## Lesson 6

# Refining a Timeline

EDIT

The real artistry of editing is achieved in the pacing of the clips you assembled in the timeline. Pacing is refined by shortening or extending clips by a few seconds or even just a few frames to get the perfect timing between the two.

The edit page in DaVinci Resolve includes many of the same precision trimming tools that you learned in the cut page, plus a number of unique techniques you can use to address your creative needs. In this lesson, you'll learn how multiple trimming methods can help you pace your program perfectly.

### Time

This lesson takes approximately 45 minutes to complete.

### Goals

# Importing a Timeline

DaVinci Resolve lets you export and import individual timelines, rather than opening an entire project as we did in the previous lesson. Suppose you are working with another editor or maybe just editing on two different computers. In that case, you can send a timeline from one computer to another, and as long as the clips are online in the project, the imported timeline will link to the media. We'll import a new timeline that is all set up for us to learn about trimming.

1  Open DaVinci Resolve if necessary, and then open the Age of Airplanes project from the previous lesson.

2  Select the Rough Cuts bin and then choose File > Import > Timeline.

3  In the File browser window that opens, navigate to the R17 Beginners Guide lessons folder and select Lesson 06.
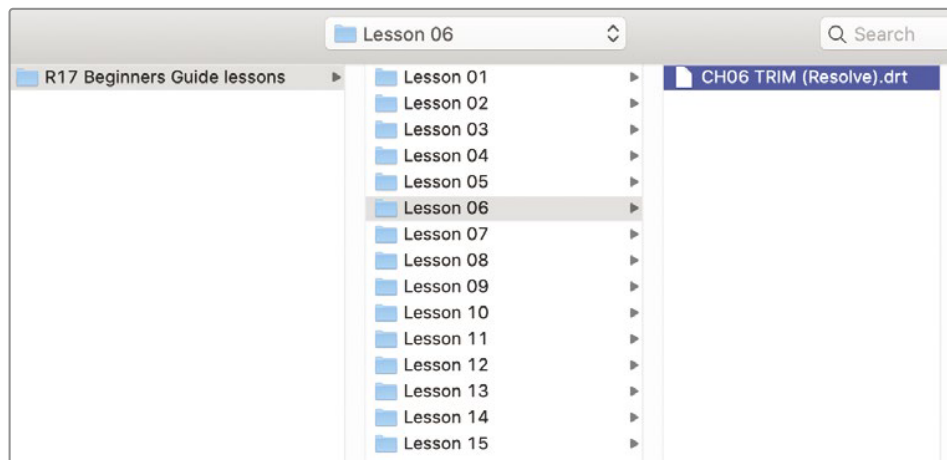


4  In the Lesson 06 folder, select the "CH06 TRIM (resolve).drt" and click Open.
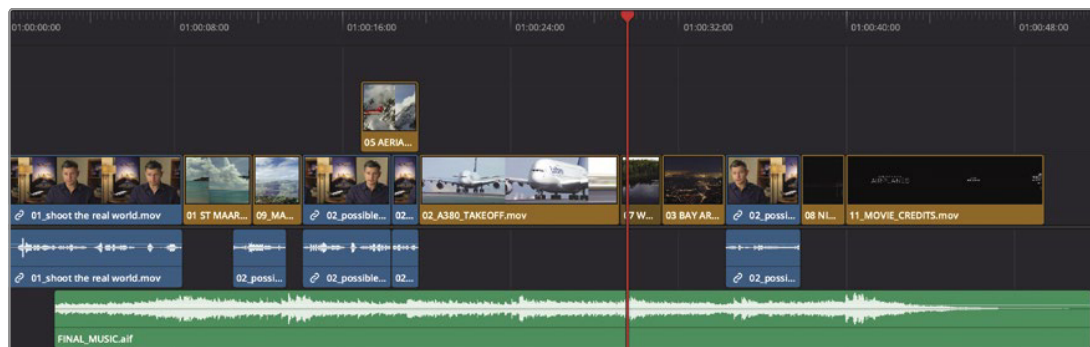


> **TIP**  A .drt file is a DaVinci Resolve timeline file.

**5**    Choose View > Zoom > Zoom to fit or press Shift-Z to center the timeline in the window.

The timeline is imported into the Rough Cuts bin and loaded into the timeline viewer. This timeline is similar to what we worked on in the previous lesson, with slight adjustments made for the following exercises.

# Customizing the Layout for Trimming

Each page in DaVinci Resolve can be customized and saved to make various workflows easier. For example, the current interface layout has somewhat small dual viewers that are unsuitable for trimming. Before you dive into trimming, let's optimize your layout for that process.

While trimming, you will work with only your timeline clips, so you can optimize your workspace by hiding the media pool and the source viewer. This will give you a larger area for the timeline and the timeline viewer.

**1**    In the upper-left user interface toolbar, click the Media Pool button to hide the media pool.
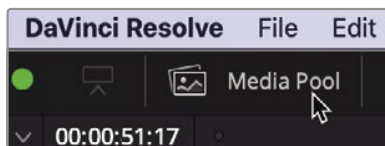


    Hiding the media pool already gives you a lot more room for the viewers and timeline.

**2**    In the upper-right corner of the interface, click the Single Viewer Mode button to hide the source viewer.
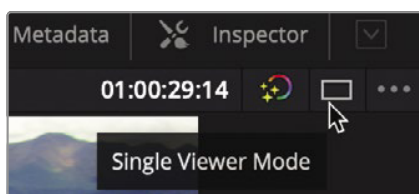


    The timeline viewer now moves to the center of the screen. With the extra horizontal space, you can increase the size of the viewer by taking away some space from the timeline. The timeline has a horizontal divider that separates the toolbar from the viewers. You can drag down that divider to allow more room for the viewers and less for the timeline tracks. Because you don't need too much vertical space for your timeline, this will work out well while trimming.

**3**    Position the mouse pointer between the toolbar and the transport controls.

**4**  When the pointer changes to a resize cursor, drag down the horizontal divider while leaving a little bit of room above the video track in the timeline.
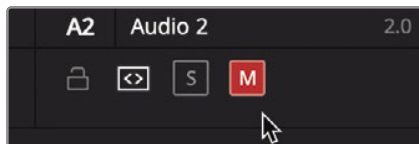


You can save this layout as your Big Trim layout and use it in all your projects.

**5**  Choose Workspace > Layout Presets > Save Layout as Preset.

**6**  In the dialog, enter Big Trim as the layout name, and click OK.

Since we will not be dealing with the music for editing, it makes sense to mute it while we trim.

**7**  In the timeline header, click the Audio 2 Mute button.



Now that you have an optimized big-trim layout, you can get to work trimming and refining your program.

# Trimming with the Selection Tool

When you trimmed in the cut page on video track 2 in Lesson 1, it opened up a gap or overwrote the incoming clip. You'll get that same behavior on every track in the edit page when trimming with the standard Selection tool.

**1**  Position the playhead at the start of the timeline and play the entire timeline to review it.

The first clip that stands out is the "02 A380 TAKEOFF." It isn't wrong, but it could be improved by shortening both its start and end.

Let's start by trimming some of the long taxiing from the start of the clip.

**2**  Position the playhead at the start of the "02 A380 TAKEOFF" clip.
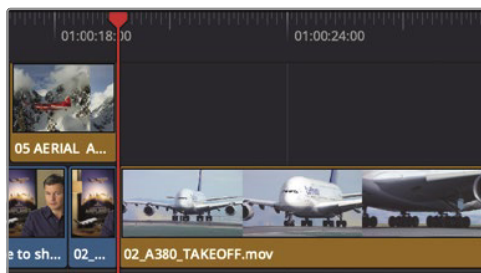
**3**    In the toolbar, drag the zoom slider to the right until the clip fills most of the
timeline window.

**4**    Position the mouse pointer over the head of the "02 A380 TAKEOFF" clip.



The mouse pointer changes to a Resize trim cursor. Just like the cut page, the
placement of the mouse pointer determines which side of the transition you are
trimming. Having a Resize trim cursor over the right side of the cut point sets us
up to add or remove frames from the start of the clip.

**5**    Drag to the right until the tooltip displays +3:00.
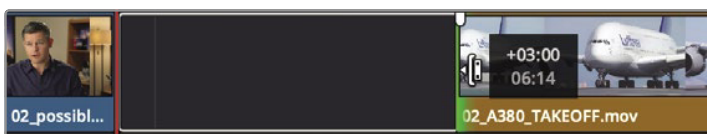


You have removed 3 seconds from the start of the "02 A380 TAKEOFF" clip with the
Selection tool. Unlike the cut page, trimming video track 1 does not ripple trim; instead,
it opens gaps when a clip is made shorter.

# Performing a Back-Timed Edit

You can't leave the gap in your program, so you will have to fill it with a clip. The gap is the
range in the timeline you are trying to fill, so you can mark In and Out points in the timeline
based on the duration of the gap.

**1**    Drag the timeline playhead into the center of the gap.



Instead of moving the playhead, marking an In point, moving the playhead again,
and marking an Out point, you can use the Mark Clip command to mark the clip
under the playhead.

**2**    Choose Mark > Mark Clip or press X.

The Mark Clip command added In and Out points in the timeline, but it used the audio
track on A2 as the duration to mark. You really want to ignore the audio track and use
the gap. This is another case for using auto select. It was used to identify the tracks
when deleting a range (as you did in Lesson 4). Here, when disabled, auto select will
allow you to ignore a track for the Mark Clip command.

**3**    In the timeline header, disable the auto select control for Audio 2 leaving Video 1, Video 2, and Audio 1 with auto select controls enabled.
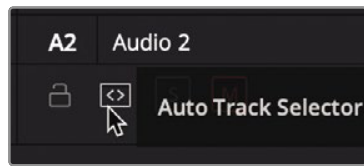


**4**    Choose Mark > Mark Clip or press X.

> **TIP**  When multiple video tracks have auto select enabled, the lowest numbered video track is the target track.

With auto select ignoring the only actual clip under the playhead on Audio 2, the Mark Clip command correctly used the gap duration to set the In and Out points. Now, you can find a clip to fill the gap.

Even in single viewer mode, you can access and edit with clips from a bin. The viewer will switch between the source and timeline, similar to the cut page. Let's look in the B-Roll bin for a clip to fill this gap.

**5**    In the upper-left corner of the interface, click the Media Pool button to open the media pool and show all your bins.

**6**    In the B-Roll bin, double-click the "10_Kenya" clip to load it into the viewer, and press the Spacebar to play it.



While using single viewer mode, double clicking a clip in the media pool switches the viewer to a source viewer, similar to how the cut page viewer switches depending if a clip or timeline is active.

The "10_KENYA" clip is the only clip in the bin that you haven't used, so it is a good candidate for filling the gap.

7    In the viewer, drag the jog bar until you see the flamingos in the frame.

Including the flamingoes adds more interest to this shot but you don't have enough of the flamingoes to start with them onscreen. You can, however, mark an Out point to ensure you end with the flamingoes onscreen.

8    Drag the jog bar until the flamingos reach the bottom of the frame and press O to mark this as your Out point.



You won't need to mark an In point since the gap in the timeline is determining the duration of the edit. DaVinci Resolve will line up the outputs and calculate the starting point in the "10 KENYA" clip for you. This is called a back-timed edit since you are setting an Out point and backing up to calculate the In point.

9    In the toolbar, click the Overwrite button to edit-in the "10_KENYA" clip.

10   Play over the edit in the timeline to see the newly added "10_KENYA" clip.

11   In the timeline header, click the auto select button on the Audio 2 track to enable it again.
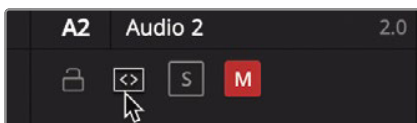


12   Let's also clear the In and Out marks from the timeline by choosing Mark > Clear In and Out or pressing Option-X (macOS) or Alt-X(Windows).

In this first exercise, we didn't use tools that you weren't already familiar with. Trimming with the Selection tool makes it easy to begin trimming without selecting and learning new tools, However, learning to trim in a few other ways can make some refinements much faster.

# Trimming to the Playhead

One of the fastest ways to remove frames from the start or end of a clip is sometimes called *tops and tails trimming*. This trimming style is used heavily in broadcast news-type programs, but it is useful for all types of programs. The concept is to loosely edit-in clips by adding more of the clip than you really want. Then, you remove frames from the start (top) of the clip or the end (tail) of the clip by positioning the playhead where you would like to locate the new start or end. Let's continue trimming the "02 A380 TAKEOFF" clip, but this time we will focus on how the clip ends.

1   Position the playhead at the start of the "02 A380 TAKEOFF" clip and play it to review how it ends.

    This shot gets a little shaky toward the end, so we should cut it off just when the plane leaves the frame.

2   In the toolbar, drag the zoom slider to the right until the clip fills most of the timeline window.

3   Position the playhead on the first frame where you no longer see the plane in the viewer.
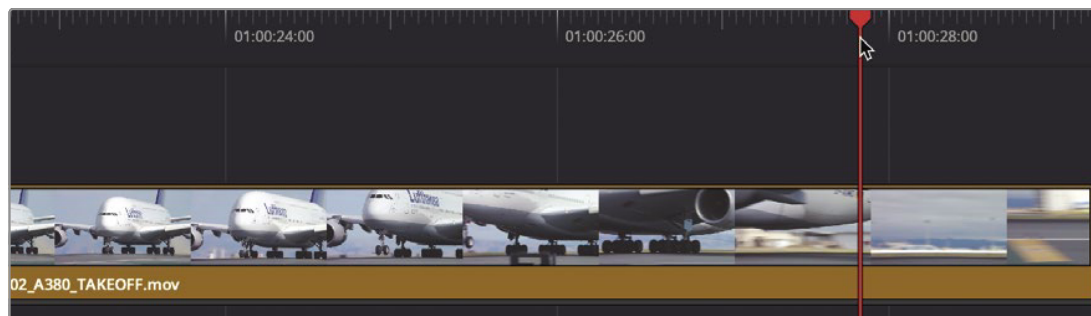


    This identifies where you want the clip to end.

4   Choose Trim > Trim End or press Shift-] (right bracket).
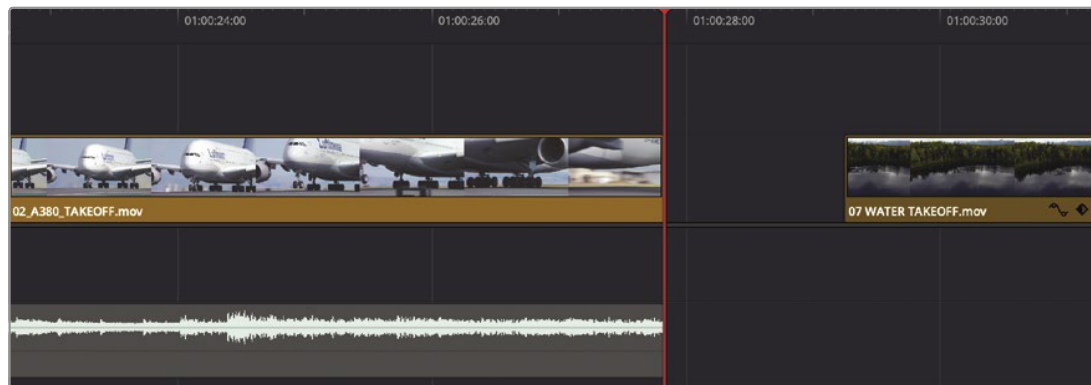
Although the clip now ends before the shaky part begins, it has also trimmed the music track. Just as you disabled auto select in the previous lesson for the music track so you didn't delete a portion of the music, you also need to disable auto select here so you don't trim the end of the music.

**5**   Choose Edit > Undo or press Command-Z (macOS) or Ctrl-Z (Windows), to undo the previous trim.

**6**   In the timeline header, click the auto select control on the Audio 2 track.
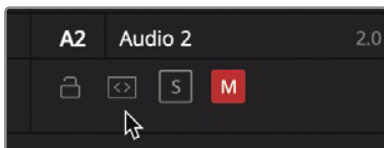


Trimming has also opened up an unwanted gap in the timeline. To prevent the gap from opening, you'll need to try a different tool.

**7**   In the toolbar, select the Trim edit mode tool or press T.
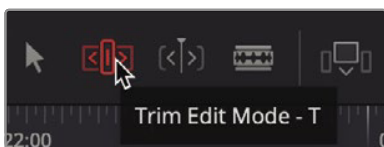


The Trim edit mode tool is the most flexible tool to use when you want to shorten and lengthen clips in the timeline. The primary difference between the Trim edit mode tool and the Selection mode tool is that Trim edit mode ripples the timeline instead of leaving gaps. Let's see it in practice.

**8**   Choose Trim > Trim End or press Shift-] (right bracket).
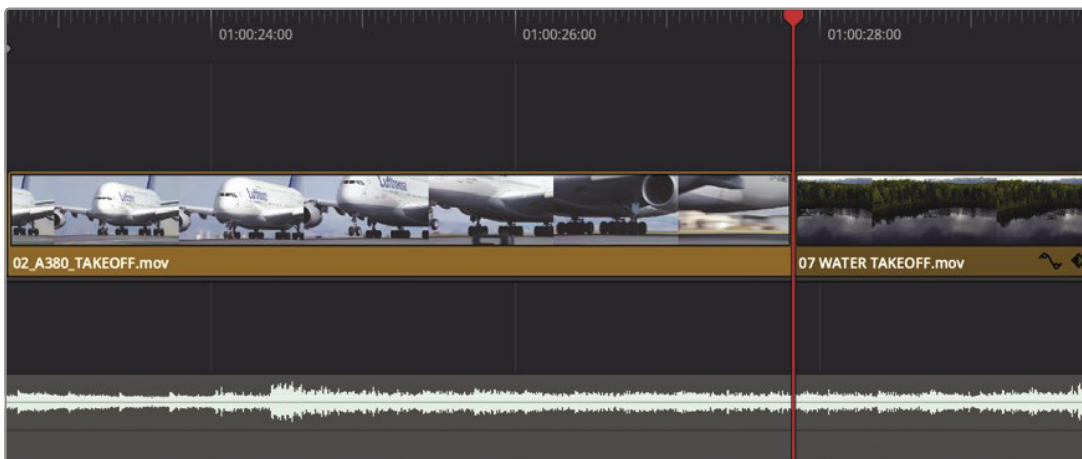


The end of the clips on Video 1 and Audio 1 are trimmed to the playhead, but the music track remains unchanged. The remaining clips in the timeline are shifted to the left by the same number of frames that you just removed.

> **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.