

# Finalizing multicamera editing

Once you've performed a multicamera edit in the Multi-Camera view, you can refine and then finalize it. The resulting sequence is like any other sequence you've built, so you can use any of the editing or trimming techniques you've learned so far. There are some additional options available, however.

## Switching an angle

If you're happy with the timing of an edit but not the angle you chose, you can always swap the angle for another. There are a few ways to do this.

- Right-click a clip, choose Multi-Camera, and specify an angle.
- Use the Multi-Camera view of the Program Monitor (as you did earlier in the lesson).
- If the correct track is enabled or a nested multicamera sequence clip is selected, use the shortcuts 1–9 along the top of the keyboard.

## Flattening a multicamera edit

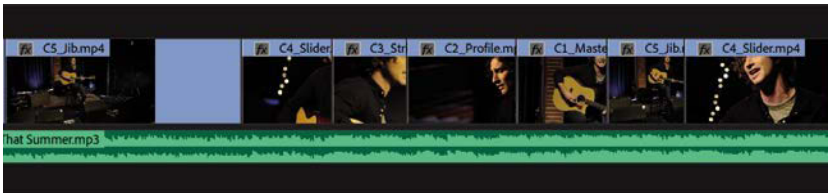
You can flatten a multicamera edit to reduce the amount of processing power needed for playback and to simplify the sequence. When you flatten the edit, the nested multicamera sequence clips are replaced with the original selected camera angle clips.

**Note:** If you flatten your multicamera sequence, audio adjustments are lost. Leave audio work until later.



The process is simple.

- 1 Select all the multicamera clips you'd like to flatten.
- 2 Right-click any clip and choose Multi-Camera > Flatten.



Once the clips are flattened, the process cannot be reversed, other than by choosing Edit > Undo.

## Review questions

- 1 Describe five kinds of sync points for multicamera clips.
- 2 Identify two ways to have the multicamera source and multicamera target sequences match settings.
- 3 Name two ways to switch between angles in the Multi-Camera view.
- 4 How can you choose a different angle after closing the Multi-Camera view?

## Review answers

- 1 The five ways are In points, Out points, timecode, audio, and markers.
- 2 You can either right-click the multicamera source sequence and choose New Sequence From Clip or drag the multicamera source sequence into an empty sequence and let it autoconform the settings.
- 3 To switch angles, you can either click the preview angle in the Program Monitor or, if your keyboard has the keys, use the corresponding shortcut key (1–9 along the top of the keyboard) for each angle.
- 4 You can use any of the standard trimming tools in the Timeline to adjust the edit points for an angle. If you want to swap the camera angle, right-click it in the Timeline, choose Multi-Camera from the context menu, and choose the camera angle you want to use, or press the corresponding keyboard shortcut, 1–9.