



Final Cut Pro

Trimming: The Fine Points

Part 1: Trimming Two Edit Points

Part 2: Slipping One Clip

Part 3: Rolling Two Edit Points

► **Part 4:** Sliding Clips to Refine Position ▲

Part 5: Shuffling Clips to New Locations

Part 6: Keeping Linked Clips in Sync

Part 4

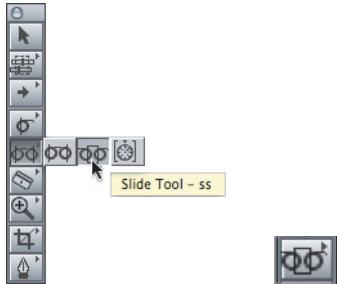
Sliding Clips to Refine Position

NOTE ► This is the fourth part in a series of tutorials that build upon each other. Before beginning this part, make sure you've completed the exercises in Parts 1–3.

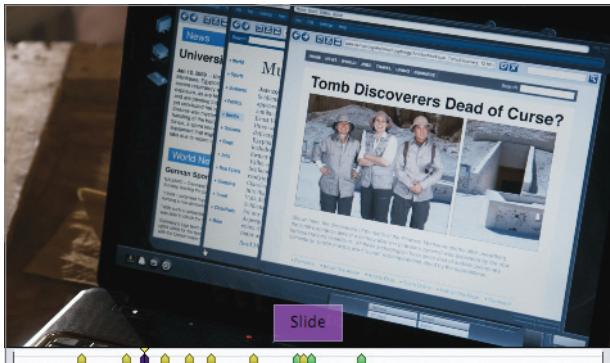
If you like a clip's length and content but want to adjust its position—maybe a little to the left or right between its neighbors—then you'll want to use the Slide tool. This third method of adjusting two edit points affects three clips. Sliding the middle clip maintains its content and duration but adjusts its placement between the bordering clips. This alters the duration of the two neighbors but not the overall sequence length.

Sliding is a fine-tuning adjustment that doesn't change the general location of a clip in the sequence but finesse its placement. The Slide tool shares the same location as the Slip tool in the Tool palette.

- 1 To access the Slide tool in the Tool palette, click and hold down the Slip tool until the Slide button appears, then choose it. You can also press SS to make the Slide tool active.

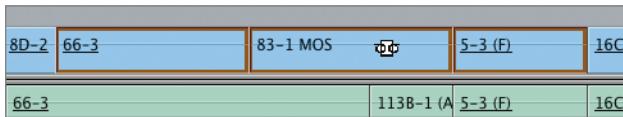


- 2** In the *Promo_v1 Rough* sequence, play the area around the purple Slide marker.



Shots without sound, such as the computer screen shot, are flexible. In this case, you can slide the clip earlier to allow Parker more time to walk to the rail, or you can slide it a little later so that the Parker clip starts with the **Promo Music** clip.

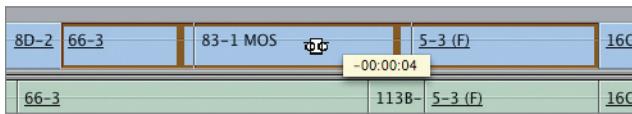
- 3** Using the Slide tool, hold down the **83-1 MOS** clip. Notice the brown outlines in the Timeline, then release the clip.



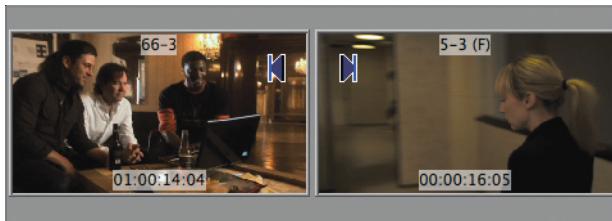
This time brown outlines appear around all three clips involved with the adjustment. As you slide the middle clip, you will be making the clips on either side longer or shorter.

- 4** Slide the **83-1 MOS** clip to the left about 13 frames, but *don't release the mouse button*. Look at the clip in the sequence and then at the two-up display in the Canvas image area.

As you slide the middle clip, the outside edges of the adjacent two clips do not move; only the inner edges bordering the middle clip move to show how the clips are compensating for the adjustment.



In the Canvas two-up display, the two frames show the new Out point of the first clip and the new In point of the third clip. You can watch these frames as you drag to determine the best position for the clip you are sliding.



- 5** Continue dragging the **83-1 MOS** clip to the left until you no longer see any part of the rail. Release the mouse button, and play around this clip area.

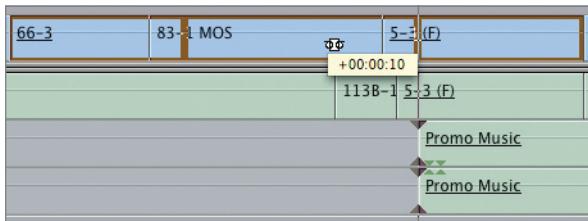
By sliding the middle clip to the left, the outgoing **66-3** clip of the three men is shortened at the tail, and the incoming **5-3 (F)** clip of Parker is lengthened at the head. But the **83-1 MOS** clip is unchanged except for its position between the two clips in the sequence.



In the clip's new position, its timing seems off in relation to both Parker's clip and the music. To fix that, let's slide the middle clip to the right and snap its Out point to the **Promo Music** clip in the A2 and A3 tracks. This will position Parker's clip at the head of the music track.

TIP ➔ When snapping is turned on, you can slide a clip and snap it to the playhead, markers, and edit points, just as with the other trim tools.

- 6 Using the Slide tool, drag the **83-1 MOS** clip to the right and snap its Out point to the **Promo Music** clip's In point. Then, release the mouse button and play these clips.



- 7 To finesse the position of the **83-1 MOS** clip, Shift-click the clip to select it. Press the < and > (angle bracket) keys to finesse its position frame by frame.

TIP ➔ You can also press Shift to select the clip and enter an amount for a slide, or press Shift-[and Shift-] or Shift-< and Shift-> to make multi-frame slide adjustments, just as you did with the Slip tool.