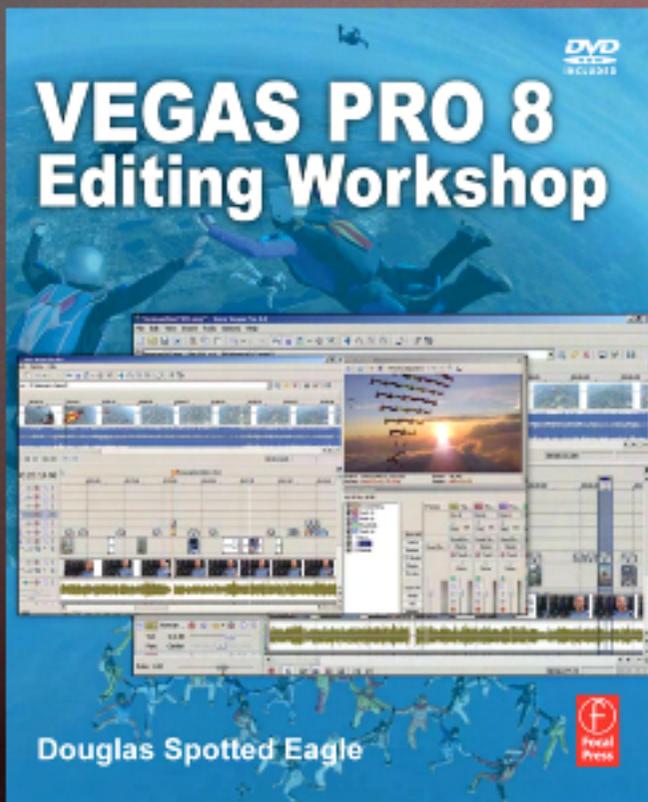


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**Vegas Pro 8 Editing Workshop**

**Douglas Spotted Eagle**

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# 3

## Editing Tools, Transitions, Filters, and Other Basic Video Tools

### Importing Media to the Timeline

Aside from capturing media, many methods can be used to bring media into Vegas. Vegas is format agnostic and resolution independent, meaning that nearly any form of media recognized by the Microsoft Windows operating system can be imported to the Vegas Timeline as an event.

Vegas has an Explorer that by default opens in the lower-left corner of the dockable tool space. This Explorer can be dismissed from view and recalled at any time by pressing Alt+1. The Explorer is a dockable tool that can be sent to a second monitor to preserve space on the Timeline.

Open and view the Explorer. Any form of media that can be imported is shown in the Explorer. Media files, such as GIF, TGA, JPEG, BMP, PNG, TIFF, MOV, AVI, WMV, and MPG, are all media file formats that can be opened in Vegas.



3.1 In this picture of the Media Pool, different media formats are placed as events on the Vegas Timeline.



If QuickTime files are to be viewed and edited within Vegas, the QuickTime full install is required. Visit [www.quicktime.com](http://www.quicktime.com) and download the current player. When installing, three choices are presented: Full Install (recommended), Custom Install, and Minimal Install. Choose full installation so that Vegas is able to access authoring tools for the QuickTime MOV file type. Without this installation, Vegas won't be able to access or edit QuickTime files or TIFF files.

All media formats may be placed on the same track, which means that an AVI file might be next to a JPEG file, which in turn might be next to a QuickTime file, which might be next to a WMV file, and so on. About the only Windows-recognized media format that cannot be opened inside of Vegas is the REAL (rm.ram) file format, as this format is protected by Real's protection algorithms.

To place media on the Timeline, drag the media from the Explorer to the Timeline, where the media becomes an event. If a track is not present, Vegas automatically creates one for the media that has been dragged and dropped. Double-clicking a file in the Explorer window automatically adds the file to the Timeline as an event and creates a track for the file if a video track isn't already present.

To insert a new video track manually, right-click the track control pane and select **INSERT | VIDEO TRACK** or press **Ctrl+Shift+Q**.

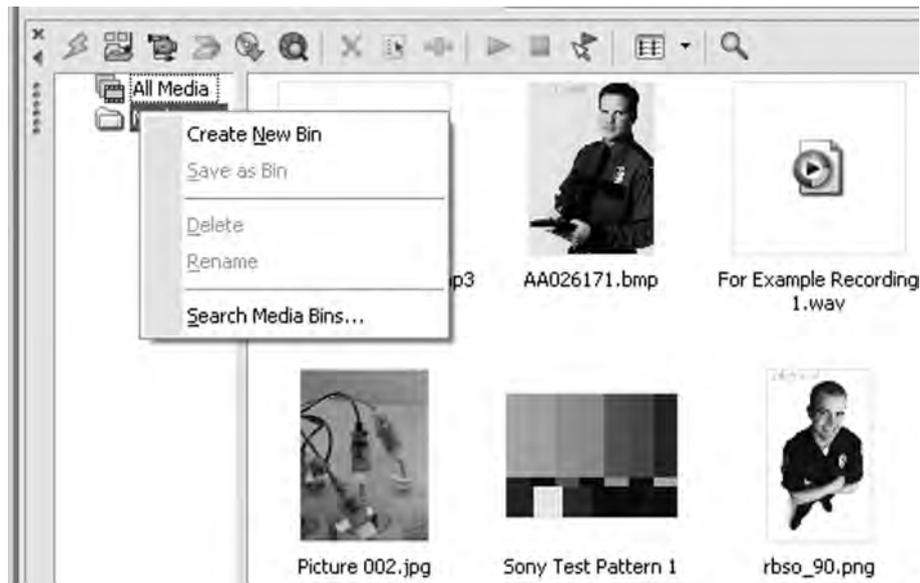
Media can also be opened in the Trimmer window. For those familiar with other NLE systems, the

Trimmer window is much like a source window in which media can be previewed and trimmed to the desired length/information before being placed on the Timeline. To accomplish this task, right-click the media and select **Open in Trimmer**. Vegas can be set to open files directly in Trimmer, by going to the **OPTIONS | PREFERENCES | GENERAL** dialog and checking the "Double-click on media file loads into Trimmer instead of tracks" checkbox.

Media can also be dragged directly into the Media Pool, which is where Vegas stores location information for all media used in a project. Media can be stored in the Media Pool regardless of whether the media is found on the Timeline or not. Any event or piece of media placed on the Timeline, however, is automatically added to the Media Pool.



3.2 Selecting preferences for loading media in Trimmer.



### 3.3 Creating and naming the media bins.

Vegas has media management features in the Media Pool. The use of media bins allows users to preset where media will be pointed to and how media is located. A master project bin resides in the Media Pool, to which all media is pointed by default. This master bin is labeled “All Media Folder.” Beneath it is a folder labeled “Media Bins.” Right-clicking the Media Bins folder opens a menu/dialog that allows for new bins to be created and named.

Be aware that Vegas does not copy media and place it in bins. There is neither point nor value in having two copies of the same piece of media on the hard drive simply to fill bins as some NLEs demand. On the contrary, Vegas points to a file from within the bin. While the media is always accessed from the bin, it truly resides wherever it was stored in the acquisition of the media. Bins are simply a means of collecting the storage points of all media and putting those indexes in one place.

Bins can be dragged from project to project in Vegas or stored as project bins so that they’ll always be found within the preferences of Vegas. Bins can be created for audio, video, graphics, and anything else you like, with subbins for every bin format. This way, you’ll always know where media is stored.

Bins can be dragged from one open instance of Vegas to another open instance of Vegas.

Media can also be imported from other projects by selecting FILE | OPEN, choosing the VEG file from which media is to be imported, and checking the “Merge media from Vegas project files into current project” checkbox, as shown in Figure 3.5. Media is then automatically added to the Media Pool in the same folders from which the imported Media Pool came. If the imported project has no bins specified in its Media Pool, Vegas will add media to the All Media Folder, where it can be dragged to specific bins within Media Pool for consistent file management.

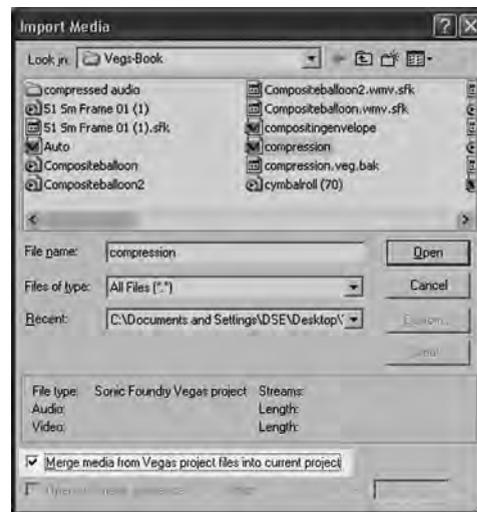
Use bins to sort media by the name of the tape that the media is captured from, or create a bin for bed music, a bin for various takes, or a bin for JPEGs, BMPs, or PNGs. Good project management starts with locating and knowing where all media is stored at all times. This process also assists in clearing out a project when it is finished.

- 3.4 Bins separating various media types for efficient file location.



The Media Pool has several additional options for file import. Audio from CDs can be extracted directly from the Media Pool toolbar. These options include the following:

- Sweep Media Pool—removes all media from Media Pool that is not in use on the Timeline of current project.
- Import Media—imports media from other VEG files/Vegas projects to the Media Pool.
- Capture Video—opens the Video Capture application to transfer video from a camera to Media Pool.
- Import Photo—opens a scanner or camera attached to a computer for importing photos to the Media Pool.
- Extract Audio—extracts, or rips, audio from a CD to the Media Pool.
- Get Media from the Web—provides a direct link to Sony's partners, some of whom provide free media for your use.

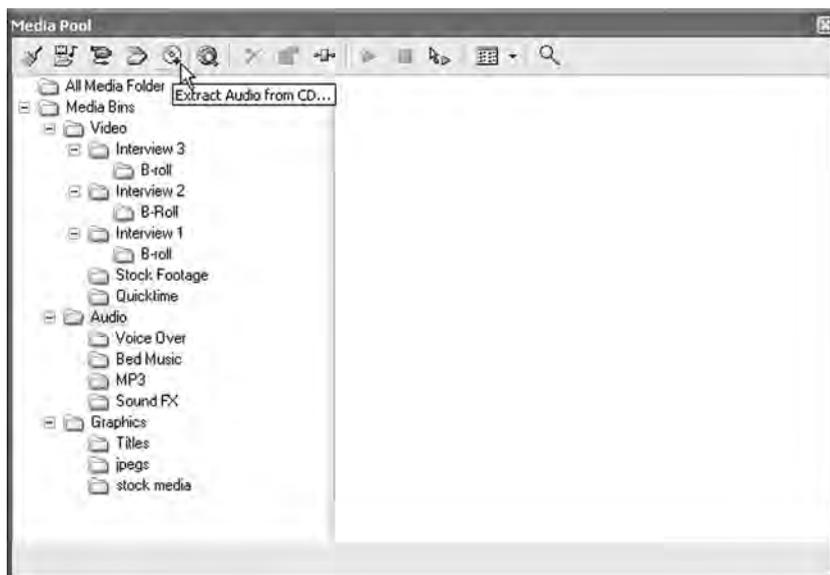
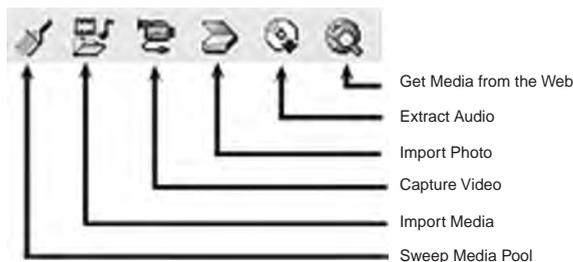


- 3.5 Importing media from other Vegas projects, which are either open or closed.



**Tip** When copying media bins from one project to another, the media itself is NOT copied. Be aware of this so you don't lose any media thinking you have duplicates due to a copy/paste of the media bin.

3.6 Import buttons from the Media Pool.



3.7 Choosing this button autoextracts audio from a CD inserted in the CD/DVD player.

Imported media is placed in the All Media Files folder in the Media Pool and, once imported, can be dragged and dropped into a specific bin. Vegas supports import to the currently selected bin; bins contain only links or pointers to existing media.

Bins are also searchable, which makes cataloging files very valuable. Comments inserted in the Batch Capture/Advanced Capture dialog can be searched/located in



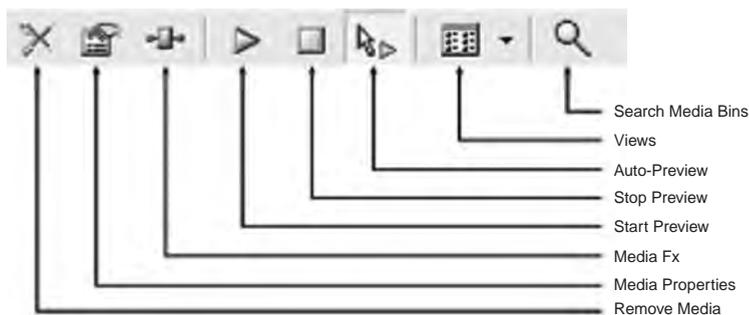
3.8 Search media bins to find elusive files that might not have been properly named or cataloged.

the bin search operation. Located media can be dragged and dropped into any bin in the Media Pool.

The Media Pool toolbar contains other useful tools for managing the Media Pool contents, including the following:

- **Remove Media**—removes media from the Media Pool or bins but does not delete media from the storage drive.
- **Media Properties**—opens a dialog indicating the type of media, storage location, length, size, and other properties of the media file.
- **Media FX**—allows FX to be placed on media before it's placed on the Timeline. This option is very useful for single, long-length files that need the same format, such as of color correction or special FX, but will be trimmed in the editing process. Select the file to be affected, then press the Media FX button, select the desired FX, and adjust accordingly. This process does not alter the original file.
- **Start Preview**—plays/previews selected media file in the Preview window.
- **Stop Preview**—stops playback of selected media in the Preview window.
- **Auto-Preview**—when pressed, any time a media file is selected, it will be displayed in the Preview window automatically. This process is exceptionally useful when quickly going through media, saving time.
- **Views**—determines how media is shown in the Media Pool, whether as icons, detailed information, or a list.
- **Search Media Bins**—uses keywords or attributes to locate media whether captured or imported and does not work over nonmapped network drives.

Vegas and its media management features are helpful, powerful, and useful. Take the time to use them correctly, and projects will be much easier to manage.



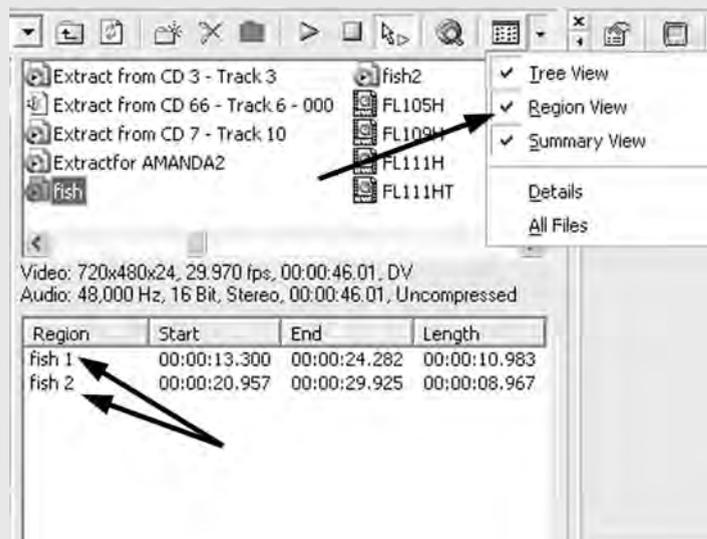
3.9 File management viewing attributes in the Media Pool.

Editors coming from other NLE applications often ask about having subclips or selections appear in the media bins. Vegas does not have this as a destructive function unless subclips are rendered to new files. Subclips may be created either in the Trimmer or on the Timeline, yet this does not discard remaining media from the original file. Rendering straight cuts to a new file is faster than realtime, because nothing is actually done to the clip. However, some people won't want to render subclips. For those, here is a workaround.

Open a clip in Trimmer. Make regional selections and name the regions. After selecting/naming all regions on a clip in Trimmer, right-click in the open area of the Trimmer and press S or select Save Markers/Regions, which will embed the markers/regions in the file.

In the Explorer window, enable the Regions view as shown here. Notice that the regions created in the Trimmer tool are now visible in the Regions view of the Explorer. These regions will not show things such as effects or envelopes, but are a means of quickly locating selected regions especially if the regions have been named with a recognizable name and then sorted by name.

3.10 Enabling the Region view.



## Subclips in Vegas

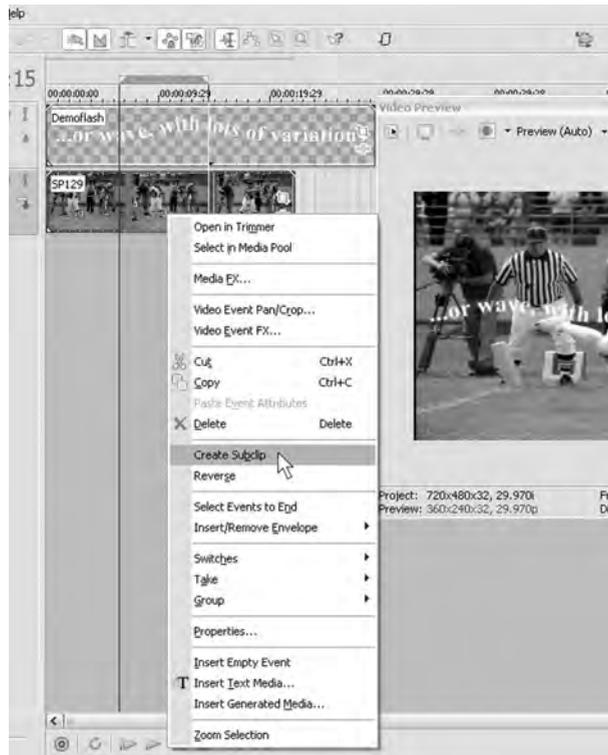
Vegas has the ability to use subclips. What is a subclip? Well, in Vegas they might be better known as “subevents” as they are reference files to a certain area in a larger event, often called “clips” in other DAW and NLE applications. Subclips may be created in a couple of different ways.

First, a file can be opened in the Vegas Trimmer, a selection made, and the subclip button pushed. A dialog opens, asking you to name the subclip. This does not affect the original event or clip in any way. In this dialog, you can also decide if you want the subclip to play in reverse from the original clip.

Second, an event loaded on the Timeline might be edited on the Timeline for length, selecting different in and out points. Right-click the file on the Timeline and choose Create Subclip from the menu that appears. This will deposit the subclip in the Media Pool. The subclip may be renamed in the Media Pool.

Subclips in Vegas may behave differently compared to subclips in other applications. Creating a subclip is not destructive to the original file. If you used Regions in older versions of Vegas, subclips are effectively the same thing with greater access to the media. Subclips show up in the Media Pool as well, whereas Regions show only in Regions view.

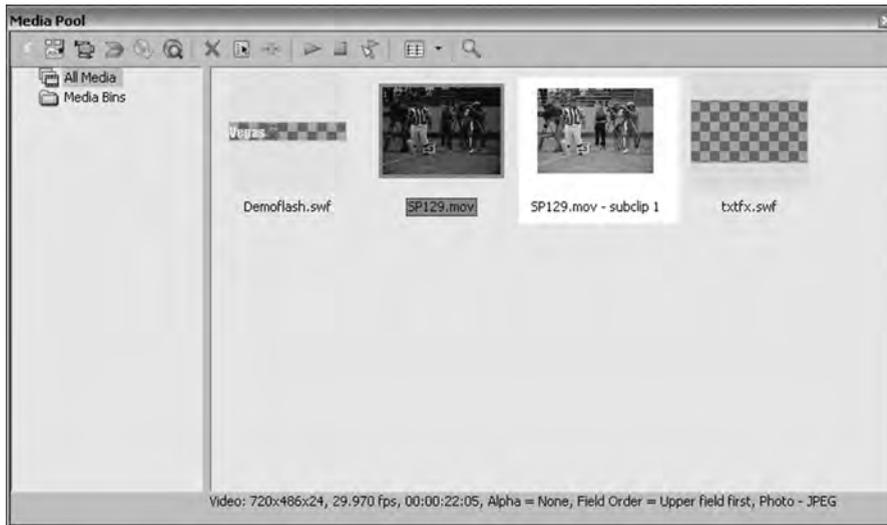
If you are capturing analog tape and planning on editing it, the subclip feature is very useful. This will allow you to load your entire .avi file into the Trimmer tool, select the sections you want to keep, and create subclips with them. If they are named sequentially (default) in the dialog boxes, they can be used almost like a storyboard and dragged to the Timeline as one group by selecting all subclips in the Media Pool. Performing a “Save As” and choosing to copy all Media Pool will then save the subclips, and the originating .avi file may be deleted from the hard drive, leaving only the parts you wish to use in the overall project.



3.11 Subclips are useful to identify sections to be reused or to discard unused media. Subclips may be copied from project to project using media bins found in the Media Pool.

To copy subclips from one project to another, you will not be able to copy or paste them. You must create a new bin in the Media Pool, load the subclip into the new bin, and move the bin from one project to the new project.

If for some reason you need to locate other scenes in the media that the subclip originated from, or you need to change the in or out points of the subclip, right-click the subclip in the Media Pool and choose Open in Trimmer. While in Trimmer, press the Select Parent Media button in the upper-right corner of the Trimmer, and the parent media will open with the subclip area indicated by the selection tool. In or out points may be shifted, and the subclip may be re-created with a new name or using the original name.



3.12a This is how subclips will appear in the Media Pool.

Subclips are clips of media and, therefore, may not be dragged out on the Timeline in a standard Timeline editing function, as for all intents and purposes, the clip has been “cut” from the original media. If you need to extend the in or out point of an event that’s been inserted as a subclip, you’ll need to open the subclip in the trimmer and change its in or out points and then reinsert it into the Timeline. Subclips may be added as takes, and therefore can be dropped onto slugs or empty events marking a time space. To open a subclip in the Trimmer, simply right-click and select “Open in Trimmer.”

Use FILE | SAVE AS and check the “Copy and trim media” box found in the Save As dialog box, to save subclipped media and delete any media that is not part of the finished project. This is great for saving space on the system hard drive. Be sure to sweep the Media Pool for unused media before saving.

## Placing Media on the Timeline

The Media Pool is a great place to start building a project and makes for a much more efficient workflow. Getting media to the Timeline from the Media Pool is well organized and easily traceable. The Media Pool is not the only way to work within Vegas, however.

Media can be dragged to the Timeline directly from the Explorer within Vegas or from the Windows Explorer. Notice that the Explorer window also has an Auto Preview button on the Explorer toolbar, just as the Media Pool does. Leaving this checked allows rapid preview of various media formats shown in the Preview window. A search can be done in the Windows-Find feature (START | FIND or START | SEARCH in Microsoft Windows XP) and dragged directly to the Vegas Timeline.

## Trimmer

The Trimmer tool in Vegas is similar to the Source window in most NLE applications. In this window, media may be trimmed, marked, regionalized, subclipped, or added to the Timeline, among other uses. Previous versions of Vegas locked the Trimmer to the Preview window, whereas Vegas Pro 8 does not.

What do you do when you've got a lengthy video file but need only small sections contained within that file? Open the file in the Trimmer.

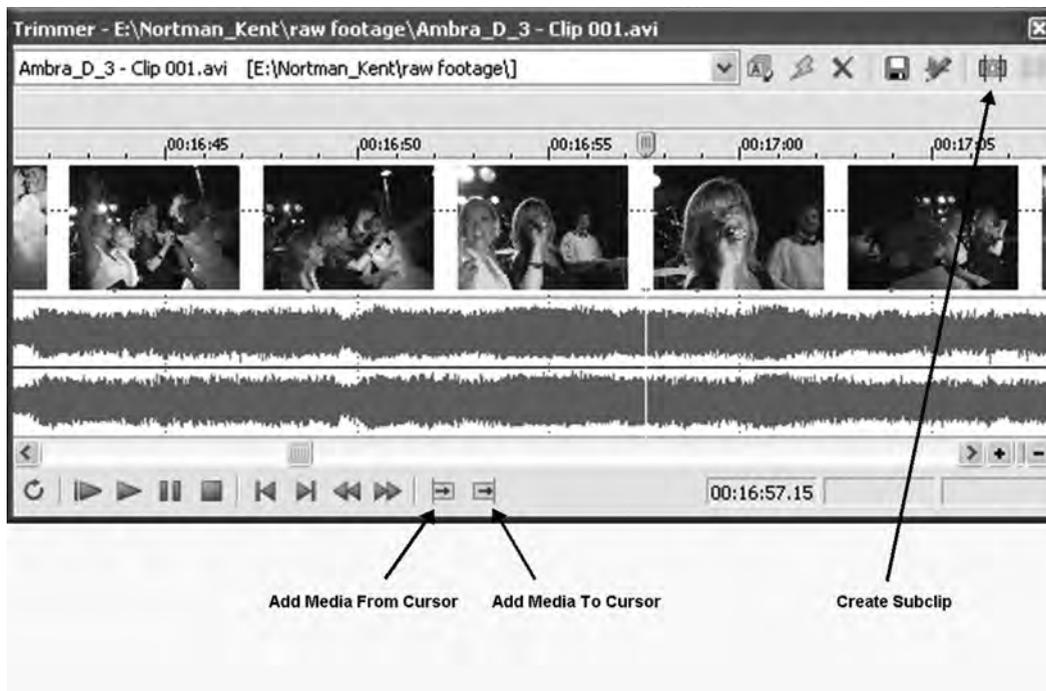
My method of working with the Trimmer is to start with **OPTIONS | PREFERENCES**, and in the General tab, set the preference to open files from the Explorer in the Trimmer when double-clicked. Alternatively, files may be right-clicked in the Explorer window and the "Open file in Trimmer" option chosen.

When the file opens in the Trimmer window, several options are available.

The most common use of the Trimmer is to locate the desired in/out point of a file and either mark those points or add the media between the I/O points to the Timeline.

If you create a selection in the Trimmer and:

- Select the **A** key, media within the selection will be added to the Timeline from the cursor.
- Select **Shift+A**, media in the selection will be added up to the cursor.
- Select the **Subclip** button (upper right), a subclip will be created. (The subclip is not a true subclip wherein a copy of the selected media is made, only the in/out points are



3.12b

recorded. Treat subclips like regions; if you delete the original file, the subclip is deleted as well.) Subclips may be opened in the Trimmer window, and by selecting the Open Parent Media button in the upper right, the original file from which the subclip came will be opened, highlighting the subclip region.

In the lower-right corner are three timecode windows. These three windows indicate:

- File timecode start
- File timecode end
- Length of selection area within the file (if any)

3.12c



Selecting media in the Trimmer window and selecting the R key on the keyboard will create a namable region. Marked regions may be saved within the file itself. In the **OPTIONS | PREFERENCES | GENERAL** dialog, there is a checkbox for saving markers and regions with a file. This is valuable, as regions can instantly be recalled either on the project Timeline or within the Trimmer tool. If, for example, a long file from a multicam project has some B roll in it to be inserted at a later point, you'd want to regionalize the section. The regionalized section will display on the Timeline with small green lines embedded in the file, referencing the region.

Markers may also be added in the Trimmer. I'm a big fan of markers; I use them like "sticky notes" in projects so that other editors can see comments. Placing the cursor at any point in time in the Trimmer or on the Timeline, select the M key. This drops an orange marker on the event or Timeline. If the event is marked in the Trimmer window, the marker lines will be embedded in the file, similar to region markers.



3.12d A named region.

Region markers and time markers are different, as region markers indicate an in/out point, whereas time markers merely mark a moment in time. A marker may indicate an in point, an out point, or merely a reference point.

If a specific selection length is required, create a selection of any length and double-click Selection Length in the Trimmer window. The length will highlight, and a specific time may be typed in using either the Num pad or keyboard numbers. Using the same method, a start point and/or end point may be manually input to generate a selected area in the Trimmer.

## Previewing Trimmer Media

By default, media in the Trimmer will mimic the Timeline; spacebar will play, JKL functions identically, and the Trimmer frames will be displayed in the Preview window. However, Vegas Pro 8 adds a new Trimmer behavior: the ability to turn off Preview in the Preview window.

Right-click inside the Trimmer window (with a media file loaded in the Trimmer), and in the menu that opens, select “Show Video in Preview Window.” If it is left unchecked, files will play in the Trimmer window, mimicking a Source window in other NLE systems.

This is beneficial when video shown in the Preview window should remain visible, yet video in the Trimmer does not have identified in/out points, or for any other reason that you’d like to see a frame in the Trimmer while viewing moving or static video in the Preview window.

The Trimmer in Vegas does not buffer frames; the Timeline does. This means that playback from the Trimmer may stutter depending on available system resources, file type, or resolution.

You can open files from the Timeline in the Trimmer via one of two ways. First, you can right-click the file and select Open in Trimmer. Second, you can set the general preferences to automatically open a file in the Trimmer by double-clicking the file.

Consider using the Windows Explorer rather than the Vegas Explorer to locate and identify files. Media may be dragged directly to the Vegas Timeline from any window containing files, including the Windows Search application. Moreover, the Windows Explorer provides thumbnail images for video and still image files, making it more efficient to locate and place media on the Timeline. The Windows Explorer may be kept open and on top of the Vegas workspace.

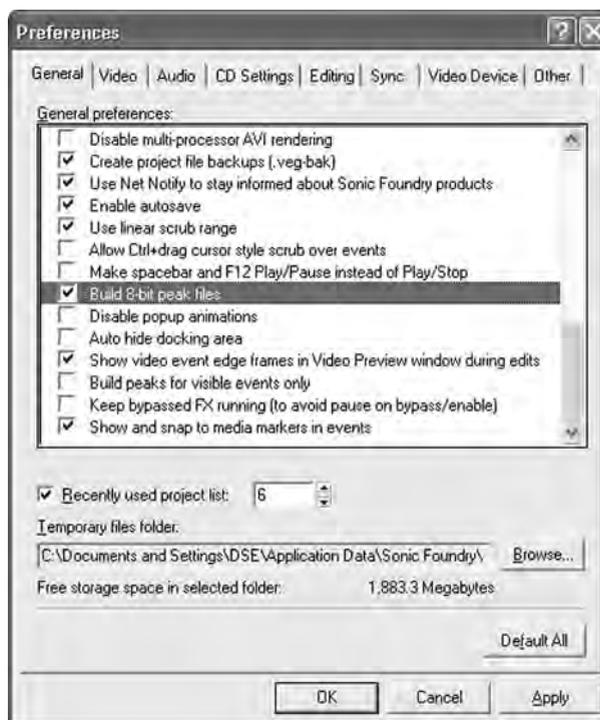
Notice that the file takes a moment to build an audio preview. This graphic represents the audio. This process can be sped up by checking “Build 8-bit peak files” in the OPTIONS | PREFERENCES | GENERAL dialog.



The graphic drawing reference files are stored in Vegas (and all other Sony products) as SFK files. These files may be deleted at any time. If a file that does not have a linked SFK file is loaded, Vegas will redraw the file and save it as a new SFK file.

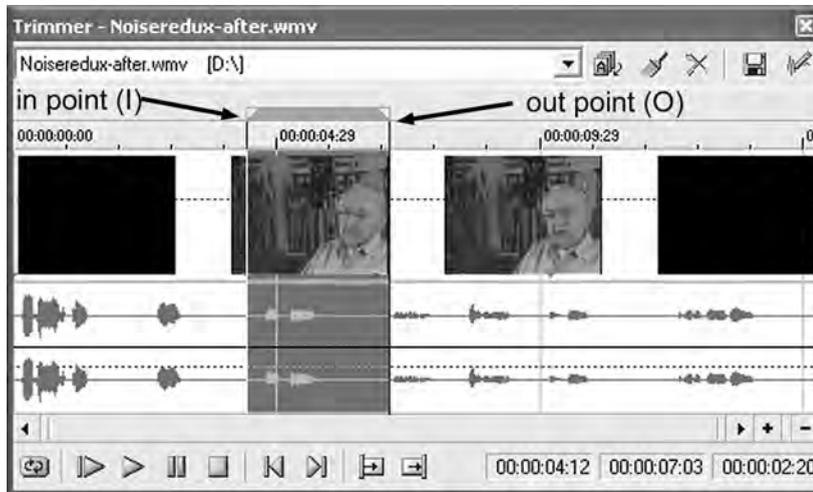
After the file is drawn in the Trimmer, select the portions of the media that are to be used. Place the cursor at the point at which the video clip should begin and press I for in point. Place the cursor at the point at which the video clip should end and press O for out point. This process automatically creates a time selection in the Trimmer. Media can now be scrubbed over or the Play (spacebar) button can be clicked in the Trimmer.

An alternative to pressing the I and O keys to select the in/out points is to draw the selection directly in the Trimmer. Place the cursor where the in point should be and draw by holding down the cursor and dragging the cursor to the out point. You can also work in reverse by placing the cursor where the out point is desired and dragging the cursor to where the in point should be. Notice that as the cursor is dragged the video plays in the Preview window. Dragging the cursor with the left-click button held down behaves like a scrubbing tool in the Trimmer window.



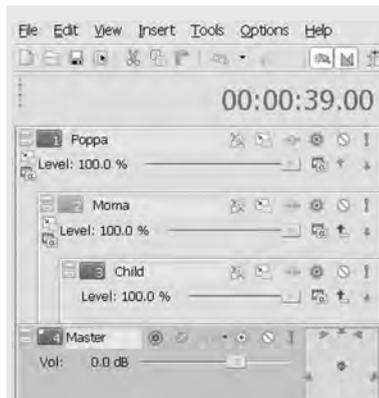
3.13 Reducing the size of screen peak draws will speed up screen draws in Vegas.

After a time selection is defined in the Trimmer, a few choices can be made as to how the media can be handled. Media can be placed directly on the Timeline by pressing A for Add, it can be dragged directly from the Trimmer to the Timeline, or a region can be created. If using the Add feature, place the cursor on the Timeline where the added media should be placed. After the media is added to the Timeline, it becomes an event.



3.14 Time selection created in the Trimmer by pressing I and O for in/out points.

If no time selection is defined as a drawn area, as an in/out point, or as a region, media can be selected from the start point to where the cursor is parked. By pressing A, media in the Trimmer is added from the start to the moment at which the cursor is set. Alternatively, pressing Shift+A adds media up to the cursor to the end of the file.



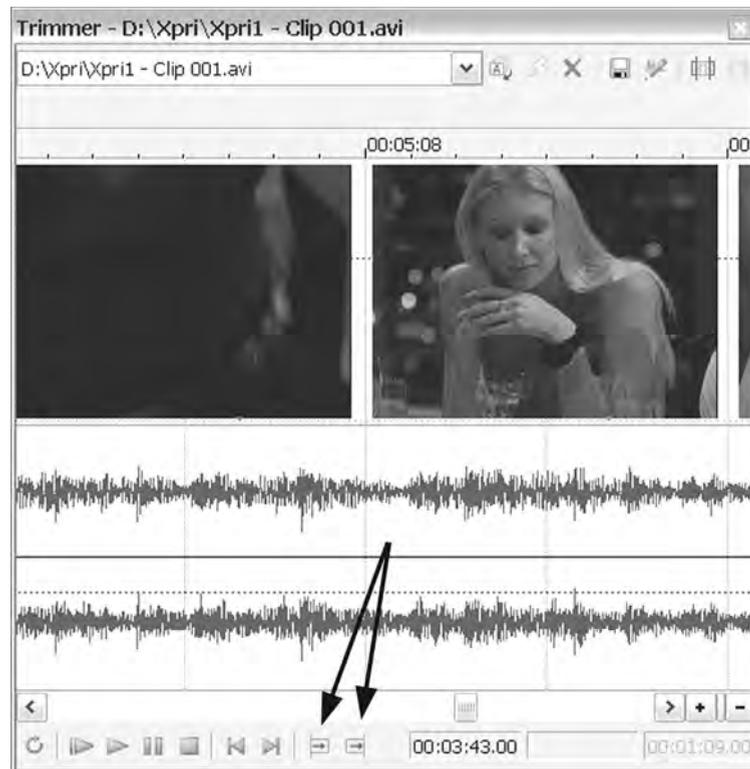
When placing events on the Timeline, keep a fast, visual reference to them by using the scribble strip on the Track Control pane. This feature also helps others quickly know what you are intending with the track. For example, a master track might be named as such, whereas a picture-in-picture track might be named “PIP track.” Good track management is critical, especially in the digital realm where filenames on a hard drive can be extremely varied.

3.15

Regions are great, as a defined region will stay with the media even after Vegas is closed. To define a region, press R, and Vegas will open a field in which the region name can be defined. Multiple regions can be defined, and region in/out points may overlap. When new media is loaded into the Trimmer and replaces the media-containing regions, the defined regions will stay with the media file and will be shown any time a file is loaded into the Trimmer. (By default, this option is turned on in the **OPTIONS | PREFERENCES | GENERAL** dialog. It can be unchecked if for some reason this feature is not desired.)

Markers and regions are exceptionally important for many editors, especially those that are creating keyframes by the frame or in very tight visual spaces. Vegas has the ability to see markers or regions inserted in the Trimmer on the Timeline for greater consistency in editing. If a region is created in the Trimmer and several markers are placed at desired points inside that region, these markers (and regions) are visible in events on the Timeline. Markers and regions cannot be edited on the Timeline if added in the Trimmer. Events can be reopened in the Trimmer, however, and edited there if necessary.

- 3.16 Buttons found in the Trimmer tool act as shortcuts for the A or Shift+A commands.



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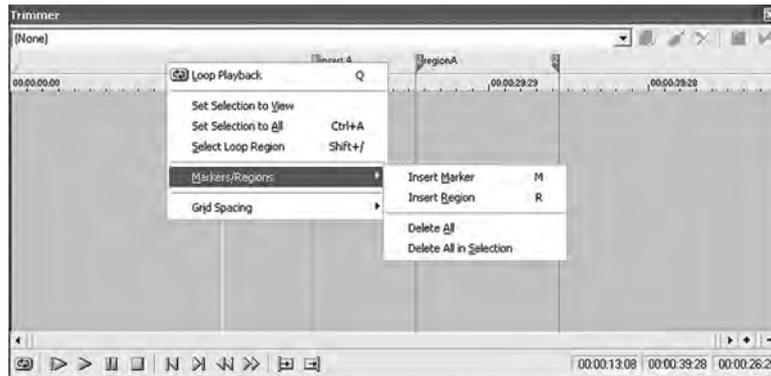
- 3.17 Regions may overlap and may also be named. No limit exists on the number of regions that can be created in the Trimmer.



- 3.18 Markers/regions inserted in Trimmer appear in events on the Timeline.



- 3.19 To clear markers/regions on events, open the event in the Trimmer, right-click the Marker bar, select Markers/Regions, and select Delete All or Delete All in Selection.



## Placing Still Images or Graphics on the Timeline

Photos play a large role in creating video, regardless of the format. Vegas is capable of reading nearly every photo or image format that the Windows environment will allow. Some formats, however, are more optimal than others. Whether scanning via the Vegas Get Photo option, which uses your scanner utilities, or scanning outside of Vegas, the process is essentially the same.

Scan photos at a resolution of not higher than 300 dots per inch (dpi). Because video has a resolution of 72dpi, extremely high resolutions not only are extra effort, they can also cause your image to look poor if the resolution is set too high. If no pan or crop will be done with the photo, a resolution of 72dpi is sufficient. Generally, a resolution of 150dpi is recommended. This resolution is a comfortable size for Vegas to manage quickly and yet provides the ability to pan or crop the image without fear of pixelation. If the Pan/Crop tool will be used to zoom in very tightly on the image, a higher resolution of 300dpi may be called for.

### Tip

Double-click a gap in the Timeline. In the Trimmer, mark an in point, but don't worry about an out point. Now select the A key on your keyboard. This will add the clip to the gap, filling the gap exactly. Should you need to move the in point of the event, simply slip edit that point (Alt-drag left or right).

Earlier in this book, we looked at pixels in the computer world as being square and pixels in the DV world as being rectangular. This issue affects stills and graphics that will be inserted into the Vegas Timeline, as Vegas treats graphics and stills as DV when they are square-pixel images from the digital still camera, image editing application, or other source.

With most DV editors, still images and graphics must be created with the correct aspect ratio in mind when planning on dropping the stills or graphics into the DV Timeline. Vegas isn't quite as rigid when it comes to this issue, as the Pan/Crop tool allows the correct aspect to be maintained. When working with stills in an image editor, however, the correct size (NTSC) for a still

image is  $655 \times 480$ . This size compensates for the square pixel being stretched in the nonsquare pixel world of DV. The math to derive this pixel aspect ratio (p.a.r.) is as follows:

$$720 \times .909 \text{ (p.a.r. of DV)} = 654.48.$$

For those who like to round down, 654 works equally well. The correct aspect for PAL images is  $704 \times 576$ .

One experiment that demonstrates square versus nonsquare pixels is creating an image in your favorite image editor, such as Adobe PhotoShop or Paint Shop Pro, that is nothing but a circle at a project size of  $720 \times 480$ . Then drop the image straight into Vegas and don't use the Pan/Crop tool. Create the same image at  $655 \times 480$ , place that image in Vegas, and notice the difference. Users of other NLE systems might be familiar with saving files at sizes of  $720 \times 534$ /NTSC. For example,

$$534 \times .909 = 485.4.$$

This format works equally well, and either format is usable.




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For best results, save still images, graphics, or titles created outside of Vegas at  $655 \times 480$ /150 dpi (NTSC) or  $704 \times 576$ /150 dpi (PAL). If you plan on zooming deeply into a photograph, consider doubling the resolution, or creating images at  $1310 \times 960$ .

Files should be saved as portable network graphics (PNG) files for optimum use in Vegas. Vegas reads JPEG, BMP, GIF, TGA, and most other formats, including the Adobe PSD file format, as well as the TIFF format. The Adobe PhotoShop files, however, will not be broken down into individual layers; they will be shown as one layer. If an alpha channel is present, Vegas will recognize the alpha channel, and those areas will be transparent. TIFF files can be used in Vegas only if QuickTime is installed on the host system ([www.quicktime.com](http://www.quicktime.com)). Because Vegas uses QuickTime to read the TIFF file format, TIFF files will slow down the rendering process somewhat. TIFF files also show problematic symptoms in automatically displaying alpha channels. PNG files are a lossless format, so the image is not compressed when saved in the image editing application.

Files may be scanned in at their normal aspect or size and then cropped within Vegas at any time to match aspect ratio, regardless of the original aspect ratio of the photo. This feature is a major time-saver. Sony has created a script (see Chapter 11 for more information on scripts) that will match aspect ratio on all images on the Timeline.

In Chapter 9, the pan/cropping section demonstrates how to match aspect ratio of images when they are not of the correct aspect to fill the screen.

## Editing Events on the Timeline

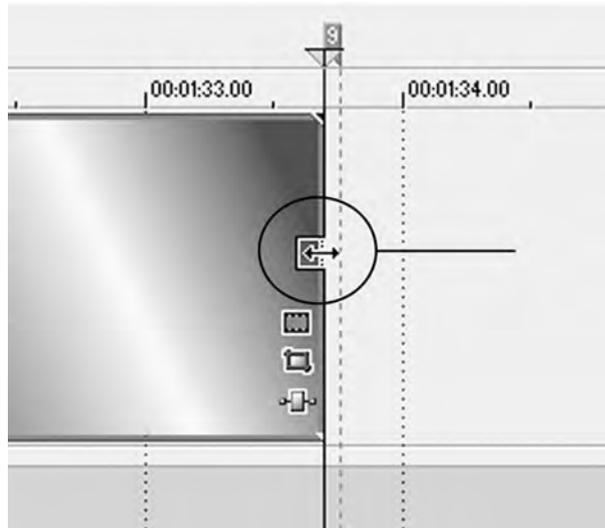
Each piece of media placed on the Timeline becomes an event. Events are then edited to form the final production. Events may be on single or multiple tracks.

Events containing video may be edited using any number of methods. One issue that exists with some NLE systems, however, is that a frame might be split. Vegas gets around this issue for videographers by offering a Quantize to Frames option, ensuring that frames are not split

and forcing edits to occur on frame boundaries. When working with video, Quantize to Frames should nearly always be enabled by selecting **OPTIONS | QUANTIZE TO FRAMES** or pressing **Alt+F8**. When working with audio only, this feature may, and generally should be, disabled.

The first editing behavior is to edit on the Timeline by extending/reducing the length of an event on the Timeline. This type of editing is called trim-editing.

When a trim-edit occurs with the Ripple tool enabled, media subsequent to the edited event will slide to the left to fill the hole left by the shortened event or slide to the right to make room for the lengthened event. Trim-edits can be done with only a numeric keypad. Selecting keys on the keypad moves the cursor to the beginning or end of an event, and the keypad can be used to edit an event by frames or pixels.



- 3.20 When the cursor is placed at the head or tail of an event, the cursor changes to a trim-editing cursor. This allows the event to be dragged out or dragged in, thereby lengthening or reducing the event.

**Table 3.1** Keyboard Shortcuts Used in Trim-Editing

Shortcut	Description
Press 7 or 9	Moves the cursor to the next event edge, either backward or forward.
Press 1	Trims the event edge to the left by one frame.
Press 3	Trims the event edge to the right by one frame.
Press 4	Trims the event by one pixel to the left.
Press 6	Trims the event by one pixel to the right.
Press 5	Exits the numeric keypad trimming mode.
Press 0	Creates a region/loop around the cursor. The length of the region is specified in <b>OPTIONS   PREFERENCES   EDITING</b> .

Pressing and holding Ctrl+Alt while the cursor is placed between two events will lengthen one event while the other event is shortened, depending on whether the cursor is dragged to the right or left. This feature allows both events to continue to occupy their current total length, while editing the point at which one event ends and the other event begins.

Slip-editing is another basic editing format that allows an event to remain a static length while changing the in/out points of the event. You can slip-edit by holding the Alt key down while moving the mouse inside an event. During slip-edits, the Preview screen shows the first frame and the last frame of an event based on the slip-edit point.



3.21 Slip-editing shows a split Preview screen, displaying the in/out points of a slip-edited event.

The second edit function is to perform a transition. The most basic transition is the cross-fade, otherwise known as a dissolve in the rest of the video world. A cross-fade occurs when two events overlap, and one blends into the other as one event fades out and the subsequent event fades in. By default, Vegas cross-fades events together any time they are overlapped. Automatic cross-fades can be turned off at any time using the Automatic Crossfades button found on the Timeline or by pressing X.

Place two events butted against each other on the Timeline. Now drag the front of the second event partially over the end of the first event. An “X” appears in the space in which the two events overlap.