Lesson 7

Advanced Editing Techniques

Finishing a project can mean fine-tuning edits while preserving the duration of individual clips and the overall program. The techniques covered in this lesson will help prepare you for the detailed editing needed to polish a project.

You'll complete the introductory segment for a documentary on glassblowing that you started in the previous lesson. This segment must be kept to a finished length of 60 seconds. In editing this segment, you'll learn the following techniques:

- Removing frames using the Extract and Lift buttons.
- Pasting a clip using the Paste Custom command.
- Using the slip and slide tools to adjust edits.
- Editing in the Trim View.
- Changing a clip's rate.

Getting started

For this lesson you'll open an existing project with all of the necessary files imported. Make sure you know the location of the files used in this lesson. Insert the CD-ROM disc if necessary. For help, see "Using the Classroom in a Book files" on page 4.

To ensure that the Premiere preferences are set to the default values, exit Premiere, and then delete the preferences file as explained in "Restoring default preferences" on page 5.

1 Double-click 07Lesson.ppj in the 07Lesson folder to open it in Premiere.

2 When the project opens, choose File > Save As, open the appropriate lesson folder on your hard disk if necessary, type **Glass2.ppj**, and press Enter (Windows) or Return (Mac OS).

Viewing the finished movie

To see what you'll be creating, take a look at the finished movie.

1 Choose File > Open and double-click the 07Final.mov file in the Final folder, inside the 07Lesson folder.

The movie opens in the Source view of the Monitor window.

2 Click the Play button (▶) to view the movie.

Viewing the assembled project

Let's take a look at the project as it has been assembled so far. Because there are no transitions, filters, or other effects used in this project, you do not need to generate a preview to view the project.

Note: *This project is a continuation of the project you worked on in Lesson 6, "Additional Editing Techniques." The project you just opened reflects the tasks covered in that lesson. In addition, several clips have been added to the end of the project.*

1 Ensure the edit line is at the beginning of the Timeline. To move it to the beginning, make sure the Timeline window is active and no clips are selected. Then press the Home key.

2 To view the project, click the Play button (▶) under the Program view of the Monitor window.

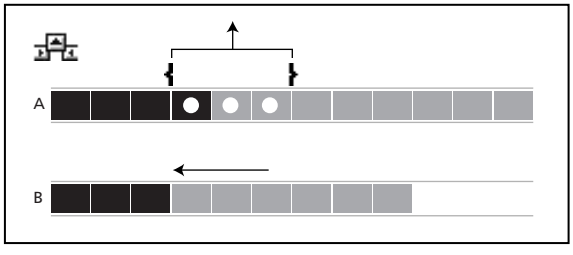
The project plays in the Program view. Although the assembled project looks much like the final project you viewed earlier, you may notice some small problems that could be solved by further editing, such as correcting a cut where the action is not synchronized. In addition, you'll make some changes to improve the look of the project, inserting, for example, a close-up to show detail. In this lesson, you'll use some editing tools that are especially useful in fine-tuning a project.

Much of this lesson deals with editing techniques that tune edits to match action while preserving the length or duration of clips.

Understanding the extract and lift functions

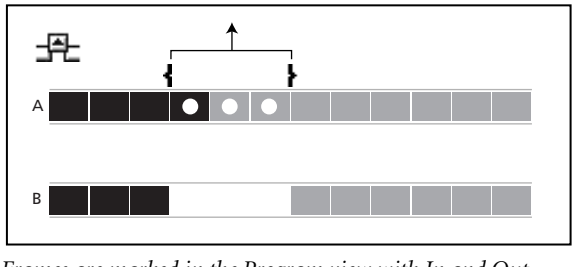
Premiere provides two methods of removing a range of frames or a gap from the Timeline: *extracting* and *lifting*.

Extracting Removes frames from the Timeline, closing the gap like a ripple deletion. These frames can be within a single clip or can span multiple clips, but it is important to understand that extracting removes the selected range of frames from all unlocked tracks. You can also extract a gap from the Timeline. This feature works only with a range of frames that you have identified with In and Out points in the Program view.



*Frames are marked in the Program view with In and Out points (**A**). The marked portion of the program is deleted and the gap is closed up (**B**).*

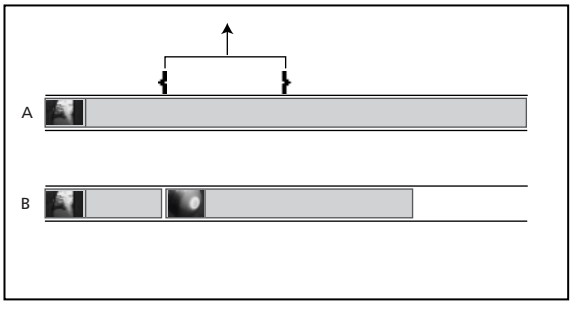
Lifting Removes a range of frames from the Timeline, leaving a gap. These frames can be within a single clip or can span multiple clips and are removed only from the target track. As in extracting, you select which frames you want to remove by setting In and Out points in the Program view of the Monitor window. The Lift button has no effect on clips selected in the Timeline.



*Frames are marked in the Program view with In and Out points (**A**). The marked portion of the program is deleted, leaving a gap (**B**).*

Removing frames with the Extract button

Here, you'll use the extract feature to remove some camera movement in the middle of the Top.mov clip. Extracting the frames splits the clip into two separate clips.



*Top.mov before (**A**) and after (**B**) extracting frames.*

To begin, you'll set In and Out points in the Program view to define the portion of Top.mov you want to extract from the Timeline. But first you'll use the Locate Clip command to find Top.mov in the Timeline.

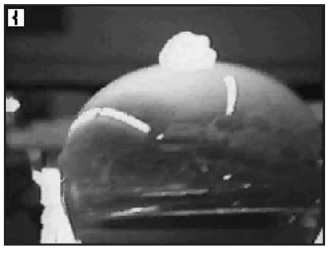
1 Select Top.mov in the Project window, choose Clip > Locate Clip, and click Done.

Premiere selects the clip in the Timeline.

2 Scrub in the Timeline ruler to preview Top.mov, noting the camera movement near the beginning of the clip. Leave the edit line at about where the movement starts.

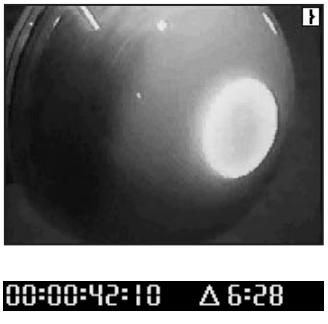
3 Under the Program view, use the controls to locate the frame before the sphere and the camera start moving (at 35:12).

4 In the Program view, click the Mark In button ( ) to set the In point for the frames you will extract.

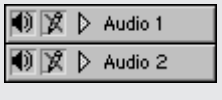


5 Find the frame in which the camera has stopped moving, the image is in focus, and the tool doesn't obscure the sphere (at 42:10).

6 Click the Mark Out button ( ) to set the Out point.

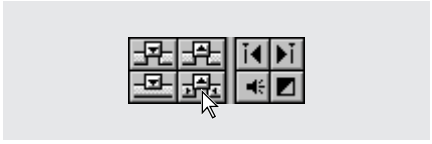


7 To prevent unwanted deletion of audio, lock the Audio 1 and Audio 2 tracks by clicking the lock icon in the Timeline so that it is crossed out.



Now, you'll extract the frames you've just marked.

8 In the Monitor window, click the Extract button.



The portion of Top.mov you marked is removed, breaking Top.mov into two clips. The gap in the track is closed, shortening the program.

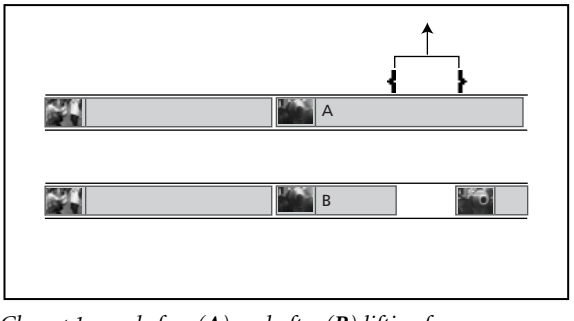
9 Preview the video you just edited.

10 Save the project.

To turn off audio previewing temporarily, make audio tracks shy by clicking the speaker icon (🔊) at the left edge of any audio track that contains audio clips.

Removing frames with the Lift button

You'll use the Lift button in the Monitor window to remove the middle portion of Closeup1.mov, making two clips. You'll set the In and Out points to keep specific frames in the two remaining clips. Later, you'll fill the gap with a similar scene taken from a different point of view with a second camera.



*Closeup1.mov before (**A**) and after (**B**) lifting frames.*

First, you'll define the range of frames you want to remove.

1 In the Navigator palette, click the zoom-in (right) button once to magnify the Timeline view. The Time Unit menu in the Timeline should be set to 2 Seconds.

Now you'll locate Closeup1.mov in the Timeline.

2 Select Closeup1.mov in the Project window, choose Clip > Locate Clip, and click Done.

Premiere selects the clip in the Timeline.

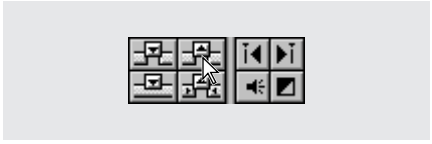
3 Scrub in the Timeline ruler to preview Closeup1.mov.

4 Use the controls under the Program view to locate the point several seconds before the molten glass meets to form a circle (at 55:28). This is where you'll cut to a new scene. Click the Mark In button ({) to set the In point in Closeup1.mov.

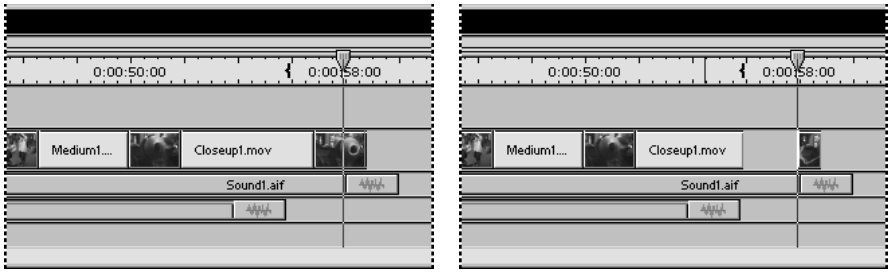
5 In the Program view, find the frame just before the glob of molten glass meets the left edge of the frame (at 56:27). This is where you'll cut back to this scene. Click the Mark Out button (}) to set the Out point.

Now that you've defined the range of frames you want to remove, you'll lift it from the Timeline.

6 In the Monitor window, click the Lift button.

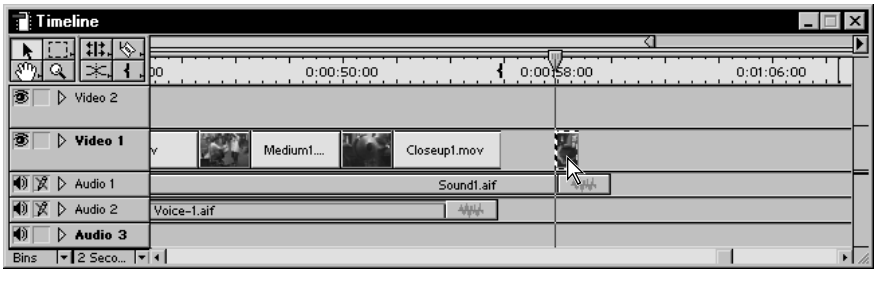


The portion of Closeup1.mov you marked is removed, leaving the other clips in the track undisturbed and preserving the program's duration. In the next exercise, you'll use the Paste Custom command to fill this gap.



To prevent confusion, let's give a new name, or *alias*, to the fragment of Closeup1.mov to the right of the gap. Giving an alias to an *instance* (a copy of a clip in the Timeline) doesn't affect the *master clip* in the Project window or other instances of the clip.

7 Select the second fragment of Closeup1.mov and choose Clip > Alias.



8 When prompted, type **Closeup2** and click OK.

9 Save the project.

Understanding Paste Custom

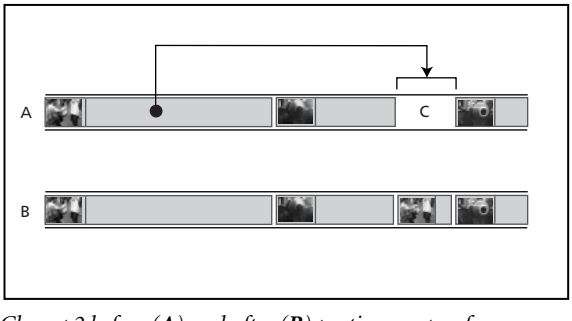
With the Paste Custom command, you can paste either the content or the settings of the clip you have copied. If Content is selected in the Paste Custom Settings dialog box, this command pastes the copied clip into a clip or an empty space that you have selected in a track. You can choose from a list of options for manipulating the clips at the edit point, such as moving the In or Out point of the source or destination, changing speed, or shifting tracks. As when using a three-point edit, you should select an option that preserves the critical In and Out points involved in the edit. The option you select is dependent on the durations of the source material and the gap.

In a later lesson, you'll use the Paste Custom command to copy settings from one clip to another ("Copying filters and settings" on page 322).

Pasting into a gap

There are a number of ways to insert material into a gap in the project, including using 3-point and 4-point edits. In this exercise, you'll use Paste Custom to paste a copy of Medium1.mov into the gap you just created with the Lift button. Medium1.mov, Closeup1.mov, and Closeup2 contain the same scene shot with two cameras.

Before pasting the copy into the gap, you'll need to determine which of the four points involved in this procedure can be moved without negatively affecting the edit. Because you want to use frames near the end of this clip, moving the In point in the copy makes the most sense in this case. The position of this new In point is not critical here; you'll fine-tune it later. Premiere adjusts the duration of this clip to fit the gap when you paste it.



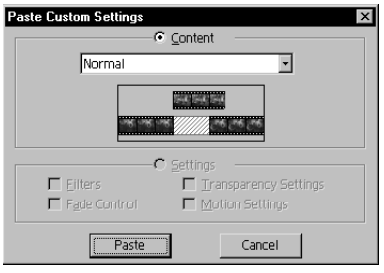
*Closeup2 before (**A**) and after (**B**) pasting a copy of Medium1.mov into the gap (**C**).*

1 In the Navigator, use the slider or zoom buttons to set the Time Unit menu to 1 Second.

2 In the Timeline, select Medium1.mov, and then choose Edit > Copy.

3 Using the selection tool, select the gap created when you lifted a portion of Closeup1.mov.

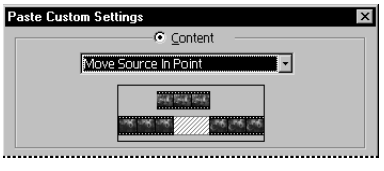
4 Choose Edit > Paste Custom to open the Paste Custom Settings dialog box.



5 Make sure Content is selected.

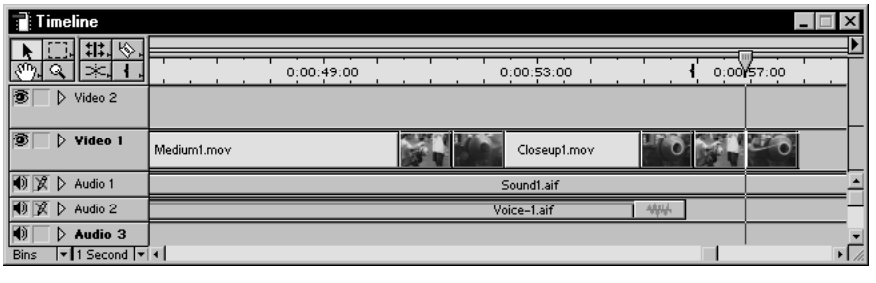
Notice that the selected option, Normal (under Content), is shown in an animation.

6 Select Move Source In Point.



This option changes neither the gap duration nor the Out point of the source clip.

7 Click Paste to paste the copy of Medium1.mov into the gap.



Now assign an alias to the copy of Medium1.mov you just pasted.

8 Select the copy of Medium1.mov and choose Clip > Alias.

9 When prompted, type **Medium2** and click OK.

10 Preview the project.

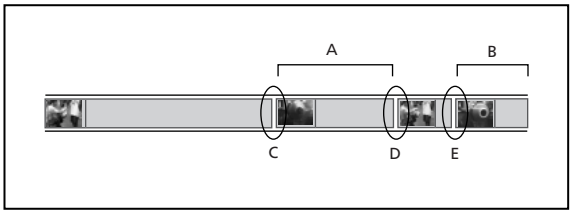
All clips in the project are now in the proper order and are trimmed to about the right length. In the next exercise, you'll start fine-tuning some critical edits.

11 Save the project.

Fine-tuning your edits

The remaining exercises in this lesson involve adjusting edits to match the action between scenes. When fine-tuning a project, it's often necessary to preserve the duration of a clip or the entire project. In this project, we want to preserve the duration of Closeup1.mov, Closeup2, and the gap between these clips because we'll be cutting between scenes shot with two cameras, and we'll be matching action between those scenes. In the exercises that follow, you'll use the slide tool, the slip tool, and the Trim view to put the finishing touches on your project.

In the exercises that follow, you'll adjust the last three edits, working from left to right.

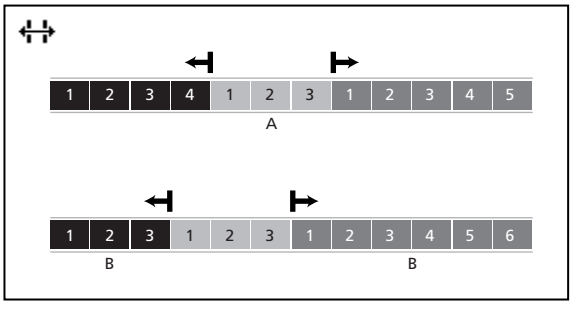


*To preserve the In and Out points and durations of Closeup1.mov (**A**) and Closeup2 (**B**), you'll refine the last three edits using the slide tool on the first (**C**), the slip tool on the second (**D**), and the Trim view on the third (**E**), working left to right.*

Understanding the slide and slip tools

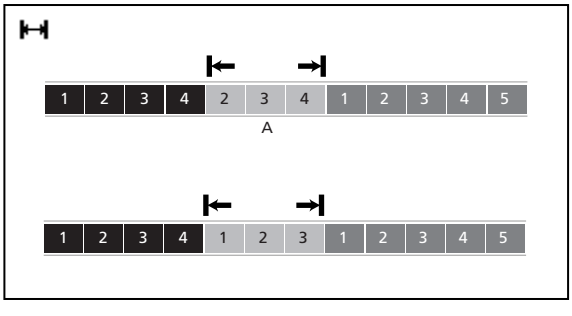
Premiere provides two tools for adjusting a clip in the Timeline while preserving its duration: the slide tool and the slip tool.

Slide tool Adjusts the duration of the two clips adjacent to the target clip, while preserving the In and Out points of the clip under the tool icon. This tool also preserves the duration of the project. You can think of this as a rolling edit with a clip between the two clips being trimmed. The slide tool also preserves the duration of the clip under the tool icon. As you drag, the location of the clip moves left or right in the Timeline. This tool can be used only when (and to the extent that) the adjacent clips have been trimmed so that extra frames are available in those clips.



*The slide tool preserves the duration of the sliding clip (**A**) while changing the In or Out points of the adjacent clips (**B**), but only if those two clips have trimmed frames available.*

Slip tool Adjusts a clip's In and Out points while preserving its duration. As you drag in the clip with the slip tool, the clip's In point and Out point shift simultaneously in the same direction, while the duration of the clip remains unchanged. You can think of this as slipping the clip one way or the other behind a fixed window in the track. The location of the clip in the Timeline does not change.

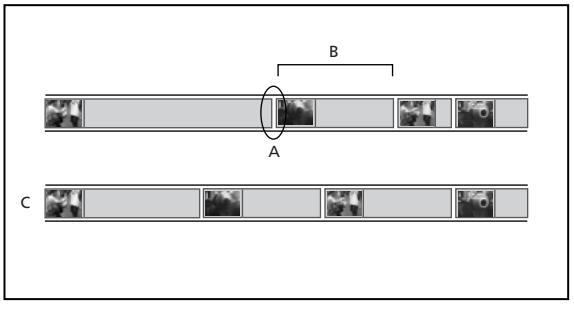


*The slip tool changes the In and Out points of a clip (**A**) while preserving its duration, provided the clip has trimmed frames available.*

You can use the slip tool only on clips that have been trimmed, so that additional frames are available beyond the current In and Out points. As with the slide tool, the Monitor window changes to show critical frames of three clips when you hold down the mouse button with the slip tool selected.

Using the slide tool

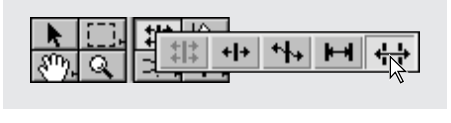
You'll use the slide tool to match the action in the close-up shot (Closeup1.mov) to the same action in the medium shot (Medium1.mov). Because you want to preserve the In point and Out point of Closeup1.mov, you'll trim only the Out point of Medium1.mov. Performing this edit shortens one adjacent clip while extending the other.



*The slide tool will be used to match action at the edit point (**A**) between Medium1.mov and Closeup1.mov, while preserving the In and Out points and duration of Closeup1.mov (**B**). The result can be seen in (**C**).*

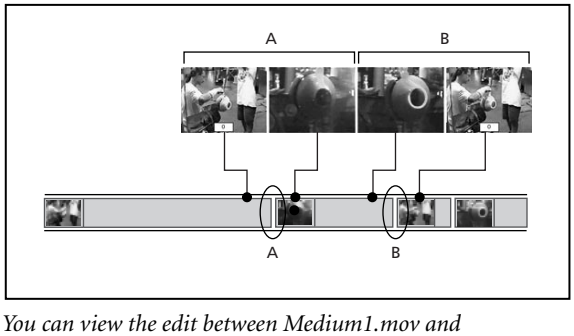
1 In the Navigator, use the slider or zoom buttons to set the Time Unit menu to 2 Seconds.

2 In the Timeline, select the slide tool.



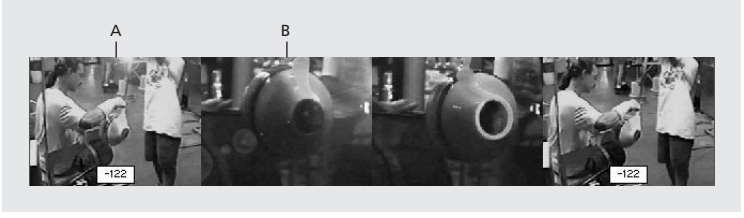
3 Position the pointer on Closeup1.mov, and then press and hold down the mouse button.

When you hold down the mouse button with the slide tool selected, the Monitor window changes to show critical frames of three clips. It displays four frames: the Out point of the adjacent clip on the left (Medium1.mov), the In point and the Out point of the clip under the tool (Closeup1.mov), and the In point of the adjacent clip on the right (Medium2). While synchronizing the action, you'll be comparing the two frames in the left half of the Monitor window.



*You can view the edit between Medium1.mov and Closeup1.mov (**A**) and the edit between Closeup1.mov and Medium2 (**B**). Here, you'll fix the first edit (**A**).*

4 With the mouse button still held down, notice the flash of light on the right edge of Closeup1.mov (the second frame from the left in the Monitors window). You want to synchronize this flash with the corresponding flash in Medium1.mov. Drag left to trim Medium1.mov until you see the flash in the first frame (Medium1.mov Out point). The numeric display in the first frame should show -122, indicating you have moved Closeup1.mov 122 frames earlier. Release the mouse button.



*Match the action between Medium1.mov (**A**) and Closeup1.mov (**B**), ignoring the other two frames.*

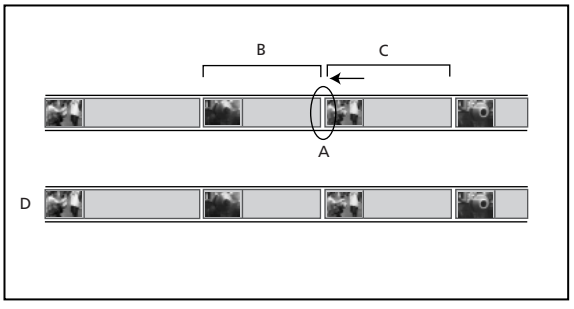
5 Preview the change.

The action in the first and second frames should match.

6 Save the project.

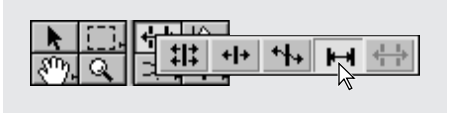
Using the Slip tool

You'll use the slip tool to match the action between Closeup1.mov and Medium2. To do this, you'll move the In point of Medium2 while preserving the clip's duration. The In and Out points of Medium2 will appear in the two middle frames in the Monitor window as you use the slip tool.



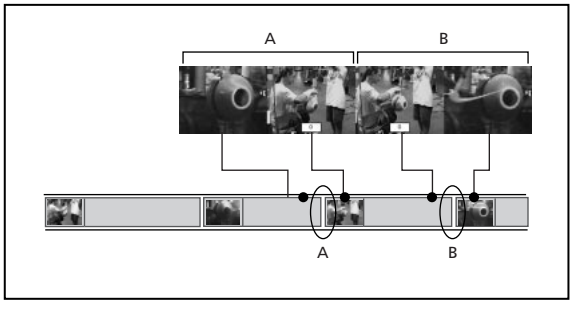
*Use the slip tool to match action at the edit point (**A**) between Closeup1.mov (**B**) and Medium2 (**C**). The tool changes the In and Out points of Medium2 while preserving its duration. Adjacent clips, such as Closeup1.mov, are unaffected. The result can be seen in (**D**).*

1 In the Timeline, select the slip tool.



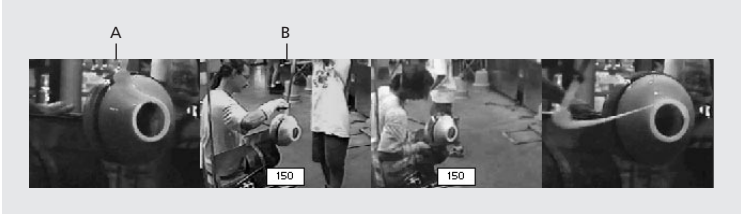
2 Position the pointer on the Medium2 clip in the Timeline, and then press and hold down the mouse button.

As it did when the slide tool was activated, the Monitor window changes, this time showing the Out point of Closeup1.mov, the In and Out points of Medium2, and the In point of Closeup2.



*You can view the edit between Closeup1.mov and Medium2 (**A**) and the edit between Medium2 and Closeup2 (**B**). Here, you'll fix the first edit (**A**).*

3 Drag right until the action in the first frame (the Out point of Closeup1.mov) matches the action in the second frame (the In point of Medium2).



*Match the action between Closeup1.mov (**A**) and Medium2 (**B**), ignoring the other two frames.*

4 Release the mouse button.

The Monitor window changes back to the usual configuration.

5 Select the selection tool ( ) to deselect the slip tool.

6 Preview the change.

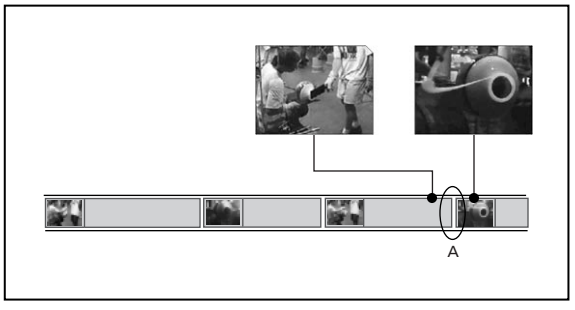
The action in the first and second frames should match.

7 Save the project.

Understanding the Trim view

The Trim view is used to trim individual frames on either side of an edit while viewing those frames so you can view the edit as you work. The Trim view provides the same function as the ripple tool, but it provides finer control and a better view of program material. When you select Trim Mode in the Monitor window menu, the Source and

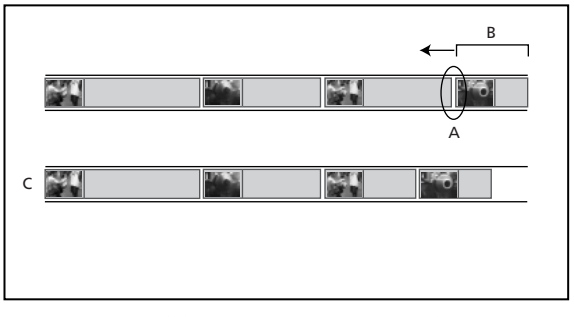
Program views are replaced by two views in which 1, 3, or 5 frames of adjacent clips are displayed. Being able to see frames on either side of the edit enables you to precisely trim each clip. You can also perform a rolling edit in the Trim view. This view is useful for fine-tuning the edit between two clips in which the action must match or timing is critical.



*The Trim view provides a frame-by-frame ripple edit function and a view of each clip at the edit point (**A**).*

Editing in the Trim view

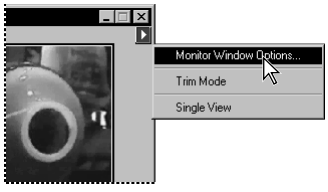
At this point, the action in Medium2 and Closeup2 is out of sync because of the edit you performed with the slide tool. You'll use the Trim view to match the action in these clips so that the action at the Out point of Medium2 is the same as at the In point of Closeup2. First, you'll trim Medium2 to match the action in Closeup2, and then you'll use a rolling edit to move the edit point between them for the most effective edit. The rolling edit preserves the combined duration of the two clips.



*The Trim view will be used to match action at the edit point (**A**) between Medium2 and Closeup2 while preserving the In and Out points and duration of Closeup2 (**B**). The result can be seen in (**C**).*

1 Under the Program view, use the controls to set the edit line between the last two clips in the program: Medium2 and Closeup2 (at 56:27).

2 In the Monitor window menu, choose Monitor Window Options.



3 Under Trim Mode Options, ensure that the mode on the left is selected, and then click OK.

4 Choose Trim Mode from the Monitor window menu.

In the Trim view, Premiere displays two frames: the Out point of Medium2 on the left and the In point of Closeup2 on the right.

You'll notice some new buttons in the Trim view.

A. *Cancel Edit (all edits)*
B. *Previous Edit*
C. *Trim Left 5 frames*
D. *Trim Left (one frame)*
E. *Trim Right (one frame)*
F. *Trim Right 5 frames*
G. *Next Edit*
H. *Play Edit*

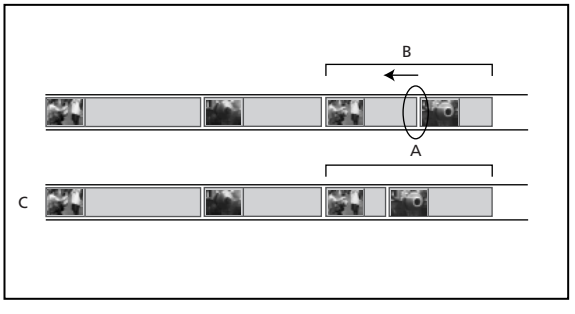
Now you'll sync up the action in Closeup2 to the matching action in Medium2.

When you select one of the views in the Trim view, the timecode below it changes to green.

5 Click the left frame (Medium2) to select it and click the Trim Left 5 Frames ( ) and Trim Left (single-frame) ( ) buttons to adjust Medium2 until the action in the Medium2 Out point matches that in the Closeup2 In point. If you go too far, use the Trim Right 5 Frames ( ) and Trim Right (single-frame) ( ) buttons to reverse the trim.

To undo all edits made in the Trim view, click the cancel Edit button ( ).

The action in both clips is now in sync. Next you'll move the edit between the clips using a rolling edit in the Trim view.



*You'll use a rolling edit in the Trim view to move the edit (**A**) between Medium2 and Closeup2 while preserving the combined duration of both clips (**B**). The result can be seen in (**C**).*

You'll change the edit to the close-up to show a better look at the instrument pulling away from the rim.

6 Position the pointer between the two views so that it changes to the rolling edit tool, and then drag the tool icon left until the instrument just starts to pull away. Use the illustration below as a guide.

7 Scrub in the Timeline ruler to preview the change. Scrubbing automatically exits Trim Mode and returns the Monitor window to its normal view.

Note: *You can also exit Trim Mode by choosing Trim Mode from the Monitor window menu to remove the checkmark from the command.*

8 Preview the last four clips.

9 Save the project.

Changing clip duration and speed

The duration of a video or audio clip is the length of time it plays—the difference in time between a clip's In point and Out point. The initial duration of a clip is the same as it was when the clip was imported or captured. If you alter the beginning and ending of a clip by editing the source In and Out points, its duration will change. You can also set the duration of a clip by specifying a length of time from its current source In point. A still image can also have a duration when you want to display it for a specific length of time. You can set the default duration of the still images you import by choosing File > Preferences > General / Still Image.

The speed of a clip is the playback rate of the action or audio compared to the rate at which it was recorded. Speed is initially the same as it was when the clip was imported or captured. Changing a clip's speed alters its source frame rate and may cause some frames to be omitted or repeated. In addition, changing the speed of a clip requires playing the same number of frames in a different length of time, which also changes the duration (moves the Out point) of the clip. When you change the speed of a clip containing interlaced fields, you may need to adjust how Premiere treats the fields, especially when speed drops below 100% of the original speed.

—From the Adobe Premiere User Guide, Chapter 4

Changing a clip's rate

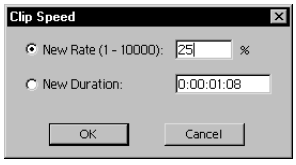
To polish the end of this project, you'll change the frame rate of the last two clips to create a slow motion effect. At the same time, you'll use the change in clip duration to get the project to exactly 60 seconds (1:00), the specified length for this segment of the documentary. To do this, you'll use two different tools: the Clip Speed dialog box and the rate stretch tool.

First, you'll use the Clip Speed dialog box to make Closeup2 play at exactly one-quarter speed. Then, you'll use the rate stretch tool on Medium2 to provide our required program length.

1 In the Navigator, click the zoom-in (⛰) button until the Time Unit menu is set to 1/2 Second. Then drag the green box to view Medium2 and Closeup2 in the Timeline.

2 Click Closeup2 and choose Clip > Speed to open the Clip Speed dialog box.

3 In the New Rate box, type **25**, and then click OK.



Closeup2 is now plays at one-quarter speed, which means it is four times as long as it was originally. Now you'll move the edit line to 01:00:00 (60 seconds), where you want the project to end.

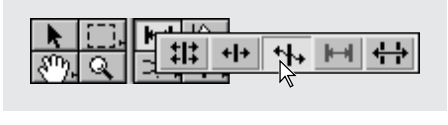
4 Double-click the location timecode under the Program view, type **10000**, and press the Enter (Windows) or Return (Mac OS).

5 In the Navigator, use the slider or zoom buttons to set the Time Unit menu to 1 Second.

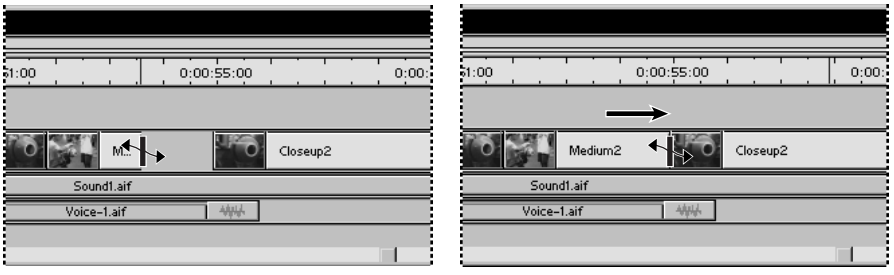
6 Drag Closeup2 until the end snaps to the edit line. Don't worry about the gap; you'll reunite the edit between Closeup2 and Medium 2 shortly.

Now you'll stretch Medium2.

7 In the Timeline, select the rate stretch tool.



8 Position the pointer over the right end of Medium2 until the pointer turns into the rate stretch tool. Drag right until the end of Medium2 snaps to Closeup2.



9 Preview Medium2 and Closeup2 at their new frame rate, and then save the project.

Exporting the movie

Now that you've finished your editing, it's time to generate a movie file.

1 If you turned off audio previewing earlier in the lesson, make sure you turn it on again by clicking the blank box at the at the left edge of each audio track so it changes to the speaker icon ( ).

2 Choose File > Export > Movie.

3 In the Export Movie dialog box, click Settings.

4 Make sure QuickTime is selected for the File Type and Entire Project is selected for the Range.

5 Also make sure that the Export Video and Export Audio options are selected. You can leave the rest of the settings as they are. Click OK to close the Export Movie Settings dialog box.

6 In the Export Movie dialog box, move to the 07Lesson folder to set the location and type **Glass2.mov** for the name of the movie. Click Save (Windows) or OK (Mac OS).

Premiere starts making the movie, displaying a status bar that provides an estimate for the amount of time it will take.

7 When the movie is complete, it is opened in the Source view of the Monitors window.

8 Click the Play button to play the movie.

Exploring on your own

Feel free to experiment with the project you have just created. Here are some suggestions:

• Try changing the name of a clip in the Project window without using Clip > Alias. Here's a hint: You don't need to use any menu items, icons, or buttons, but the Project window must be in List View. Once you've changed the name, observe what effect it has on instances in the Timeline.

• Try using a freeze frame on Closeup2 at the end of this lesson instead of changing the frame rate. Set marker 0 on the frame you want to freeze and then choose Clip > Video > Hold Frame. Experiment with extending a hold frame to see how it differs from a still image.

• Replace the middle of Closeup1.mov with Medium2 using a three-point edit instead of using the Lift button and Paste Custom.

Review questions

1 The Ripple Delete command and the Extract button offer similar functions. What is the key difference between them?

2 Which tool would you use to change the In and Out points of a clip while preserving its duration?

3 What features does the Trim Mode offer that make it well suited to fine-tuning edits?

4 What are two ways to change the frame rate of a clip?

Answers

1 Ripple Delete works on one or more whole clips or on a gap; the extract function works on a range of frames in one or more clips.

2 The slip tool changes the In and Out points of a clip while preserving its duration.

3 The Trim Mode enables you to trim individual frames on either side of an edit point, while viewing those frames.

4 You can change a clip's frame rate using either the Clip Speed dialog box (choose Clip > Speed) or the rate stretch tool ( ).