

TIP Instead of using the Trim End function, you can use the Trim Start function to remove frames from the head of the clip.

Because you have the Trim edit mode selected, removing all the frames from the playhead to the end of the clip will ripple the timeline, as did the ripple delete function you used in the previous lesson.

- 9 Click the auto select control to enable it on Audio 2.
- 10 In the toolbar, select the Selection mode tool or press A.
- 11 Position the playhead at the start of the second interview and play the timeline to review your most recent changes.

You should have two takeaways from the first half of this lesson. The first (and obvious) one is that using Trim End or Trim Start is a very quick way to tighten your edits through an entire timeline. The second and more fundamental takeaway is that the Selection mode tool opens gaps, while the Trim edit mode tool ripples the timeline.

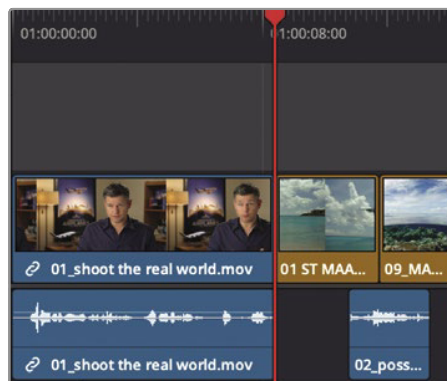
Ripple Trimming

The multiple ways you can use the Trim edit mode makes it fast, precise, and flexible. Let's look at another clip to decide how trimming might improve it.

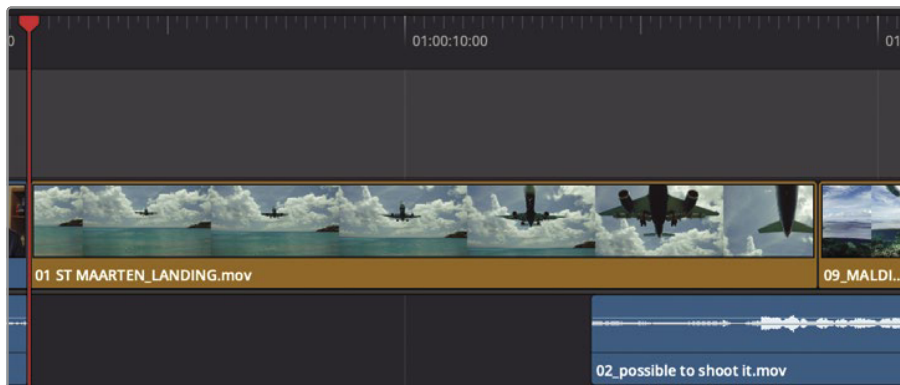
- 1 Press Shift-Z to see the entire timeline window, and then position the playhead at the start of the timeline.
- 2 Play the timeline until the start of the second interview clip.

The “01 ST MAARTEN” clip ends too early. The plane is barely off the screen when the clip ends. You need to add more frames to the end of the clip so the transition to the next clip is less jarring. Let's zoom in and center that clip in the timeline window.

- 3 Position the playhead at the start of the “01 ST MAARTEN” clip.



- 4 In the toolbar, drag the zoom slider to the right to increase the size of the “01 ST MAARTEN” clip in the timeline.



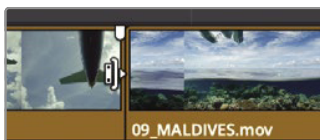
You now have two choices. You can use the Selection mode tool to add frames to the end of the “01 ST MAARTEN” clip and thereby overwrite some of the beginning frames on the “09 MALDIVES” clip that comes after it. Or, you can use the Trim edit mode tool and ripple the timeline, thereby leaving the “09 MALDIVES” clip unchanged but extending the duration of the entire timeline.

Because the “09 MALDIVES” clip is fine as it is, let’s choose to ripple trim.

- 5 In the toolbar, click the Trim edit mode button or press T.

With the Trim edit mode selected, you can no longer use the cursor to select clips and move them in the timeline. Now, the primary purpose of the cursor is to select a cut point and the side of that cut point you want to trim.

- 6 Position the Trim edit mode cursor at the end of the “01 ST MAARTEN” clip.



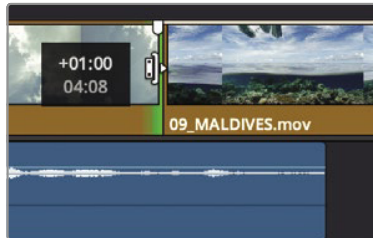
The cursor changes to the ripple trim cursor that you use to lengthen or shorten a clip’s duration. When the cursor is to the left of the cut, it will trim the end, or tail, of the cut.

- 7 Drag the tail of the cut slightly to the right and hold the cursor there for a moment.



As you drag, the timeline viewer splits to show you the last frame of the outgoing clip on the left and the first frame of the incoming clip on the right. This two-frame side-by-side display is designed to show how the action and framing from the two sides of a cut will match up (or not).

- 8 Continue dragging right until the tooltip displays +01:00 and you have added one second to the end of the clip.



TIP When dragging to trim, the cut point may snap to the playhead and make it difficult to precisely position the trim. When this happens, tap the N key to disable snapping as you trim.

When adding frames, a ripple trim pushes in all the clips after the trim point to make room for the new frames and also changes the overall duration of the timeline.

- 9 To review the trim point, choose Playback > Play Around/To > Play Around Current Frame or press / (slash).

TIP The number of seconds played before and after any Play Around command is determined by the pre-roll and post-roll settings in the editing user preferences.

Although trimming in the edit page timeline is similar to the cut page, there is one major difference: only V1 ripple trims in the cut page. However, in the edit page, if the Trim edit mode tool is selected, all trimming will ripple the timeline no matter which track you are trimming.

Trimming Using Numbers

When you're trimming a specific number of frames, instead of dragging the cut point using a visual guide, it is easier to use the keyboard to enter the exact number of frames you want to move or to nudge the trim one frame forward or backward.

- 1 With Trim mode still selected, click the tail of the interview jump cut, directly under the "05 AERIAL ALASKA" clip on Video track 2.



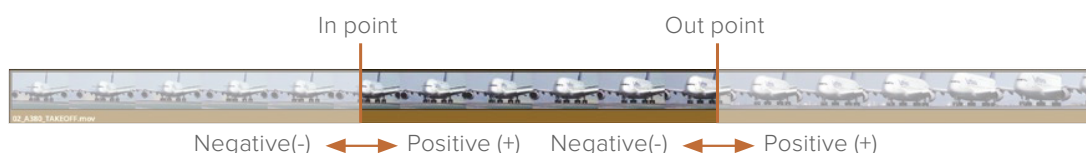
- 2 Choose Playback > Play Around/To > Play Around Current Frame or press / (slash).

Reviewing this trim, you can hear that the edit between the two sentences is not very clean. You can hear a bit of an incoming word that needs to be trimmed off. Let's remove five frames from the end of Interview clip on the left. Instead of trying to drag five frames precisely, you can enter the number using the keypad.

- 3 Type **- 5** (minus, five) and press Return (macOS) or Enter (Windows).

Five frames are removed from the end of the interview clip on the left.

Using positive and negative numbers to add and remove frames can be tricky, but the positive and negative values are based on the timeline direction. Moving a clip or cut point to the left is a negative move, whereas moving to the right is a positive move.



- 4 To review the cut, choose Playback > Play Around/To > Play Around Current Frame or press / (slash).

Now the word "location" sounds as if it ends a tiny bit too early. You can continue to enter frames to refine the precise ending point for this clip. But you can also quickly nudge the cut one frame at a time by pressing the , (comma) and . (period) keys.

- 5 To add back two frames to the end of the Interview clip, press the . (period) key two times.

TIP Pressing Shift-, (comma) or Shift-. (period) trims in five-frame increments.

- 6 In the toolbar, select the Selection mode tool or press A.
- 7 To review the trim point, choose Playback > Play Around/To > Play Around Current Frame or press / (slash).

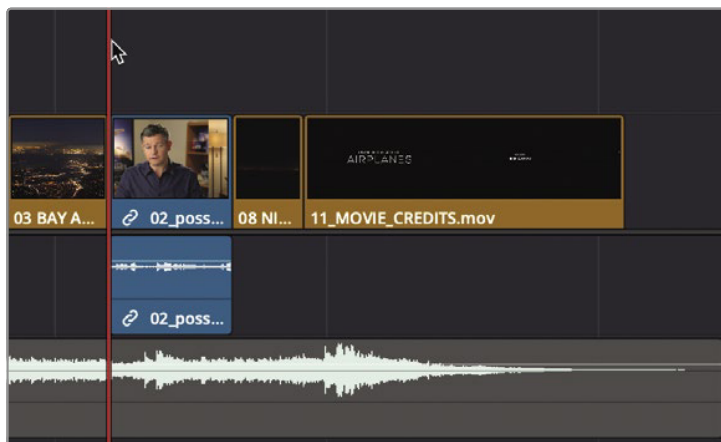
TIP Choosing Playback > Loop and then playing around the current frame allows you to use the . (period) and , (comma) keys on-the-fly as you loop over the transition.

Whether you use the number pad or drag to trim is really your choice. Although using the number pad may be faster, it is also less visual. When trimming by dragging, you are better able to see the frames, but you sacrifice work speed. The right choice for you is whichever method you feel most comfortable with in any given situation.

Selecting Tracks to Trim

So far in this lesson, you’ve trimmed audio and video clips together. What happens when you only want to trim the video on a clip that includes an audio track? This is where trimming in the edit page gives you a bit more flexibility than the cut page.

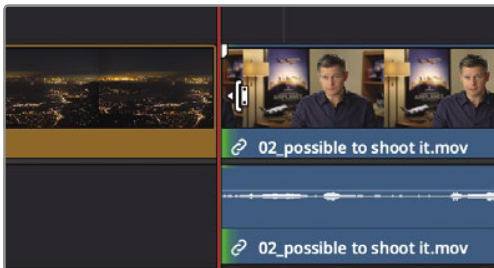
- 1 Press Shift-Z to view the entire timeline, and then position the playhead between the “03_BAY AREA LIGHTS” and “02_ possible to shoot it” clips.



- 2 In the toolbar, drag the zoom slider to zoom in on these two clips.

TIP In macOS, press Command-+ (plus sign) or Command- - (minus sign) to incrementally zoom in and out of the timeline. In Windows, press Ctrl-+ (plus sign) or Ctrl- - (minus sign) to incrementally zoom in and out of the timeline.

- 3 Click the Trim edit mode button or press T to enter Trim edit mode, if necessary.
- 4 Place the pointer over the right side of the cut point, over the start of the “02_ possible to shoot it” clip.
- 5 Click to select the start of the “02_ possible to shoot it” clip for ripple trimming.



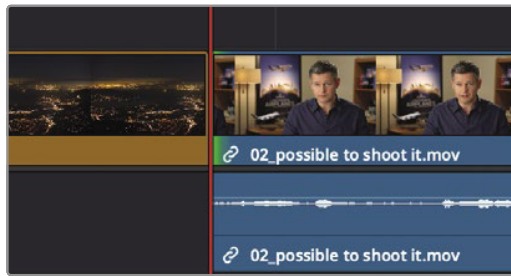
Even though you selected only the video track, both the video and audio tracks are selected. The audio and video are from the same interview clip, so they are linked. This behavior is similar to moving clips in the timeline with the Linked Selection button enabled.

- 6 In the empty timeline area above the video track, click to deselect the edit point.
- 7 Click the Linked Selection button to disable it.



TIP You can also hold down the Option key (macOS) or the Alt key (Windows) to temporarily select the video edit point without disabling the Linked Selection button.

- 8 Once again, select the start of the “02_ possible to shoot it” clip for ripple trimming.

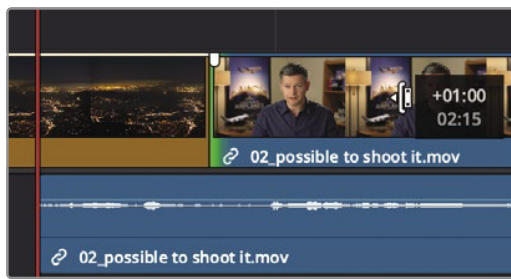


With the Linked Selection function disabled, only the video edit point is selected.

- 9 To review the selected cut, choose Playback > Play Around/To > Play Around Current Frame or press / (slash).

Offsetting the video from the audio so that one is seen or heard sooner than the other is a technique used in editing to improve program flow. Often called J-cuts and L-cuts (for the shape of the edited tracks), these edits are most commonly used in dialogue scenes, but they can be used here to lead you into the next shot with more continuity. To further increase continuity, let's start his voice a few seconds before the picture.

- 10 Drag the cut to the right about one second until you are between the statements “It was really important” and “Every shot was original.” Use the audio waveform in the audio track as a guide to position the video cut in the gap between the sentences.

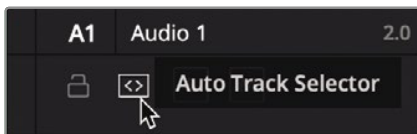


TIP Enabling Trim > Dynamic Trim allows you to use the J-K-L keys for trimming.

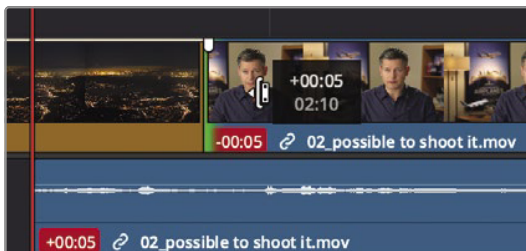
Before you review that cut, it is worth taking a short detour and asking why the audio track moved under the “03_BAY AREA LIGHTS” clip when you trimmed the video track. That has a lot to do with the state of the auto select button that you used earlier in this lesson.

Here, the auto select function was trying to keep your timeline in sync while you were trimming. To more fully understand how this works, let's trim a bit more, this time with auto select disabled for the audio track.

- 11 On Audio 1, click the Auto Track Selector button to disable auto select.

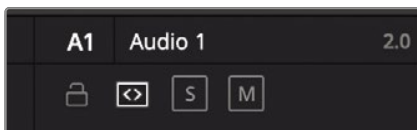


- 12 Again, select the start of the “02_ possible to shoot it” clip and drag it to the right a few frames.



Because you disabled the auto select button for the Audio 1 track, it didn’t adjust when you trimmed frames from the video track. Consequently, the audio went out of sync with the now-short video track. The red badges indicate that the number of frames in the audio and video tracks are out of sync. With more understanding of auto select, let’s undo that action and finish up the lesson.

- 13 Choose Edit > Undo or press Command-Z (macOS) or Ctrl-Z (Windows), to undo the previous trim.
- 14 On Audio 1, enable the auto select button.



- 15 Click the Linked Selection button to enable linked clips.



- 16 In the toolbar, select the Selection mode tool or press A.

Finally, let’s review the trim you made.

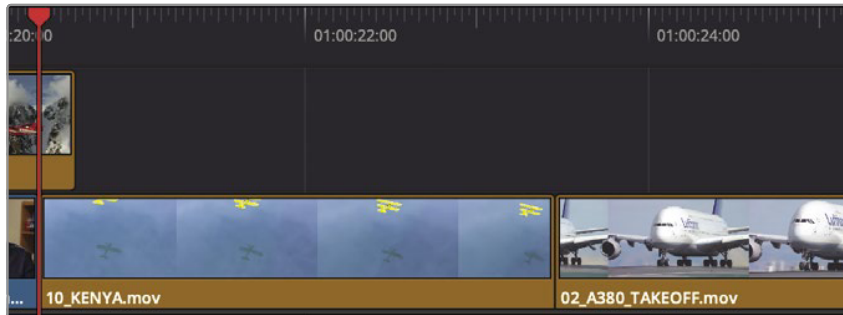
- 17 Position the playhead at the start of the “03_BAY AREA LIGHTS” clip and review your J-cut.

Keeping audio and video in sync is always a concern (and a chore) for editors. The Linked Selection function is invaluable in assisting you with that effort on a clip-by-clip basis, and the auto select buttons are invaluable on a timeline basis. Although it’s necessary to disable both in some situations, it’s good practice to enable them most of the time.

Using Roll Trimming

While a ripple trim alters a single side of a cut point, roll trims simultaneously trim both the end of the outgoing clip and the start of the incoming clip. These types of trims are useful when you want to retain the overall timeline duration or want to ensure your timeline stays in sync.

- 1 In the timeline, position the playhead at the start of the “10_KENYA” clip.

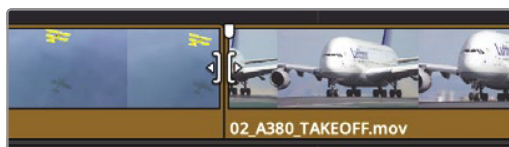


- 2 Press the Spacebar to play through the end of the “02_A380 TAKEOFF” clip.

This edit might look better if the “10 KENYA” clip was extended another second and the “02 A380 TAKEOFF” clip was a second shorter. This means we could add a second to the end the Kenya clip and remove a second from the start of the A380 clip.

A rolling trim can be performed using either the Selection mode tool or the Trim edit mode tool. The behavior for a roll trim is exactly the same no matter which tool you use.

- 3 Center the mouse pointer over the video cut point.



When the mouse pointer is centered over the cut, the cursor changes to a roll trim cursor.

- 4 Click the cut point to select both the end of the “10 KENYA” clip and the start of the “02 A380 TAKEOFF” clip.

TIP When a cut point is selected with the ripple or roll cursor, pressing the U key toggles between each side of the edit to select that side for trimming.

With both sides of the cut selected, any adjustments will be made equally to both sides of the cut.

- 5 Drag the cut to the right until the tooltip displays +1:00.



Let's play the transition to see your results.

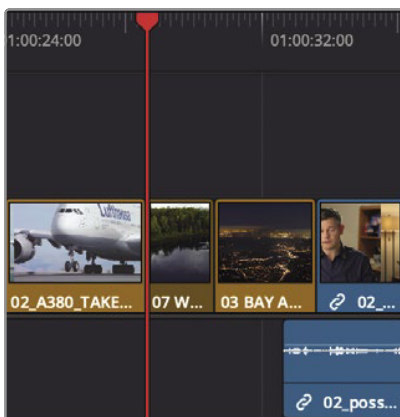
- 6 To review the cut, choose Playback > Play Around/To > Play Around Current Frame or press / (slash).

You can continue to refine the cut by pressing the , (comma) and . (period) keys to nudge it into the exact spot you want.

Slipping a Clip

Slipping a clip so that you shift the range without changing the clip's duration or position in the timeline is done slightly differently than in the cut page. Slipping in the edit page can only be performed when you are in Trim edit mode.

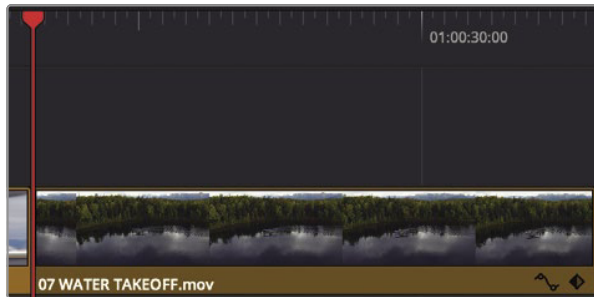
- 1 Choose View > Zoom > Zoom to Fit or press Shift-Z to see the entire timeline.
- 2 Position the playhead at the start of the "07_WATER TAKEOFF" clip.



- 3 Press the Spacebar to play the timeline until you see the "03_BAY AREA LIGHTS" clip.

The "07_WATER TAKEOFF" clip starts in a dark area of the clip. Later in the clip, it looks further up the lake and gets brighter. It also shows where the plane is heading, which might be nicer. To fix this, you could trim both ends of the cut separately, but that has the side effect of moving the clip in the timeline. A quick method, and one that leaves the clip in the same timeline location, is using the slip tool.

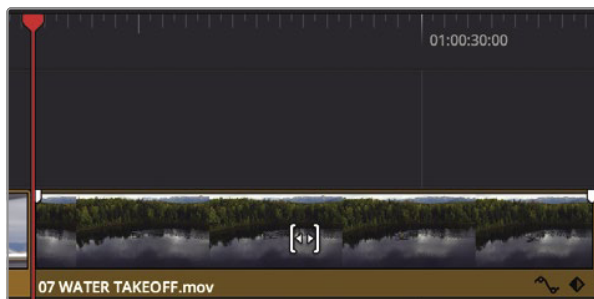
- 4 Position the playhead over the “07_WATER TAKEOFF” clip, and in the toolbar, drag the zoom slider until you fill the timeline window with the “07_WATER TAKEOFF” clip and the clips on either side of it.



- 5 Click the Trim edit mode button or press T.

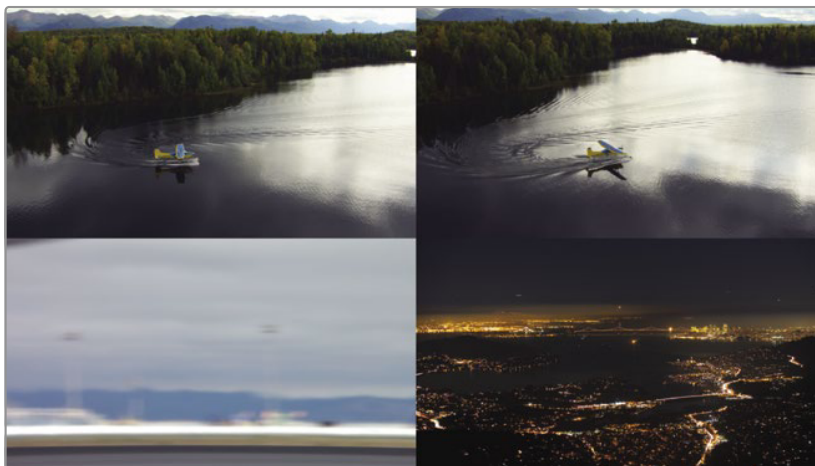
Just as when you choose between ripple or roll trims, the placement of the mouse pointer is important when choosing the slip cursor.

- 6 Place the mouse pointer over the upper-middle region of the “07_WATER TAKEOFF” clip.



The cursor changes to a slip cursor. With the slip cursor in place, you’re ready to slip the clip.

- 7 Drag to the left to slip the clip until you see the plane enter the brighter part of the lake in the upper right of the viewer.



As you drag, the same four-up display you viewed in the cut page is shown in the edit page. This allows you to compare all relevant outgoing and incoming frames. The upper two frames show the starting and ending frames of the clip being slipped. The lower-left frame shows the previous clip's unchanging last frame, and the lower-right frame shows the next clip's unchanging first frame.

Having the plane in the brighter part of the lake makes for a more pleasing clip.

- 8 Position the playhead before the slipped clip, and then play the timeline to review your edit.
- 9 When you are done, in the toolbar, select the Selection mode tool or press A.

Slipping a clip is most often used more subtly than you have done here. You'll find that you frequently will slip clips just a few frames to get a perfect match with the surrounding clips.

Lesson Review

- 1 When using Trim End, how do you ignore a track?
- 2 Where do you find the command to save a customized layout preset?
- 3 When trimming a transition, what is the significance of the two-up display in the timeline viewer?
- 4 What's the difference between a roll trim and a ripple trim?
- 5 True or false? when in Trim Edit mode, dragging over the filmstrip thumbnails on a clip in the timeline will slip the clip.

Answers

- 1 In the timeline header, disable the track's auto select button.
- 2 You can save a layout preset in the Workspace menu.
- 3 The left side of the two-up display shows the last frame of the outgoing clip, whereas the right side shows the first frame of the incoming clip.
- 4 A roll trim will adjust the durations of both clips that share the trim point. A ripple trim will shorten or lengthen the selected side of the trim.
- 5 True. Dragging over the filmstrip thumbnail for a clip in the timeline will slip the clip if you are in Trim Edit mode.