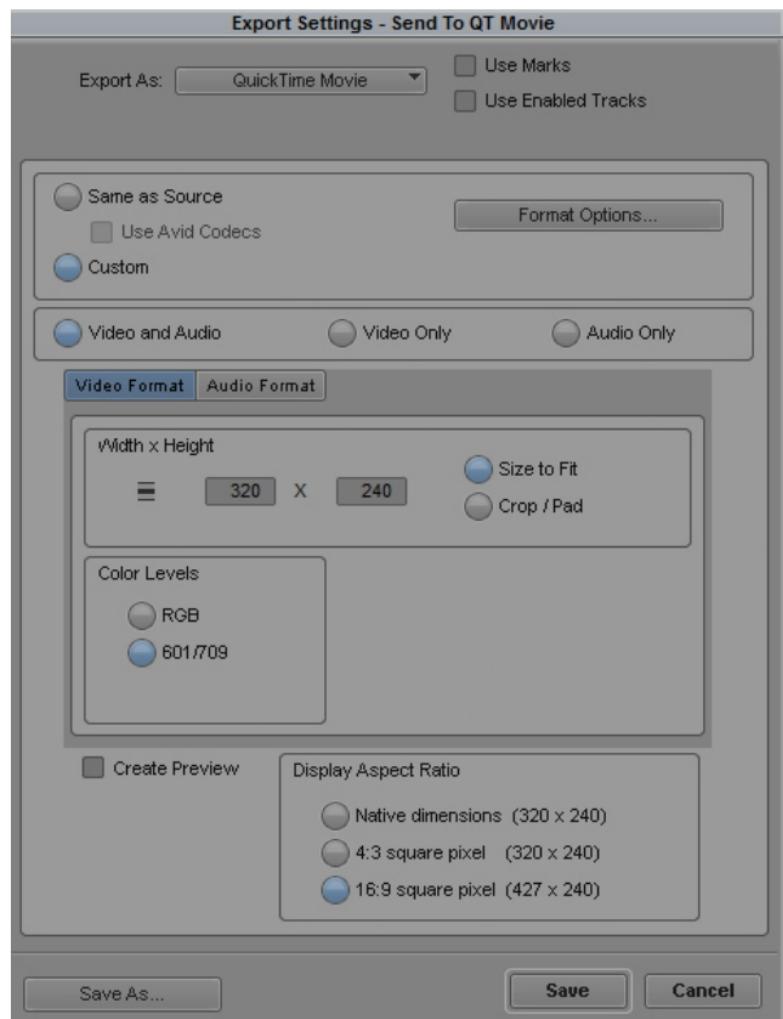
Same as Source

Custom

Select VIDEO and Audio

Display Aspect Ratio

Save as.





SHORTCUTS

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Avid Media Composer

Shortcuts

Project Window

Shortcut	Result
ctrl +A	Selects all bins in project
ctrl +W	Closes project

Bins - General

Shortcut	Result
ctrl +N	Creates a new bin
ctrl +A	Selects all items in bin
shift + ctrl +A	Deselects all items in bin
ctrl +W	Closes active bin
ctrl +P	Prints active bin
ctrl +D	Duplicates selected object/s
shift + ctrl +G	Groups selected objects
ctrl +I	Opens bin info in Console
shift + ctrl	Changes <i>Relink</i> to <i>Unlink</i> in Bin menu
alt + drag	Copies selected object/s from one bin to another

Bins - Frame and Script modes

Shortcut	Result
ctrl +L	Enlarges frames
ctrl +K	Reduces frames
ctrl +T	Snaps frames to grid

Bins - Text View

Shortcut	Result
tab	Moves cursor to next column
shift + tab	Moves cursor to previous column
enter	Moves cursor to next row
shift + enter	Moves cursor to previous row
ctrl +E	Sorts items by selected heading
alt + ctrl +E	Reverse sorts items by heading
alt + click bin heading	Allows editing of custom bin heading
alt + click cell	Produces menu of previous entries for that cell

Capturing

Shortcut	Result
F1	Starts subclip
F2	Ends subclip
F3	Add locator
F4	Start capturing

Did you know...?

You can also use the J, K and L keys as well as the left and right arrow keys to control the deck while in capture mode.



Tools

Shortcut	Result
 +1	Audio Tool
 +2	Avid Calculator
 +3	Command Palette
 +4	Composer Window
 +5	Media Creation Tool
 +6	Console Window
 +7	Capture Tool
 +8	Effect Palette
 +9	Project Window
 +0	Timeline Window

Audio

Shortcut	Result
 +click pan slider	Set pan to MID (centre pan)
 +click gain slider	Set gain to 0.0dB
 +click speaker icon	Solo selected timeline track
 +drag keyframe	Moves keyframe in time but not gain

J-K-L (Three-button) Play

Shortcut	Result
 x 1	Play normal speed
 x 2	Play 2x normal speed
 x 3	Play 3x normal speed
 x 4	Play 5x normal speed
 x 5	Play 8x normal speed
 x 1	Reverse play normal speed
 x 2	Reverse play 2x normal speed
 x 3	Reverse play 3x normal speed
 x 4	Reverse play 5x normal speed
 x 5	Reverse play 8x normal speed
	Pause
 + 	Play 1/4 speed (6fps PAL)
 + 	Reverse Play 1/4 speed (6fps PAL)
 tap 	Step back one frame
 tap 	Step forward one frame

So, you've got one of these in the garage?

Nice one!



(But wouldn't it be a shame to drive it like one of these?)



Anyone can drive a VW Beetle to its maximum potential. And driving the Australian GP at 65km/h might get you to the finish (eventually) but where's the fun in that?

Imagine driving the F1 car instead.

Very exciting. But to even get on the track, the team boss has to be satisfied you can do the job. You have to be properly trained. It is the same with your Avid system. Knowing the basics is OK, but to get the best performance out of it, you have to be trained the right way. That's our job. Avid certified training conducted by Avid Certified Instructors is the *only* way to ensure you really know everything you need to know to take advantage of all the powerful features and productivity tools your Avid system has to offer.

Think about it and remember you can't win a F1 drivers' championship driving a Ferrari like a VW Beetle.

(Just ask Michael Schumacher)

Playing and Marking Footage

Shortcut	Result
+	Step 10 frames forward
+	Step 10 frames backward
+	Step one field forward
+	Step one field backward
+	Mark In
+	Mark Out
+	Go to In
+	Go to Out
+	Loop play between marks

Trim Mode

Shortcut	Result
+	Go to trim mode at previous edit regardless of track selection
+	Go to trim mode at next edit regardless of track selection
+ Trim forward or backward	In single-roller trim, Filler is inserted to maintain sync
+ double click a segment	Segment is placed in Slide mode
+ double click a segment	Segment is placed in Slip mode
	Exit Trim mode and return to Source/Record mode

Did you know...?

Real-time dissolves were not part of the Media Composer feature set until about 1996 when v5.5 was released? Before then, dissolves had to be rendered and on a NuBus Macintosh with a 100MHz processor, a twenty-five frame dissolve took about one second per frame to render which meant you could not see your dissolve playing back in real-time for about half a minute! Then, if you wanted to change its length or position, you had to render the dissolve all over again! (What a pain)

Aren't you glad Avid kept (and keeps on) developing?

Effect Mode

Shortcut	Result
	Moves from one active slider to the next
+	Increase parameter value by ten units
+	Decrease parameter value by ten units
+ drag wireframe	Updates image while dragging
+ drag keyframe	Repositions keyframe in time
+ + click	Selects all keyframes
	Removes selected effect
+ double click effect	Autonests effect from palette-onto selected segment/s
+ click in monitor	Turns cursor into eyedropper for Paint effect brush colour
+ click in monitor	Changes cursor to magnifying glass
+ + click	Changes cursor to hand for moving zoomed image in monitor
+ click control point	Changes corner point to smooth point and vice versa
+ click Bezier handle	Toggles bar length and direction from linked to unlinked to linked
+ drag Bezier handle	Toggles bar length and direction from linked to unlinked to linked
+ drag object handle	Rescales object from its centre
+ (click)	Brings selected object to front
+ (click)	Sends selected object to back
+	Renders to last drive used bypassing dialogue box
	Shows render timer
	Shows render percentage complete
	Exit Effect mode and return to Source/Record mode

Ooops!!

If you make a mistake, you can undo it. You probably knew that already. But in the Undo/Redo list found in the Edit menu, you can undo up to thirty-two operations. If you undo too far, that list will also allow you to re-do up to thirty-two operations

Editing

Shortcut	Result
+Z	Undo previous action
+R	Redo previous action
+	Copies extracted material to the Clipboard
+	Copies lifted material to the Clipboard
	Copies marked material to the Clipboard
+	Places extracted material in Source Monitor
+	Places lifted material in Source Monitor
+	Places copied material in Source Monitor
+V	Pastes clipboard contents at marked position
+I	Shows Info window for object in selected monitor
+click in monitor	Allows dragging of subclip from monitor to bin
+	Opens the Select a Bin dialogue box
+double click	Opens selected clip or sequence in pop-up window
+drag to rec monitor	Splices clip dragged from bin into sequence
+drag to rec monitor	Overwrites clip dragged from bin into sequence
+D	Duplicates selected bin objects
+L	Enlarges frame in Source or Record monitor
+K	Reduces frame in Source or Record monitor
+	Splices clip to timeline ignoring record-side marks
+	Overwrites clip to timeline ignoring record-side marks
+	Marks clip regardless of track selection
+	Marks between locators or entire sequence if there are no locators
	Toggles between Source and Record monitors

"Editing is about the only thing you can do in life where the ends truly justify the means."

Dave Forsyth

Timeline

Shortcut	Result
+click in Timeline	Snaps position indicator to nearest head-frame
+ +click in Timeline	Snaps position indicator to nearest tail-frame
	+click in Timeline
	+L
	+K
	+]
	+[
	+F
	+Y
	+U
+ +Y	Opens dialogue box to choose new video track number
+ +U	Opens dialogue box to choose new audio track number
	+click track monitor icon/s
	+drag clip from bin
+	Restrict segment motion to vertical only
	+A
+ +A	Deselects all tracks



Guess who forgot to back up?

Backing up your work at the end of every day is a most under-rated discipline. Make sure you *always* back-up;

Your Project
Your User Profile
Your project's Attic folder

And remember; "The day you don't back-up is going to be the day immediately before the day you wish you had!"

Avid Media Composer Default Keyboard

Toggle Src/Rec		Multicam camera #1		Multicam camera #2		Multicam camera #3		Multicam camera #4	
Play		Play In to Out		Play track #1		Audio track #2		Audio track #3	
Jog 10fr backward		Jog 1fr backward		Video track #2		Audio track #4		Audio track #4	
Play		Play 1fr forward		Video track #1		Trim mode		Trim both sides	
Play		Play In Out		Src/Rec mode		Trim A-side		Trim B-side	
Play		Play In To Out		Mark In		Trim both sides		Trim B-side	
Play		Play In To Out		Mark Out		Trim A-side		Trim B-side	
Play		Play In To Out		Src/Rec mode		Trim both sides		Trim B-side	
Play		Play In To Out		Mark Clip		Trim both sides		Trim B-side	
Play		Play In To Out		Clear both marks		Trim both sides		Trim B-side	
Play		Play In To Out		Focus		Trim both sides		Trim B-side	
Play		Play In To Out		Play reverse		Trim both sides		Trim B-side	
Play		Play In To Out		Play forward		Trim both sides		Trim B-side	
Play		Play In To Out		Pause		Trim both sides		Trim B-side	
Play		Play In To Out		Play reverse		Trim both sides		Trim B-side	
Play		Play In To Out		Play forward		Trim both sides		Trim B-side	
Play		Play In To Out		Overwrite		Trim both sides		Trim B-side	
Play		Play In To Out		Splice-in		Trim both sides		Trim B-side	
Play		Play In To Out		Copy to Clipboard		Trim both sides		Trim B-side	
Play		Play In To Out		Extract		Trim both sides		Trim B-side	
Play		Play In To Out		Lift		Trim both sides		Trim B-side	
Play		Play In To Out				Trim both sides		Trim B-side	

