

Make the first cut - Trimming

Now we got some clips on timeline, let's dive into some little hidden menus and other little settings that can help you kind of see what's going on nicely on your timeline. So most of your timeline settings can be accessed over here in what is called our timeline view options. If you click on it here, see, it brings up all sorts of little options for customizing how your timeline looks making it easier to navigate. This one, which I already have open over here is called stack timelines. And it produces this effect, where you can have multiple timelines open in the same project, and you can just jump in between them, then this one is relating to subtitles, so we're not going to worry about that at this stage. And then this one will, this little setting here turns your waveforms on and off. In this case, we'd like to have them on so we can see what's happening with our music, and other audio tracks. Then these timeline video view options, change the appearance of these thumbnails over here for each of the video clips. So this one is currently set to film, it's my favorite option, it gives you multiple little frames from those video clips as like a nice continuous thumbnail. So you can really see what's going on, on any of the given clips. The next option we have there is called thumb, you'll see if I click it, we just get one and then another frame from each of those videos. So that's a slightly more simplified view. And then this one is called plain. If I click it, you'll see it gets rid of any detail any kind of thumbnails for any of these tracks. It's useful maybe if you're working with stacks of different tracks, and you're working on a really tiny laptop screen. But other than that I advise keeping it on this film view, I just like it, I think it's the most detailed, then we have a couple of options that relate to how we view our audio. Let's turn our audio waveforms back on so we can check that out. So this one produces a rectified or a non rectified audio waveform. They're basically just two different ways of viewing it. I personally prefer this one, I feel like I can see more of what's going on this one over here, it gives you the full waveform. Or if we turn it off, it makes it a bit smaller. So again, personal preference. And then this one offers a border for your waveforms. In other words, it just kind of outlines all of them in black maybe helps it to stand out a little bit more. And then finally, we have options for changing the heights of each of our tracks, we can do this here with this video slider, you see I drag it up to the right, it makes everything bigger, drag it back down, it makes it smaller. And we can do the same thing with our audio. But for now, I think I'm going to leave that as is there. Now that we've discussed that a little bit, I think I should talk a bit about our actual tracks, first of all, what they are kind of how they work. And then some of these little little settings that we have over here. So first of all, worth noting that tracks can be named can actually go in here and name them different things, if you just click on them, say for that, for example, just giving them sample names, so you can see what I'm doing. The same thing can happen with the audio tracks, you can also just click on any of them and name them. So tracks are basically like rails that each of your your footage can exist on. So we've got one bottom one, and then whatever is on the next track. So in other words, say we've got two tracks like we do here in this video, then we've got we've got our first one here, and these things are at the bottom and whatever is above it if there are any tracks above it, and there are things on those tracks, whatever is on the highest track. In other words, the one with the highest number will block out whatever is below it on a subsequent track prime example have a look here in our timeline viewer to the right, I'm going to play through this track here, this little section of our timeline, you can see that this clip here, the moment my playhead runs over it, that is what we can see in the timeline

viewer. And that's because it is on a higher track than this clip that is below it. So that's how tracks work for video, whatever is on the highest track will block out whatever is on a track below it. Audio is a little different. If we go over here, say where you can clearly see we've got three different audio tracks. What they're not going to lock each other out. What's going to happen is that whatever audio is in this clip here, whatever audio is in that clip there and whatever audio is in the song over here are all going to play at the same time at this point where they appear. So that's what what do your tracks work, they're slightly different to video tracks. Let's have a look at some of these little settings that we've got here. First of all, with both audio and video tracks, you can lock them. In other words, you press this little lock button over here. And that Gray's them out completely. So what that means then is that if I try and click and drag and move these clips around or do anything to them, nothing's going to happen because they've been locked locked in position and basically makes it in your impossible for you to move and manipulate them and do anything to them and locks those tracks completely so they can't be tampered with. That's unlocked them quickly. Then the other button that you'll probably use a lot for your video tracks is what we call the track disable button. And you can access that by clicking over here. You'll notice when I click on it, it Gray's out all those video clips, what that means is that they are no longer visible. On in our timeline view over here, it also means that if you export the video, with the setting turned on, they won't exist, or that'll we will see here is this clip, because it hasn't been disabled, I could also disable that one and then nothing is going to be visible. If you want to do this on a per click basis, by the way, because sometimes you do, you can just click on that clip and press D and that will disable it. But that's what that does. So then the audio have the audio tracks have a couple of other settings. So we've got this one, this s button over here, that stands for solo, each of your audio tracks will have that. And what soloing does is it basically makes only the audio that is on that track place. So all of your other audio will still be there, you haven't deleted it or new to the to or anything like that, but only what is on that track will play. And you can see you can click up there, it's this little s in the square and you can see that you've soloed attack because the little s button is gonna light up green. Then we have n M stands for mute. It's basically is the equivalent of this disable track disable button that the video has it mutes whatever is on that track. If you export it like that, it's going to stay muted in your export. So you can use any track that you want to at any point. Then the other thing that's worth noting is that just because you can have a timeline that has both visuals and audio on it doesn't mean that you can't have ones that have only visuals or only audio, let me just show you what I mean. Here I've created duplicate copies of these timelines. And you see here, this is one that is just visuals only there's audio tracks here, but there's no audio on them. And this would be a valid export out of resolve it will be completely fine. Sometimes, particularly if you're you're doing an edit only for for color grading or something and you're sending it off to another editor who's gonna finish the sound or something like that, you may have an edit like this where there's literally no sound at all. The opposite is also true, you can have something like this, this is a timeline that has only audio on it. So this would be useful. Sometimes I make podcasts and I would use resolve just because it's easier than having a whole separate editing system. For sound only I can make a timeline in resolve that has only audio on it. And that is also an option that you can export from resolve is just having audio. Also worth noting that you can bring just audio, or just visuals on to any of these timelines. That might have been something that you may be noticed when we were trying out our three point editing system. And you can see here, if you hover over any clip in the source viewer, you'll get these two little thumbnails here, one that looks like a little foam strip and the other that looks like an audio waveform. So what we can do to demonstrate this, let me go ahead and select a in an out point like we normally do press I for endpoints, press O we'll be

here for out points. And now instead of just dragging this clip over to my my timeline viewer and using any of the insert options that we normally would, I'm going to go over here, down here to this little filmstrip icon, click and drag on that. Press insert here. And you'll see that it's inserted just the visuals, just the video from this file and it's left the audio out completely. So the opposite would be true for something like this. Say we just wanted the audio from this clip. We'd now go over here to the audio thumbnail click and drag over here. Go down to a pendant and why not? And you'll see there that it has inserted it over here on this track at the end of this other clip but it's just the audio. It's not a Anything to do with the visuals at all. So that is also an option. You can have timelines that are pure visuals timelines that are pure audio. And you can of course have timelines that have a mixture of both.