

How to work with clips in the Timeline panel

One of the beauties of Adobe Premiere Pro CS4 is how easily you can add clips anywhere in a sequence, move them around in a sequence, or remove them altogether. In this guide you will add a few clips to a sequence, place other clips within that collection of clips, remove clips, and rearrange clips within a sequence.

Adding a clip to a sequence

Adobe Premiere Pro provides three basic ways to add a clip or a group of clips to a sequence in the Timeline panel. In this guide you'll use only one: dragging clips from the Project panel. You already used the method of automating to sequence when you created a storyboard in the Project panel. Later you will use the Source Monitor to add clips to a sequence.

Adding clips to an empty sequence or after the end point of other clips in a sequence is straightforward—a simple drag-and-drop.

On the other hand, when you drag clips onto other clips in a sequence, you need to consider what will happen to those other clips. There are two basic approaches:

- **Overlay:** Replaces (deletes) any frames already in a sequence, starting from the edit point and extending for the length of the clip. This is the default behavior.
- **Insert:** Does not replace any clips or frames. This method adds the new clip and moves the clips after the insertion point to the right. The insert method uses a *keyboard modifier*. You hold down Ctrl (Windows) or Command (Mac OS) when you place the clip in the sequence.

Removing a clip from a sequence

Adobe Premiere Pro provides three basic ways to remove clips. In this guide you will use the Delete key and the mouse. Later you will use the Program Monitor clip-editing feature. You can drag a clip from a sequence in two ways:

- **Lift:** Leaves a gap where the clip used to be. This is the default behavior.
- **Extract:** Clips to the right of the removed clip move over to fill the gap. Extract uses the Ctrl (Windows) or Command (Mac OS) keyboard modifier.

You can combine these actions. For example, you can lift a clip and insert it elsewhere in the sequence or extract a clip and overlay it elsewhere. You try various combinations in this guide.

How to add clips to a sequence

1. Start Adobe Premiere Pro CS4 and open a saved project.
2. Select File > New > Sequence.

The New Sequence dialog box appears (**Figure 1**).

Note: The New Sequence dialog box allows you to select presets to match the source footage you are editing. It also allows you to select custom settings and modify the number of audio and video tracks in the new sequence.

3. Give the sequence a name of your choosing and click OK.
4. Drag a video clip from the Project panel to the beginning of the newly created sequence in the Timeline panel.
5. Marquee-select three video clips in the Project panel and drag them as a single unit directly after the clip you already added to the sequence.

Note: The three clips line up in the sequence in the order in which they appear in the Project panel.

6. When you see the vertical black line indicating the clips will butt up against the previously added clip, release the mouse button (**Figure 2**).

Note: As you dragged the two clips close to the end of the previously added clip, you might have noticed the left side of the left-most clip suddenly jump to the end of the first clip. That's the Adobe Premiere Pro *snap* feature. Snap automatically aligns clips with (snaps them to) the edge of another clip, the start and end of the time ruler, or the current-time indicator.

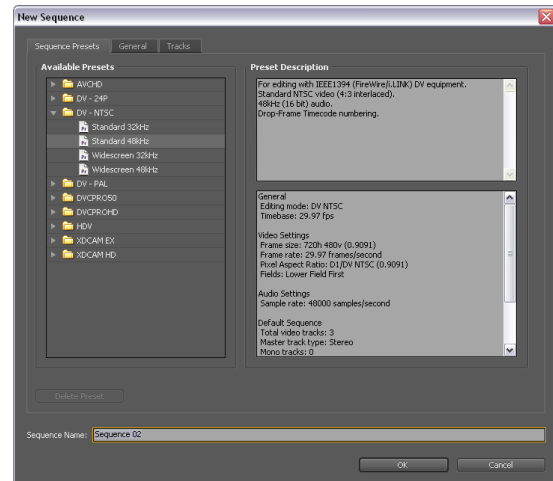


Figure 1 New Sequence dialog box

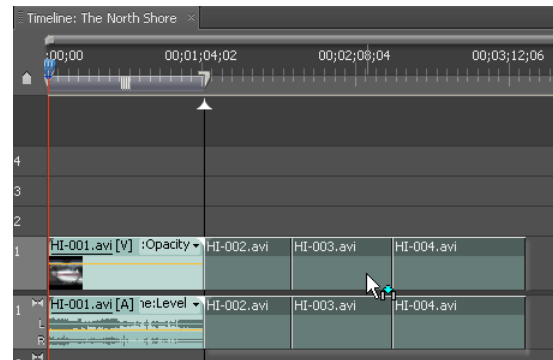


Figure 2 Snap feature with vertical black line

How to make an overlay edit

1. Continue where you left off in the previous task.
There should be four clips in the sequence.
2. Click the Zoom Out button (or use the Zoom slider) in the lower-left corner of the Timeline panel to change the scale of the time ruler.

The clips expand until they fill the width of the sequence (**Figure 3**).

3. Drag a video clip from the Project panel to the sequence so its first frame (left edge) is approximately in the middle of the first clip (**Figure 4**).

Note: The Program Monitor shows two images (**Figure 5**). The left view is the new *out point* (end) of the clip that precedes the newly placed clip. The right view is the new *in point* (beginning) of the clip that follows the newly placed clip.

4. Release the mouse button to place the new clip in the sequence.

In steps 3 and 4 you performed an *overlay edit*, covering the video and audio that were already there. Your sequence remains the same length.

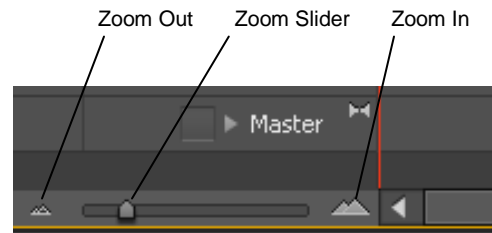


Figure 3 Timeline panel and a 4-clip sequence



Figure 4 An overlay edit

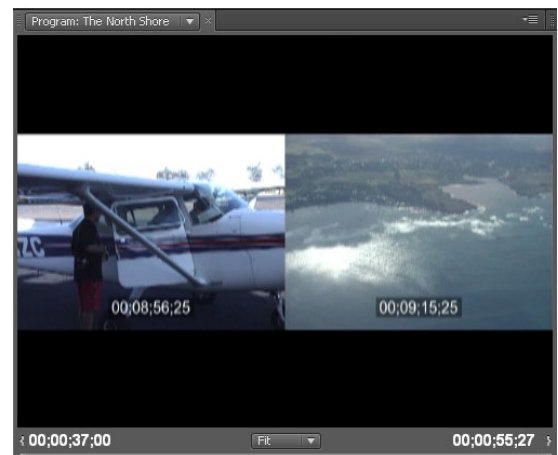


Figure 5 Program Monitor display of overlay edit

In the remaining sections of this guide, you work with a set of four clips in a sequence. Because your work on previous tasks altered those clips in some way, you need to start fresh by using one of the following methods:

- Delete all the clips in the sequence and drag four clips from the Project panel back to the Timeline panel.
- Select Edit > Undo enough times (usually only once) to undo whatever edits you just completed.
- Click the History tab to show the History panel and click the Create 'Your sequence name' line to return to the point after you created a new sequence. Drag four clips to that sequence.

How to make an insert edit

1. Use one of the three described methods to set up a four-clip sequence.
2. Hold down Ctrl (Windows) or Command (Mac OS) and drag a video clip from the Project panel to the middle of the first clip in the sequence (Figure 6).

Note:

- When you press Ctrl (Windows) or Command (Mac OS), just before you drop the clip in its new location the icon changes to a right-facing arrow and a dotted vertical line with gray triangles appears (Figure 6). These indicate you are making an *insert edit*.
- The insert edit slices the original clip in two, sliding its second portion and all subsequent clips to the right and inserting the video clip in the sequence.
- Your sequence is now longer.

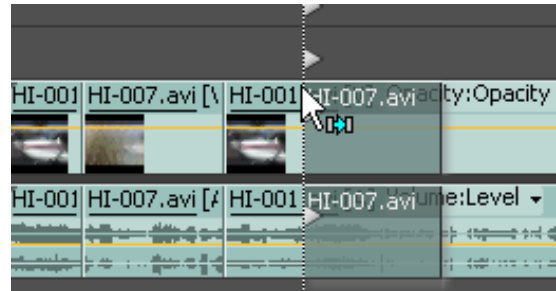


Figure 6 An insert edit

How to use the Delete key and the Ripple Delete command

1. Set up a four-clip sequence.
2. Click the first clip in the sequence to select it and press Delete.

The clip disappears from the sequence and leaves a gap (Figure 7).

3. Click the third clip in the sequence to select it and select Edit > Ripple Delete.

The clip disappears and the remaining clips slide to the left to close the gap (Figure 8).

Note: Ripple Delete works on both clips and gaps in a sequence. To see how that works, click the gap where the first clip used to be to highlight it and select Edit > Ripple Delete.

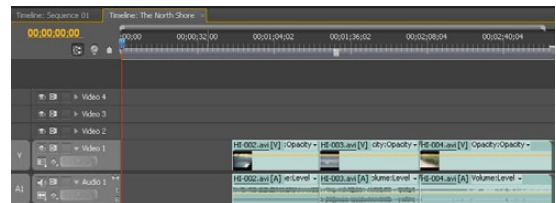


Figure 7 Deleting a clip

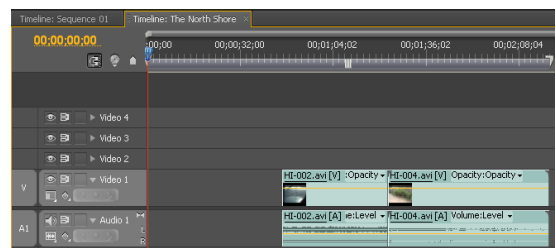


Figure 8 Using Ripple Delete

How to create a lift and overlay edit

1. Set up a four-clip sequence.
2. Drag the first clip until its left edge lines up with the edit point between the third and fourth clips, and then release (**Figure 9**).

Note: Because you did not use Ctrl (Windows) or Command (Mac OS), you created a *lift and overlay edit*. Lifting the first clip left a gap and placing the first clip on the third clip replaced the third clip.

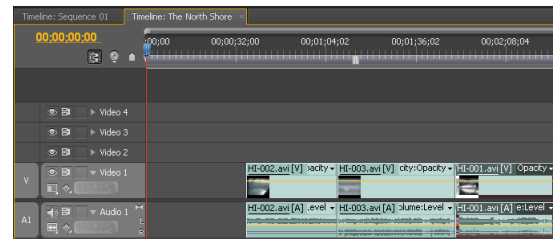


Figure 9 A lift and overlay edit

How to create an extract and overlay edit

1. Set up a four-clip sequence.
2. Ctrl-drag (Windows) or Command-drag (Mac OS) the first clip to the center of the third clip, release the modifier key, and drop the first clip there.

Note: You performed an *extract and overlay edit* (**Figure 10**). Clips slide over to fill the gap left by the removed first clip (the modifier key performed a ripple delete). And because you did not use a modifier key when you put that clip in its new location, you did an overlay edit. The sequence length is shorter.

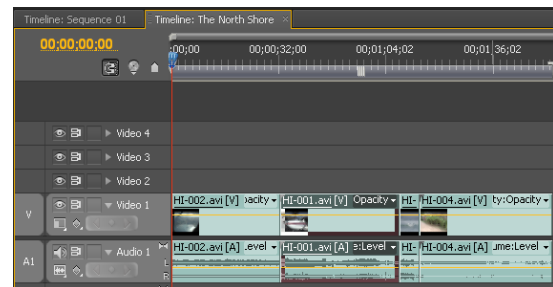


Figure 10 An extract and overlay edit

How to create an extract and insert edit

1. Set up a four-clip sequence.
2. Ctrl-drag (Windows) or Command-drag (Mac OS) the first clip to the center of the third clip.
3. Continue holding down the modifier key and drop the clip there.

Note: You performed an *extract and insert edit* (**Figure 11**). Clips slide over to fill the gap left by the removed clip, and the clips after the new insert edit point slide to the right. The sequence length remains unchanged.

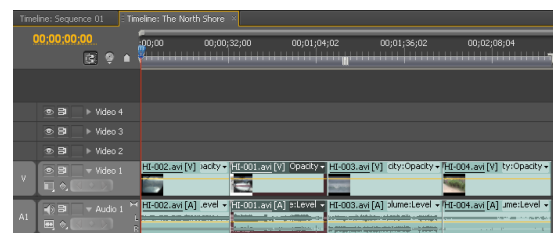


Figure 11 An extract and insert edit