

Advanced Editing Techniques

Nonlinear is key

- Work in a nonlinear fashion
 - Make system transparent
 - Power is in trimming
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Trimming

- Ctrl + Lasso in Timeline
 - Exit by clicking in TC track
 - Enable render on the fly
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Trim on the Fly

- Use J-K-L (not available on XDV)
 - Mark In or Out on the fly
 - Q and W isolate audio
 - Use << < > >> for fine tuning
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Switch What You Trim

- Select which side
 - A side = Outgoing
 - B side = Incoming
 - Centered
 - Map to Keyboard
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Maintaining Sync

- Use Locators
 - Add edits
 - Option add edit to place on all tracks
 - White - identical all elements
 - Red - TC match, other differences
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Organize during digitize

- Add in and out on the fly (F1 & F2)
 - Add locators F3
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Automation Gain

- Mix on the Fly
- Mark in to Out region

- Can simplify generated keyframes
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Effects

- Drag to Bin
 - Attach media (Option/Alt Drag)
 - Use Fade Effects
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Storyboard editing

- Use clip view in bin
 - Play clips directly
 - Mark IN & OUT
 - Organize left to right
 - Drag to timeline
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Locators

- Use as in out markers
 - Add on the fly
 - Use color codes
 - Use locator windows
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Editing Titles

- Use option key to adjust kerning
 - Tracking controls
 - Leading controls
 - Preview titles
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Settings

- Bin
 - Auto Save
 - Saved copies
 - Inactivity period
 - Force Save
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Settings

- Timeline
 - Auto Patching
 - Monitoring
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Keyboard Mapping

- Extract tool
 - Play button
 - Map Menu Items
 - Render Buttons
 - Track Activation
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Re-linking

- Based on tape name and timecode
 - Use unique tape names
 - Project Association
 - Master clips re-link only to identical
 - Subclip can re-link to longer media
 - Sequence easier to re-link
 - Cannot re-link to shorter clips
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Modifying

- Project Association
 - Unlink clips
 - Use ALE
 - Start, End, Tracks, Tape, Comments
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The Console

- Use with caution
 - Select all for total duration
 - Leave open to see how big digitized file is
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Maximizing Performance

- RAM is best investment
 - Disable render on-the-fly
 - Digitize long clips and sub-clip
 - Keep bins small
 - Delete unneeded media
 - Cleanup render files
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