How to trim clips in the Timeline panel

You can trim clips (set a clip's In and Out points) in the Timeline by using Adobe Premiere Pro tools or by using shortcut keys and *dynamic trimming* in the Timeline and Program monitor. Dynamic trimming refers to the use of keyboard shortcuts to control video playback and initiate edits.

To trim by using tools, select a trimming tool in the Tools panel and drag the edit point between two clips in the Timeline. To trim by using keyboard shortcuts, double-click the edit point between two clips in the Timeline to place the Program monitor in dynamic trimming mode. Then use the J and L keys to shuttle backward and forward. Press K to initiate the edit. When not in dynamic trimming mode, you can also use the J, K, and L keys to shuttle and stop in the Timeline without trimming.

Three basic tools can be used to trim clips on a sequence in the Timeline panel: Selection tool (in its Trim-in and Trim-out modes), Ripple Edit tool, and Rolling Edit tool. Each has a slightly different function.

- *Selection tool*: When you position the Selection tool over the beginning of a clip in the Timeline, it changes to the Trim-in tool. When you position the Selection tool over the end of a clip, it changes to the Trim-out tool. Dragging the Trim-in tool changes the In point (beginning of a clip), and dragging the Trim-out tool changes the Out point (end of a clip). These changes affect only a single clip edge, and do not affect adjacent clips.
- *Ripple Edit tool*: Changes the length of a clip and shifts subsequent clips in the track by the amount you changed. Shortening a clip by ripple editing shifts all clips after the cut to the left (back in time). Conversely, lengthening a clip shifts the clips that follow the cut to the right (forward in time).
- *Rolling Edit tool*: Moves the edit point between two clips by trimming adjacent Out points and In points simultaneously and by the same number of frames. This preserves other clips' positions in time and maintains the total duration of the sequence.

There are two important differences between the using the Trim tools and the Ripple Edit and Rolling Edit tools.

- Using a Trim tool to shorten a clip leaves a gap in the sequence. The Ripple Edit and Rolling Edit tools do not leave a gap.
- You can't use a Trim tool to extend a clip when another clip is adjacent to it. The Ripple Edit tool can lengthen a clip adjacent to another clip.

Two other notes:

- You can't use any of these tools to extend a clip past the original In or Out points of the source footage.
- The clips need sufficient handles—head and tail frames—to perform edits that lengthen those clips.

Using the Trim-in and Trim-out tools

In this activity you use the Selection tool to trim clips.

To use the Trim-in and Trim-out tools:

1. Start Adobe Premiere Pro CS6 and start a new project.
2. Import four video clips and drag all four clips to the sequence in the Timeline panel.

3. Position the Selection tool over the In point (left edge) of the second clip and note that the arrow icon changes to the right-facing Trim-in icon (**Figure 1**).

   Note: If you move the pointer over the thin yellow lines in the video or audio portions of the clip, the pointer changes to a small double arrow. That is the Pen tool, which you can use to change the opacity or audio volume of a clip. You will work with the Pen tool in the "How to adjust audio and apply crossfades" guide.

4. Drag the In point (left edge) of the second clip to the right.

   As you drag, a tool tip displays the number of frames you are trimming (**Figure 2**): a positive value if you are dragging toward the end of the sequence and a negative value if you are dragging toward the beginning. In addition, the current In point appears in the Program Monitor (**Figure 3**).

   The trim-in edit creates a gap between the first and second clips.

   Note: You cannot trim past the original In and Out points of the source footage.

5. Drag the Out point (right edge) of the third clip to the left to shorten it.

   A gap appears between the third and fourth clips.

6. Move the current time indicator (CTI) to a point near the middle of the first clip.

7. Drag the Out point (right edge) of the first clip toward the CTI.

   When you are close to the CTI, the Trim-out tool snaps to that line (**Figure 4**).

   Note: This is another use of the snap feature. You can put the CTI on a specific frame and when you drag a clip Out point or In point to the CTI, the snap feature will make that a frame-specific edit.

   The two trim edits left gaps in the sequence. You can slide clips to the left to fill the gaps by using the Ripple Delete command.

8. Click a gap to select it, and select Edit > Ripple Delete.

   Repeat for the second gap.

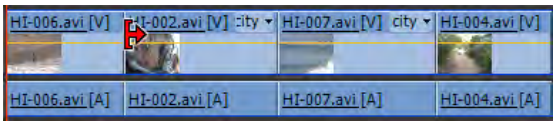

Figure 1 Trim-in tool

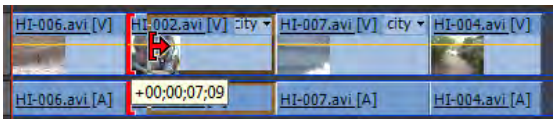

Figure 2 Trimming in

Figure 3 Program Monitor In point display

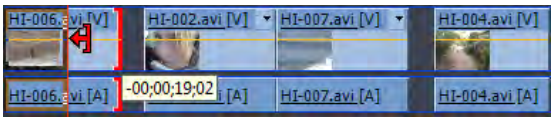

Figure 4 Snapping to the CTI

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Using the Ripple Edit and Rolling Edit tools

In this activity, you use the Ripple and Rolling Edit tools to trim clips.

To use the Ripple Edit and Rolling Edit tools:

1. In the Tools panel, click the Ripple Edit tool (**Figure 5**).
2. Hover the pointer over the Out point (right edge) of the second clip.

   The pointer changes to a left-facing Ripple Edit icon (**Figure 6**).

   Note: The Ripple Edit icon looks like a yellow Trim icon.
3. Drag the clip's Out point to the left to shorten the clip.

   As you drag, the Program Monitor displays the Out and In points of the two adjacent clips (**Figure 7**).

   After you release the mouse button, subsequent clips in the track shift to the left to fill the gap left by the trim, but the clip durations remain unchanged. This is like performing a trim-out edit and a ripple delete in a single step.
4. With the Ripple Edit tool still selected, drag the Out point of the third clip to the right to lengthen the clip (**Figure 8**).

   The Ripple Edit tool lets you lengthen a clip that's adjacent to another clip without changing the length of the adjacent clip. You can't do this with the Trim-in and Trim-out tools.
5. In the Tools panel, select the Rolling Edit tool (**Figure 5**).
6. Position the tool between the first and second clips (**Figure 9**) and drag it left or right and note how the In and Out points of both clips shift.

   The Rolling Edit tool changes the Out point and In point of adjacent clips without changing the length of the project.

   Note: You need to have head and tail frames on adjacent clips to move an edit point by using the Rolling Edit tool. You created those head and tail frames when you used the Trim-in and Trim-out tools earlier in this guide.

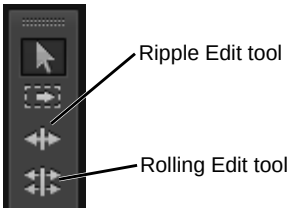

Figure 5 Tools panel

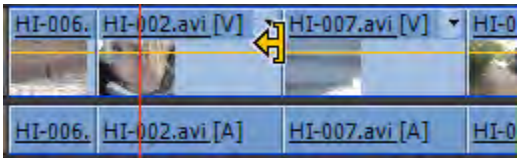

Figure 6 Ripple Edit tool

Figure 7 Program Monitor Ripple Edit display

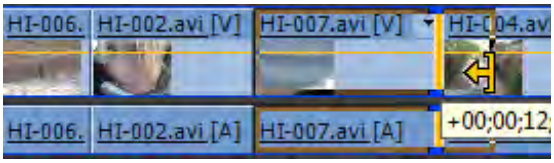

Figure 8 Ripple Edit

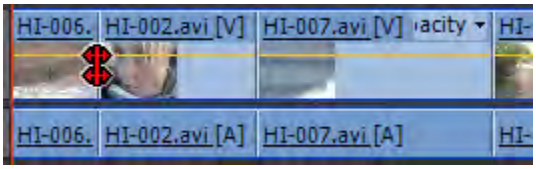

Figure 9 Rolling Edit tool

Dynamic trimming with keyboard shortcuts

In this activity, you will use the J, K, L, and spacebar keys to shuttle through clips in the Timeline and perform dynamic trimming.

To play a sequence by using keyboard shortcuts:

1. In the Timeline, move the current time indicator (CTI) to a point near the middle of the sequence.
2. Press the spacebar to begin playing the sequence.
3. Press the spacebar again to stop playing the sequence.

   In the Timeline, the spacebar functions as a Play and Stop button. This is the same thing as clicking the Play and Stop toggle button in the Program monitor.
4. Press L.

   The video plays in the Program monitor. This is similar to pressing the spacebar to begin playing the sequence.
5. Press K.

   The video stops. This is similar to pressing the spacebar to stop playing the sequence.
6. Press L again to begin playing the sequence.
7. While the sequence is playing, press L again to play the clip at 2x speed.

   Note: Pressing L a third time plays the sequence at 3x speed. Pressing L a fourth time plays the sequence at 4x speed.
8. Press K or the spacebar to stop playing the sequence.
9. Press J to play the sequence in reverse.

   Note: While the sequence is playing in reverse, pressing J a second time plays the sequence in reverse at 2x speed. Pressing J a third time plays in reverse at 3x speed. Pressing J a fourth time plays in reverse at 4x speed.

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To trim clips by using the J, K, and L keys:

1. In the Toolbar, click the Selection tool.
2. Position the Selection tool over the In point (left edge) of the third clip and note that the pointer changes to the right-facing Trim-in icon (**Figure 10**).
3. Double-click to enter dynamic trimming mode.

   The Program monitor splits to show the video on both sides of the edit and trim shortcut buttons appear below the images. A timecode appears over the clip on the right (the third clip) because you are trimming the In point of the third clip (**Figure 11**).

   You can click the +1, +5 or -1, -5 buttons to trim the clip in or out by 1 or 5 frames at a time. This is useful for trimming just a few frames at a time.
4. Press L to play from the edit point forward in the Program monitor.
5. When the video in the Program monitor reaches the desired location of the new In point, Press K to execute the Trim-in edit.

   When in dynamic trimming mode, pressing K executes the current edit in addition to stopping the CTI. The Trim-in edit created a gap between the second and third clips (**Figure 12**).
6. Click the gap to select it, and select Edit > Ripple Delete to close the gap.

   You can also perform Ripple Edits and Rolling edits while in dynamic trimming mode.
7. Select the Rolling Edit tool.
8. In the Timeline, double-click the border between the third and fourth clips to activate dynamic trimming.

   Timecodes appear on both clips in the Program monitor. (**Figure 13**) The Out point of the third clip and the In point of the fourth clip will change together as a result of the rolling edit.
9. Press the J or L keys to roll the edit point back or forward in the sequence. When you see the desired edit point in the Program monitor, press K to make the edit.

   Note: If the timecode for either of the clips stops in the Program monitor, you have run out of frames at the head or tail of the clip.

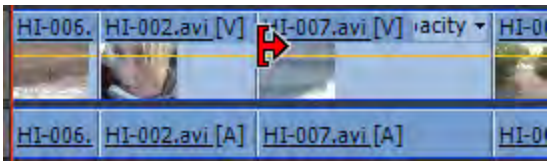

Figure 10 Trim-in icon

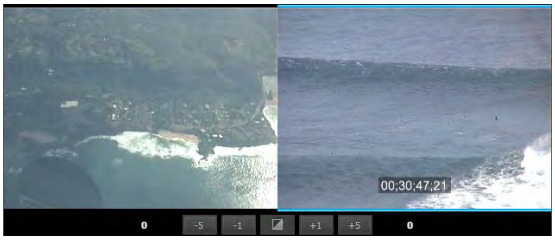

Figure 11 Trim-in edit in the Program monitor

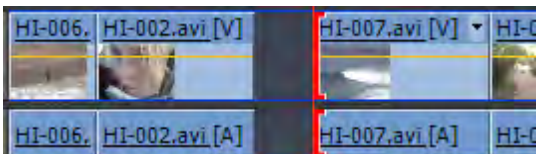

Figure 12 Gap created by the trim-in edit

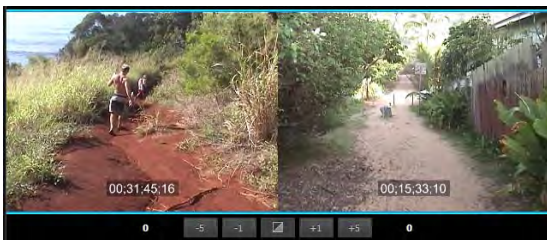

Figure 13 Rolling edit in the Program monitor