





Overview: Vegas 8.0c Trimmer Enhancements:

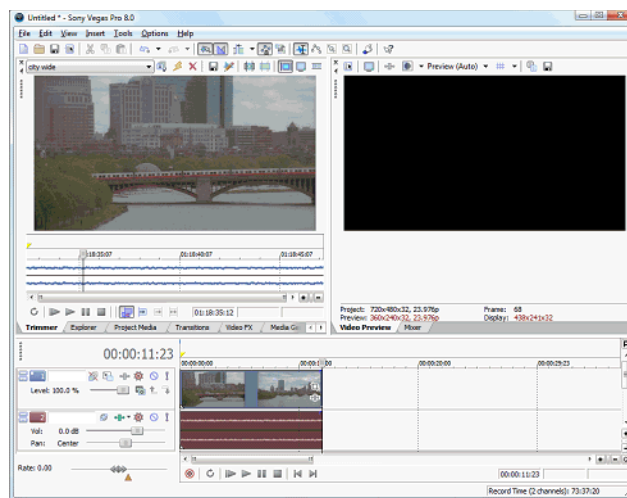
Assembling Shots with the Trimmer

The enhancements made to the Trimmer in Vegas Pro 8.0c enable an editorial workflow that lets you focus on the edit point while assembling shots together.

In previous versions of Vegas, you'd focus on the In and Out points for each shot. With this workflow, you focus on the Out point for the previous shot at the same time as the In point for the new shot. In other words, the focus is on the edit, not just the shot.

1. First, let's set up the Trimmer and Video Preview window:
 - a. Drag the Trimmer and Video Preview window to separate panes in the Window Docking Area.
 - b. Select the **Show Video Monitor** button  in the Trimmer window.
 - c. Select the **Enable Timeline Overwrite** button  in the Trimmer window.
 - d. Right-click the Video Preview window and choose **Scale to Fit Video Preview Window**. As you adjust the size of the Window Docking Area, the preview frame sizes remain locked.
2. Open your first shot in the Trimmer. You can right-click a file in the Vegas Explorer or Project Media window and choose **Open in Trimmer** from the shortcut menu.
3. Drag the playhead  or cursor to scrub the shot in the Trimmer and position the timeline cursor at the In point for your first shot. You don't need to set the Out point yet.
4. Click the **Add Media from Cursor** button  in the Trimmer window (or press A). The Trimmer media from the cursor forward is added to the timeline starting at the cursor position.

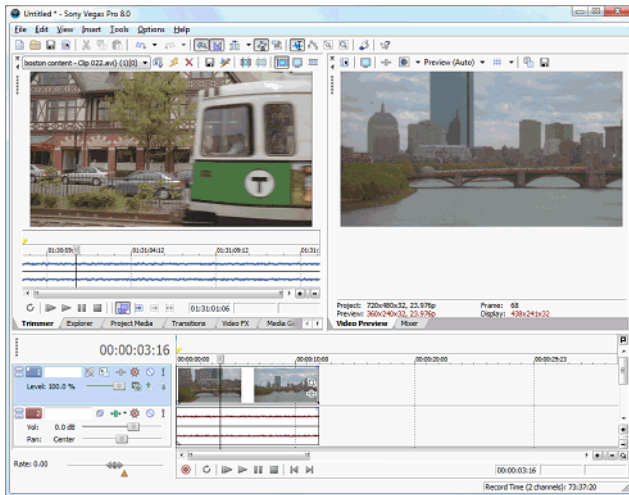
The following screenshot shows what the project looks like after the first shot is added to the timeline:




5. Position the timeline cursor at the Out point of the outgoing shot.
6. Load the next incoming shot into the Trimmer and scrub to find the In point.

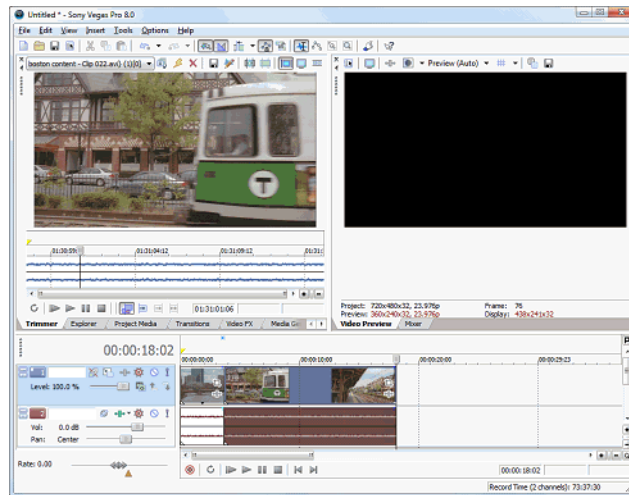
You can now see the Out point of the outgoing shot in the Video Preview and the In point of your incoming shot in the Trimmer Monitor, so you can adjust either point to best match the cut.

The following screenshot shows what the project looks like before the media is added to the timeline:



7. Click the **Add Media from Cursor** button  in the Trimmer window (or press A). The Trimmer media from the cursor forward overwrites the timeline starting at the timeline cursor.

The following screenshot show what the project looks like after the media is added to the timeline:



8. Repeat steps 5 through 7 for each shot you want to add to your project.