

## The Trim Edit Window in Final Cut Pro 7

Once you have completed the rough cut its time to continue to refine the edit. There are many approaches that can be used to do so. In this article we will dive into one of the many hidden windows that encompasses Final Cut's **Trim Edit window**.

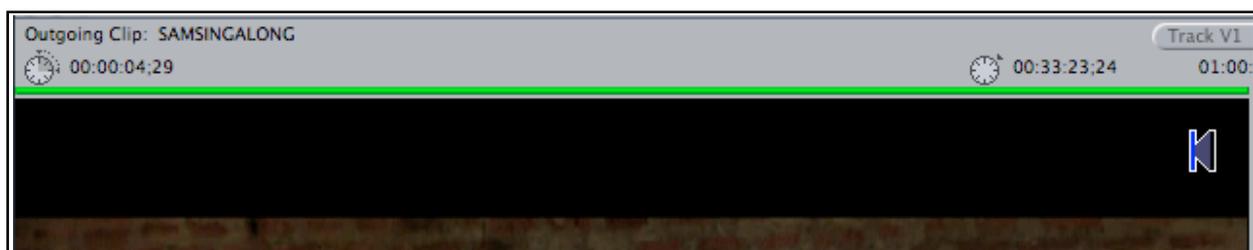


Trim Edit Window

The **Trim Edit window** is a separate window from the **Viewer** or **Canvas** used to trim one edit point at a time while reviewing the complete media for both the *incoming* and *outgoing* clips. One can also watch how the editing adjustments affect the cut point without halting playback.

For this editor, the immediate visual feedback makes it much easier for me to match the action from the outgoing and incoming shots and align an edit point precisely to an audio cue. I also enjoy the unique *dynamic trimming* function which instantly assigns new edit points while you play back your footage using the **J**, **K**, and **L** keys.

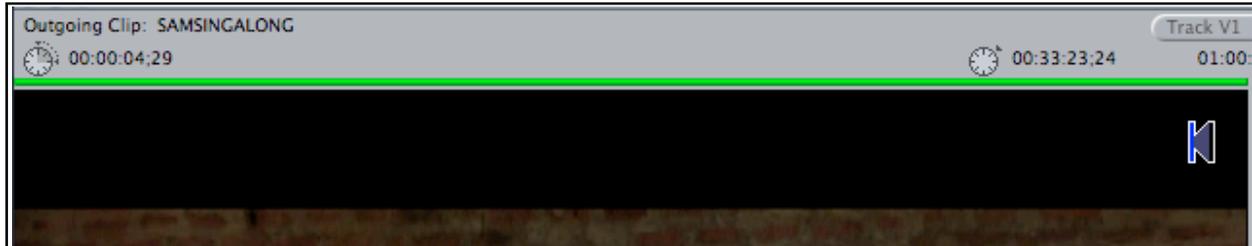
The window shows a *two-up display*. The Out point of the *outgoing* clip on the left and the In point of the *incoming* clip on the right. The green bars at the top of each clip highlight which edit points the Trim Edit window will affect.



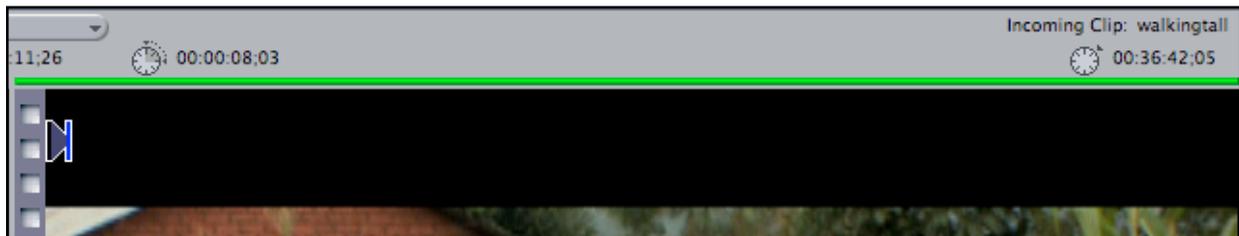
Outgoing Clip as the active clip

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Using the Trim Edit window you can perform a **ripple edit** to either side of the selected edit point or a **roll edit** to both sides. You can also slip a clip's *In* and *Out* points at the same time to change what part of the clip appears in the Timeline.



Ripple Outgoing



Ripple Incoming



Roll

Now that we can identify which edit point is being affected, let's cover the controls in this window.

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### Trim Edit Controls

The following are the controls that you will use in the Trim Edit window:

- ✦ *Current sequence timecode*: Shows the timecode number of the currently viewed edit point in the sequence. You can type a plus sign (+) or a minus sign (-) and a timecode

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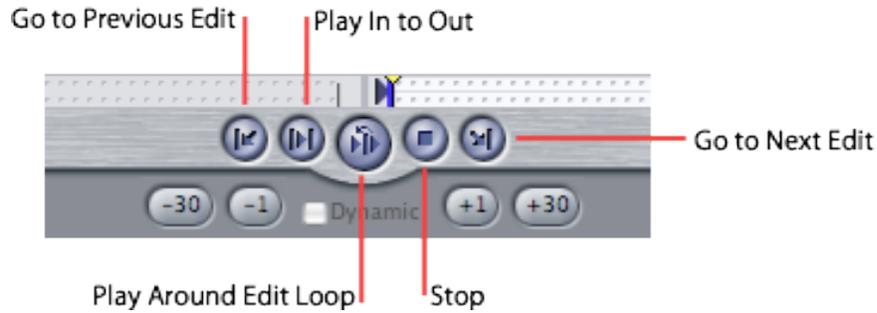
duration to adjust the edit forward or backward using the current mode (ripple or roll).

- ✦ *Track pop-up menu:* If you've selected multiple edit points, this pop-up menu lets you choose the track that you want to view in the Trim Edit window. You can change the track you're viewing at any time.
  
- ✦ *Green bar:* The green bar indicates what kind of trimming operation you're about to perform:
  - ✦ On the left side (over the outgoing clip): A ripple edit to the outgoing clip's Out point.
  - ✦ On the right side (over the incoming clip): A ripple edit to the incoming clip's In point.
  - ✦ Over both: A roll edit to the edit point between both clips.
- ✦ You can switch between these operations by pressing **U** or by clicking the relevant part of the Trim Edit window
  
- ✦ *Scrubber bar:* The scrubber bar runs along the entire width of each of the two viewer areas in the Trim Edit window, below the video image. To scrub, or move, through a clip or sequence, drag the playhead across the scrubber bar. You can also click anywhere in the scrubber bar to instantly move the playhead to that location.
  
- ✦ *Jog control:* The jog control allows you to move the playhead as if you were actually moving it with your hand, with a one-to-one correspondence between the motion of your mouse and the playhead's motion.
  
- ✦ *Shuttle control:* This control lets you quickly play through clips and sequences at different speeds, in fast and slow motion. Drag the slider to the right to fast-forward and to the left to rewind. Playback speed varies depending on the distance of the slider from the center of the control.

### Transport Controls

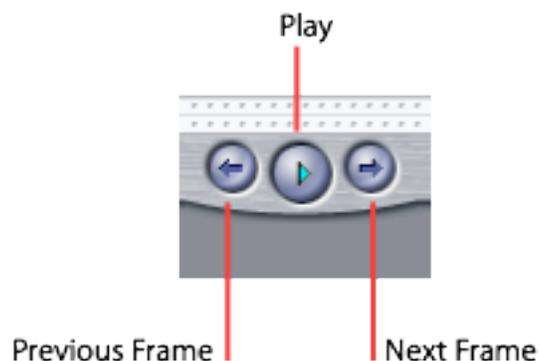
The Go to Previous Edit and Go to Next Edit buttons allow you to change which edit point in your sequence is shown in the Trim Edit window. Other controls allow you to play back only the edit you're trimming.

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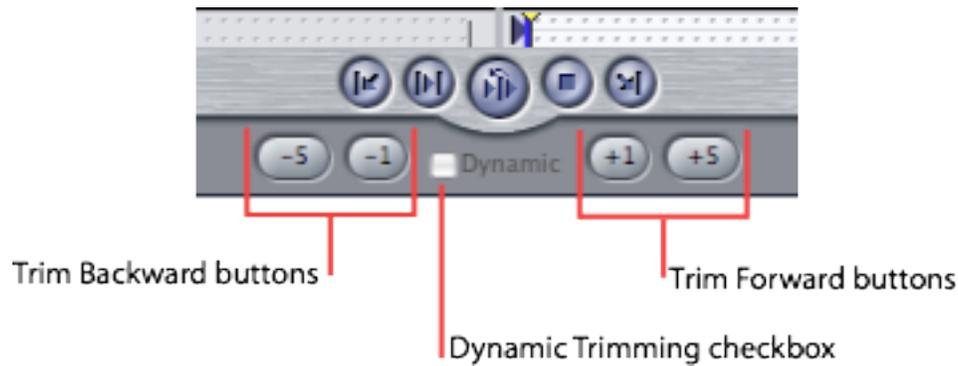
- ✦ *Go to Previous Edit:* Click to move the previous edit point in your sequence into the active area of the Trim Edit window.
- ✦ *Play In to Out:* Click to play from the beginning of the first clip to the end of the second clip.
- ✦ *Play Around Edit Loop:* Click to play from a point before the current playhead position to a point following. The time intervals before and after the playhead position are determined by the preview pre-roll and post-roll settings in the Editing tab of the User Preferences window.
- ✦ *Stop:* Click to stop playback and position the playhead on the edit point.
- ✦ *Go to Next Edit:* Click to move the next edit point in your sequence into the active area of the Trim Edit window.

The Transport controls for the individual clips function the same way they do in our **Viewer** and **Canvas**.



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- ✦ *Previous Frame*: Use this control to jog the clip backward, one frame at a time.
- ✦ *Play*: Use this control to play the clip at normal speed.
- ✦ *Next Frame*: Use this control to jog the clip forward, one frame at a time.



- ✦ *Trim Forward and Trim Backward*: Click these buttons to add or subtract frames from the duration between the In and Out points. You can set the **-5** and **+5** buttons to trim a different number of frames by changing the *Multi-Frame Trim Size* setting in the Editing tab of the User Preferences window. The number of frames to trim can be set from 1 to 99.
- ✦ *Dynamic Trimming*: Select this checkbox to turn dynamic trimming on and off without having to go to the **User Preferences** window.

Now that we have taken a closer look at the **Trim Edit window**, take some time to play around. You will soon find that finessing your edits will happen much quicker in this handy window.

In our next Final Cut Pro article we'll continue to explore the **Trim Edit window** and start to tweak our rough cut. Stay Tuned.

### About the Author

Shannon L. Hartman is an Apple Certified Trainer (ACT) in the Los Angeles area. He works with Diana and Weynand Training International as a Proctor in a classroom. He is also a co-founder of 3Source Media Group, a post-production and training company

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