



Trimming

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Trimming

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Using Trim Mode and the Trim Tool

Most editors would agree that trimming is half the job of editing. While you can make many kinds of changes in the Timeline using the selection and razor blade tools, there is a dedicated Trim mode in which you can perform more sophisticated trim operations in fewer steps using either the mouse or keyboard shortcuts, depending on how you like to work. Mastering DaVinci Resolve's trimming operations will save you time when doing the necessary work of fine-tuning your edit.

Trim mode differs from Selection mode in that operations that would move clips with the Selection tool will either slip or slide clips with the Trim tool. Other operations that would resize edits with the Selection tool instead ripple the Timeline to automatically close gaps when using the Trim tool. The following sections describe the various trim operations that are available, both when using the mouse, and when using the keyboard.

To enter Trim Edit mode:

Click the Trim Edit button, or press the T key.

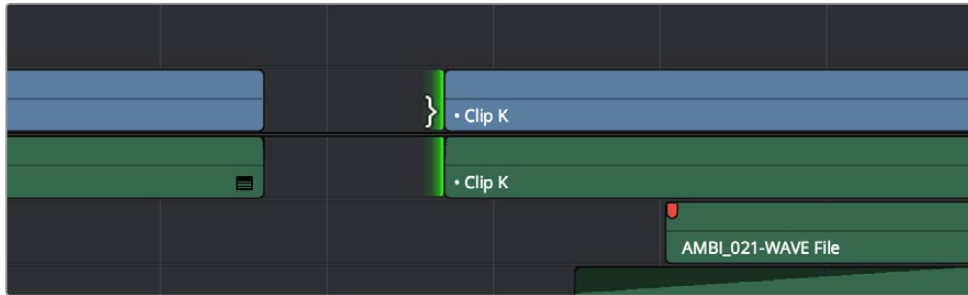
Summarizing Trim Operations

Before going into the different methods of trimming that are available, users who are new to editing might benefit from a quick summary of what each trimming operation actually does. Each trim operation is designed to let you move edits and clips in relation to whichever clips are around them, by performing several operations at once. The four primary methods of trimming are:

- **Roll:** Moves an edit point to the left or right by either shortening the outgoing clip while lengthening the incoming clip, or vice versa. Roll edits do not change the duration of the overall Timeline.
- **Ripple:** Shortens or lengthens the end of an outgoing clip or the beginning of an incoming clip, while simultaneously moving all clips to the right in the Timeline to fill the gap that would otherwise occur if you were doing a resize operation. Ripple edits do change the duration of the overall Timeline, and can alter the sync relation between different tracks if you're not careful.
- **Slip:** Keeps a clip in the same place in the Timeline, while changing the range of media that appears in that spot. Slip edits do not change the duration of the overall Timeline.
- **Slide:** Keeps a clip's range of media the same, but moves that clip to the left or right by either shortening the outgoing clip to its left while lengthening the incoming clip to its right, or vice versa.

Rippling Gap

You can also use the Trim tool (or other trim operations described later in this chapter) to ripple the start and end of a gap in the Timeline. Rippling a gap lets you grow or shrink the gap while moving the portion of the Timeline to the right of the gap forward or backward in time.



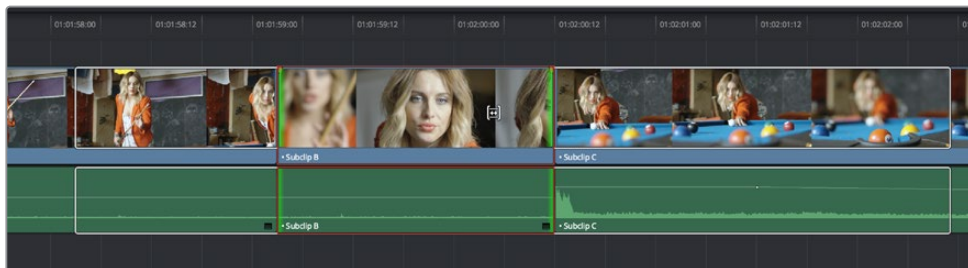
Using the Trim tool to ripple the out point of a gap to narrow it

Using the Trim Tool With the Mouse

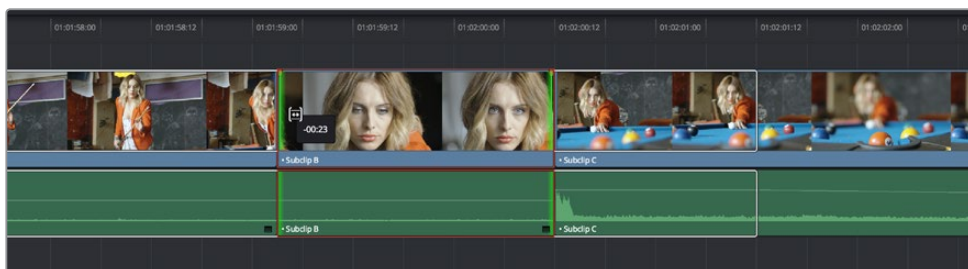
When trimming using the mouse, you can perform every kind of trim operation that’s available using a single tool, simply by clicking the Trim mode/tool button, and then dragging on the appropriate area of a clip in the Timeline.

Methods of trimming with the mouse in Trim Edit mode:

- **To slip a clip:** To slip a clip’s range of content without changing its position in the Timeline, click the middle top region of a clip, and then drag to the left or right to “slip” the clip to contain a different range of frames. A dashed overlay shows the total duration of media available for you to slip with, which moves left and right as you drag.



Clicking the top clip area before a slip, an overlay shows the clip’s available range of media



After dragging to slip, clips don’t move, but the slipped clip’s range of media has changed

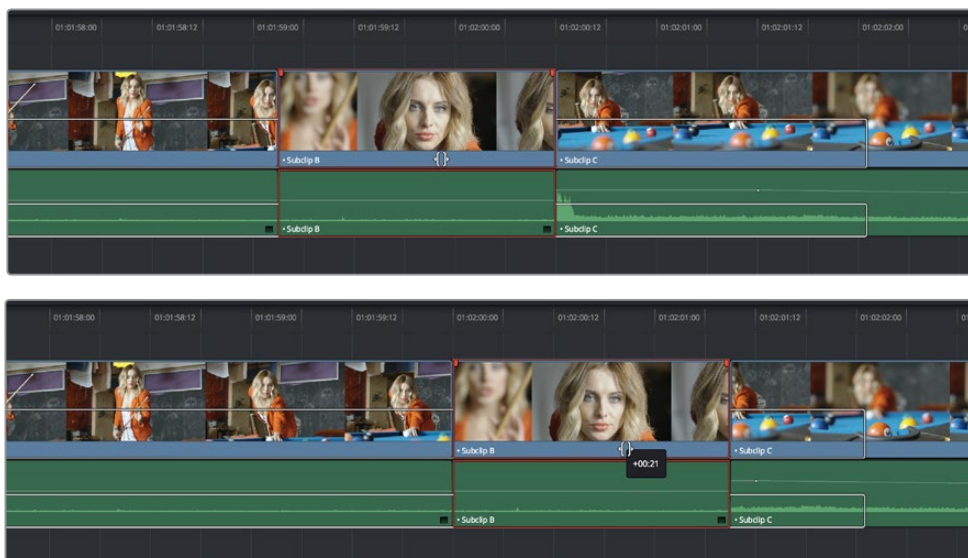
When slipping clips, a 4-up display shows all relevant outgoing and incoming frames, so you can compare the continuity of action from one clip to the next. During a slip, the top two frames update to show you the new incoming and outgoing frames of the clip being slipped, relative to the unchanging outgoing frame of the clip to the left and incoming frame of the clip to the right.



Four-up display when slipping a clip

TIP: You can temporarily disable this four-up display by pressing the Shift key while you ripple so that you only see the frame at the position of the playhead. This makes it possible for you to see which frame passes the playhead by as you ripple the Timeline. You can toggle this two-up display off completely by pressing Shift-Q.

- **To slide a clip:** To slide a clip, moving it to another position in the Timeline while simultaneously adjusting the Out point of the previous clip and the In point of the next clip to accommodate the change in position of the current clip being dragged, click the bottom-middle name bar of the clip and drag it to another position.



After dragging to slide, the selected clip is at a new location, surrounding clips filled the gap

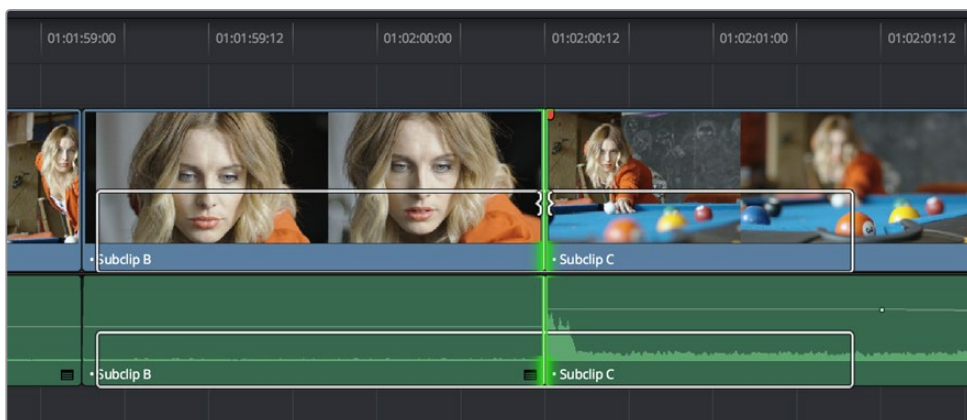
When sliding clips, a 4-up display shows all relevant outgoing and incoming frames, so you can compare the continuity of action from one clip to the next. During a slide, the bottom two frames update to show you the new outgoing frame of the clip to the left, and the new incoming frame of the clip to the right of the clip being slid.



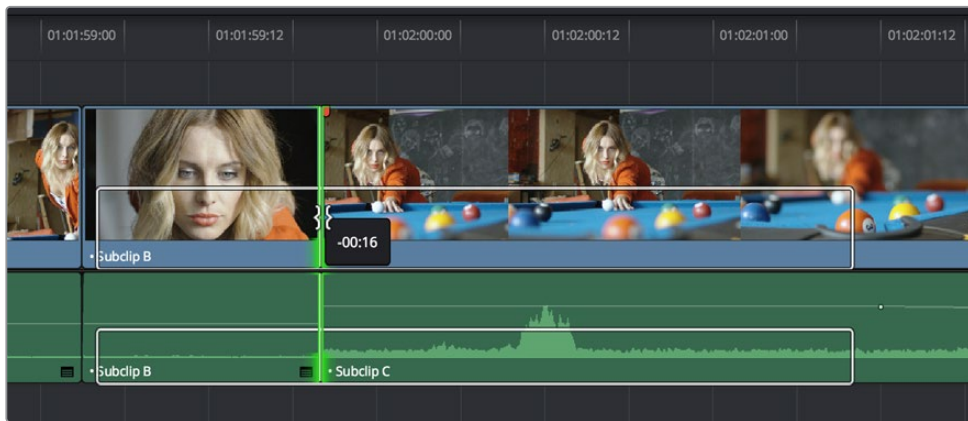
Four-up display when sliding a clip

TIP: You can temporarily disable this four-up display by pressing the Shift key while you ripple so that you only see the frame at the position of the playhead. This makes it possible for you to see which frame passes the playhead by as you ripple the Timeline. You can toggle this two-up display off completely by pressing Shift-Q.

- **To roll an edit point:** To roll an edit, moving the Out point of the outgoing clip and the In point of the incoming clip at the same time, drag an edit point between two clips to the left or right. (Roll edits can also be done in Normal Edit mode.)



Selected edit point before roll



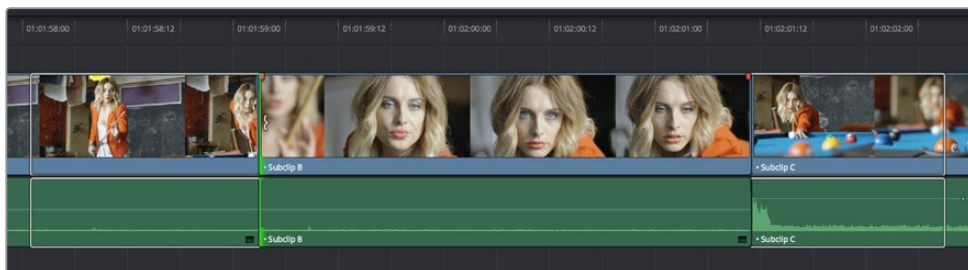
Edit point moved further to the right, both adjacent clips resized to prevent gap

When rolling an edit, a 2-up display shows the changing continuity of action from the outgoing frame of the clip to the left to the incoming frame of the clip to the right.

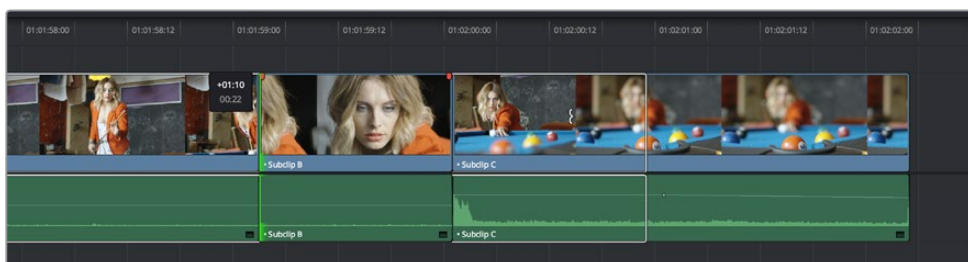


Two-up display when rolling an edit

- **Ripple Edit:** To ripple the outgoing or incoming part of an edit to add or remove media to a clip while simultaneously moving all other clips at the left in the Timeline to make room, click the Ripple tool, and drag an edit point to a new position in the Timeline.



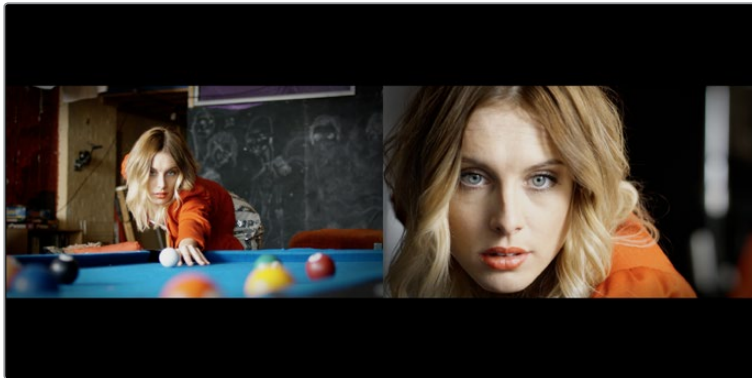
Selected outgoing half of an edit point before ripple



Rippled clip is shorter, the rest of the Timeline has moved left to fill the gap

When rippling an edit, a 2-up display shows the continuity of action from the outgoing frame of the clip to the left to the incoming frame of the clip to the right. Which frame updates depends on which side of the edit you're rippling.

TIP: You can temporarily disable this two-up display by pressing the Shift key while you ripple so that you only see the frame at the position of the playhead. This makes it possible for you to see which frame passes the playhead by as you ripple the Timeline. You can toggle this two-up display off completely by pressing Shift-Q.



Two-up display when rippling an edit

Trim Tool Operations With the Keyboard

To trim with the keyboard:

- 1 Press T to select the Trim tool.
- 2 To trim the selection, do one of the following:
 - **To slide a clip:** Press Shift-V to select a clip, and press the Comma key to slip it one frame to the left, or the Period to slip it one frame to the right. Shift-Comma and Shift-Period slips the clip in 10 frame increments.
 - **To slip a clip:** Press Shift-V to select a clip, then press the S key to toggle to Slip mode (pressing S again toggles back to Slide mode) and press Comma or Period to slide its contents to the left or right. Shift-Option-Comma and Shift-Option-Period slides the contents in 5 frame increments.
 - **To roll an edit:** Press V to select an edit point, then press the Comma key to nudge it one frame to the left, or the Period to nudge it one frame to the right. Shift-Comma and Shift-Period rolls the edit in 5 frame increments.
 - **To ripple an edit:** Press V to select an edit point, then press U to select either the incoming or outgoing side of the edit by itself. Then, press the Comma key to ripple the selected In or Out point of the clip to the left, or the Period to ripple it one frame to the right. Shift-Comma and Shift-Period ripples in 5 frame increments.
- 3 If you want to suspend the two or four-up display that appears in the Timeline Viewer while trimming, you can press Shift-Q to toggle the trimming displays off and on.

TIP: When holding down the Shift key while nudging to do a “fast nudge,” the duration of the nudge is customizable in the Editing panel of the Project Settings. By default it’s five frames, but you can set it to whatever you want.

Important Trimming Keyboard Shortcuts

When trimming using the keyboard, the following keyboard shortcuts are important for you to remember. Most of these commands, and many more that haven’t been assigned to keyboard shortcuts, can also be found in the Trim menu. You can remap many of these commands to different keyboard shortcuts using the Keyboard Mapping panel of the Project Settings. For more information, see Chapter 3, “Project Settings and Preferences.”

Key Shortcut	Function
T	Trim mode, ripples edits and slips or slides clips.
A	Selection mode, resizes edits and moves clips.
Command-L and J	Fast trim commands, lets you dynamically trim the selection at 100% forward and reverse speeds.
W	Dynamic trim or resize mode, uses JKL to trim the selection
S	Toggles between Slip and Slide mode when a clip is selected in Trim mode.
V	Selects the edit point closest to the playhead, and moves the playhead there.
Shift-V	Selects the clip or gap that intersects the playhead, and moves the playhead to the center of the clip or gap. If there are superimposed clips, turn off the Auto Select controls of tracks containing clips you don’t want to select.
Shift	A modifier that temporarily disables the 2- and 4-up display that appears when trimming edits and clips with either the pointer or keyboard shortcuts.
Shift-Q	Toggles the 2- and 4-up display that appears when trimming edits and clips on and off in the Timeline viewer.
Option-F1 through F9	Toggles Auto Select for video tracks 1 through 9, making it possible to restrict certain selection and trim operations performed with the keyboard.
Command-Option F1 through F9	Toggles Auto Select for audio tracks 1 through 9, making it possible to restrict certain selection and trim operations performed with the keyboard.
U	Toggles the currently selected edit point among the outgoing, centered, or incoming part of the edit.
Option-U	Toggles the currently selected edit point or clip among Video+Audio, Video Only, or Audio Only.
Comma (,)	After you’ve made a selection, nudges selected edits or clips one frame to the left. Shift-Comma nudges 5 frames (the duration is customizable in the Editing panel of the Project Settings).

Key Shortcut	Function
Period (.)	After you've made a selection, nudges selected edits or clips one frame to the right. Shift-Period nudges 5 frames (the duration is customizable in the Editing panel of the Project Settings).
Forward-Slash (/)	Play around. Plays around the current position of the playhead; good for letting you preview how the trim you just made plays. Pre-roll and Post-roll is adjustable in the Edit panel of the Project Settings.
Command-/	Toggles looped playback off and on.
Down Arrow, Up Arrow	Moves both the playhead and selection state to the next or previous edit point. If multiple clips or edits are superimposed, the first clip on the lowest numbered track will be selected first, then the next clip up, and so on until the topmost superimposed clip is selected, before selecting the next clip in the Timeline.
E	Extend edit. Resizes or ripples selected edit points to the current position of the playhead.
Shift-[Trim Start. Resizes (Selection) or ripples (Trim) the In point of all clips on auto-select-enabled tracks that intersect the playhead to the position of the playhead.
Shift-]	Trim End. Resizes (Selection) or ripples (Trim) the Out point of all clips on auto-select-enabled tracks that intersect the playhead to the position of the playhead.
Shift-Command-[Ripple Trim Start. Regardless of whether Selection or Trim mode is enabled, always ripples the In point of clips on auto-select-enabled tracks that intersect the playhead to the position of the playhead.
Shift-Command-]	Ripple Trim End. Regardless of whether Selection or Trim mode is enabled, always ripples the Out point of clips on auto-select-enabled tracks that intersect the playhead to the position of the playhead.

IMPORTANT: While the Slip, Roll, and Slide tools will change the sync relationship of the clips you're adjusting with a matching soundtrack, the rest of the Timeline won't be affected. Using the Ripple tool can alter the overall sync relationship of large portions of your timeline and its matching soundtrack, so you should use it with extreme care in situations when you're grading a locked edit with audio that is being mixed at the same time.

Trimming Without the Heads Up Display

If you press the Shift key while performing most drag and trim operations, you can suspend the multi-frame heads up displays that appear in the Timeline window in order to focus on the frame that intersects the Timeline.

If you want to toggle the two- and four-frame heads up displays off or on permanently, you can press Shift-Q to toggle them off, and Shift-Q again to toggle them back on.

Trimming Using Timecode Entry

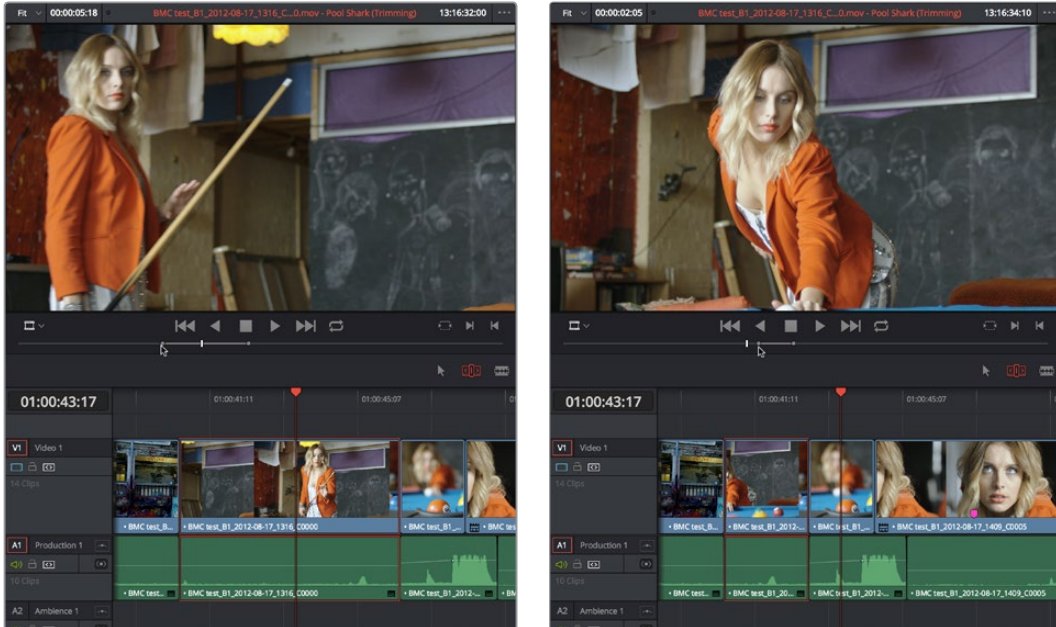
You can also use absolute or relative timecode entry to trim clips and edits. What is trimmed depends on the selection you've made prior to entering timecode. If you want to use timecode to trim the selection forward relative to its current position, be sure to type an equal sign or plus (= or +) before the timecode value; to trim the selection backward relatively, type minus (-) before the timecode value.

- **To roll an edit:** Select the center of an edit point, enter a timecode value, and press Return.
- **To ripple an edit:** Select either the outgoing or incoming half of an edit point, enter a timecode value, and press Return.
- **To slip a clip:** Select a clip, and press S if necessary to switch to Slip mode, enter a timecode value, and press Return.
- **To slide a clip:** Select a clip, and press S if necessary to toggle to Slide mode, enter a timecode value, and press Return.

When entering timecode, type each pair of hour, minute, second, and frame values consecutively, with a period representing a pair of zeros for fast entry. The last pair of timecode values (or period) you enter is always assumed to be the frame number, with any untyped values assumed to be zero. It's not necessary to enter colons or semicolons. For more information on how timecode entry works, see "Navigating Using Timecode" in this chapter.

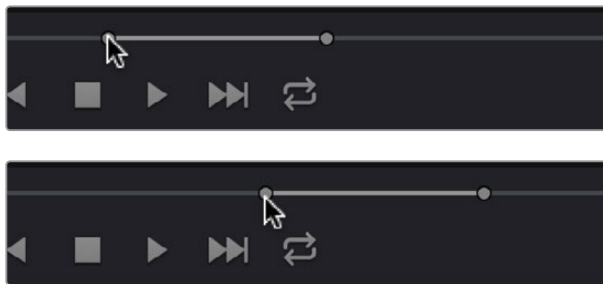
Trimming Clips in the Source Viewer

Additionally, you can double-click a clip in the Timeline to open it into the Source Viewer for trimming. When the Selection tool is selected, you can drag the In and Out markers, or use the playhead and I and O keyboard shortcuts to resize that clip in the Timeline. With the Trim tool selected, you can ripple the In and Out points of the clip.



A Timeline clip being ripple-resized by opening it into the Source Viewer dragging its In point using the Trim tool

You can slip the contents of the clip by holding the Shift key down and dragging either the In or Out point.



A Timeline clip being slipped by opening it into the Source Viewer and Shift-dragging its In point using the Trim tool

NOTE: To open a match frame of a clip that's part of an edited sequence into the Source Viewer using the mouse, hold the Option key down while double-clicking a clip in the Timeline.

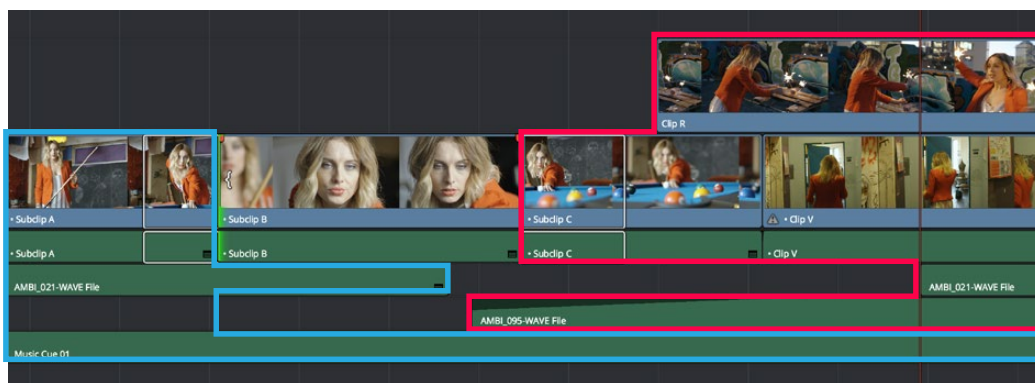
Ripple Editing Rules

Ripple operations are the only trim functions that change the duration of the overall Timeline, and that can potentially alter the sync relationship between multiple clips on different tracks. This makes them incredibly useful, but it's important to understand which parts of the Timeline will move as part of a ripple operation, and which parts won't.

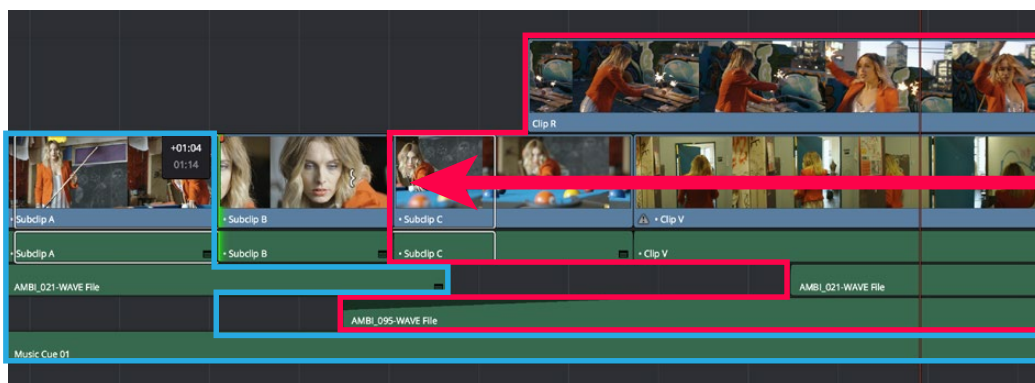
The following operations ripple the Timeline:

- Ripple deleting a clip or gap (Forward-Delete)
- Ripple cutting a clip (Shift-Command-X)
- Rippling one or more edits or gaps using the Trim tool (press T to choose the Trim tool)
- Using the Extend Edit (E), Trim Start (Shift-[), or Trim End (Shift-]) commands in Trim mode
- Performing an Insert Edit (F9) or Ripple Overwrite (Shift-F10) edit

During a ripple edit, superimposed clips with an In point that's to the left of the edit point or clip being rippled are not moved. This can be seen in the previous example via the audio clip at the bottom of the Timeline, which stays in place even as the clips on track V1 and A1 are rippled. All clips with In points to the right of the edit point or clip being rippled move left to follow the trim operation you're making.



Before Ripple



After Ripple

The rules of timeline rippling illustrated. All clips with In points to the left of Subclip B (the clip being rippled) are left in place (area in blue), while all clips to the right of the edit being rippled are moved by the duration of the ripple operation (in red)

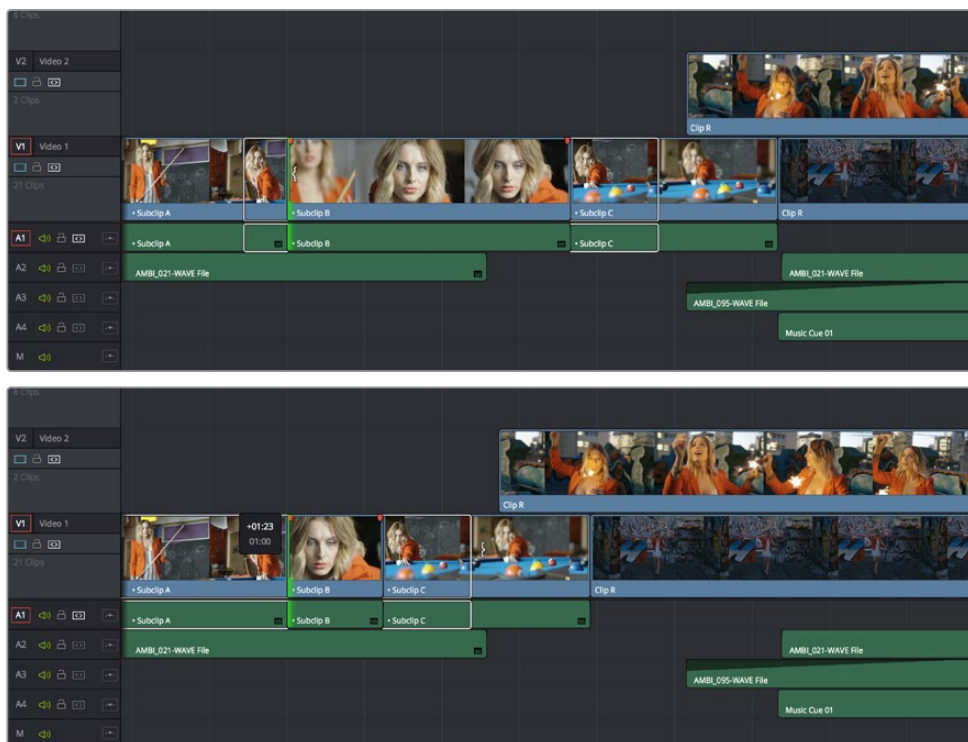
This simple rule means that, if you're in the habit of building sequences of clips from left to right, long overlapping superimpositions such as titles, graphics, and music clips will stay in place while you're rippling various clips within a montage that you're editing in relation to these longer clips.

However, there's one exception to this rule. It is often the case that split edits, where linked audio and video are cut at different places, creates a situation where the audio In point of a pair of linked audio and video items precedes a video In point that you want to ripple. In other words, the audio In point extends to the left of the video In point, which ordinarily would trigger the rule that clips with edit points to the left of a rippled edit point won't be moved, which would throw the audio and video of this item out of sync. In this case, you probably want to maintain sync, so all items that are linked to a clip being rippled always ripple along with it, even if they do have In points that extend to the left of the edit point being rippled.

Using Auto Select Controls to Control Trimming

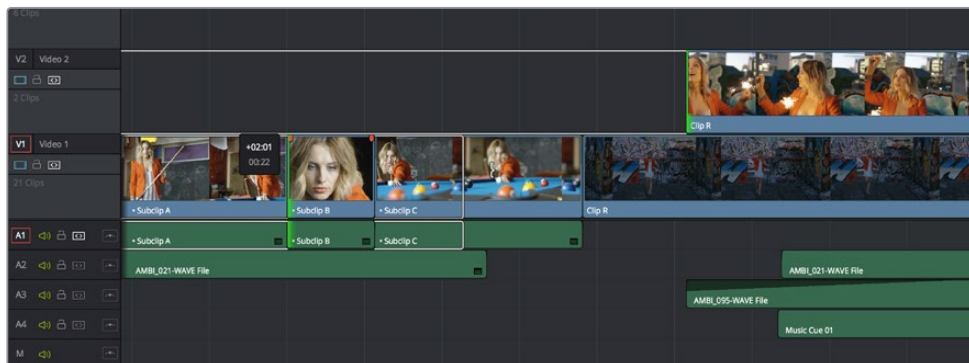
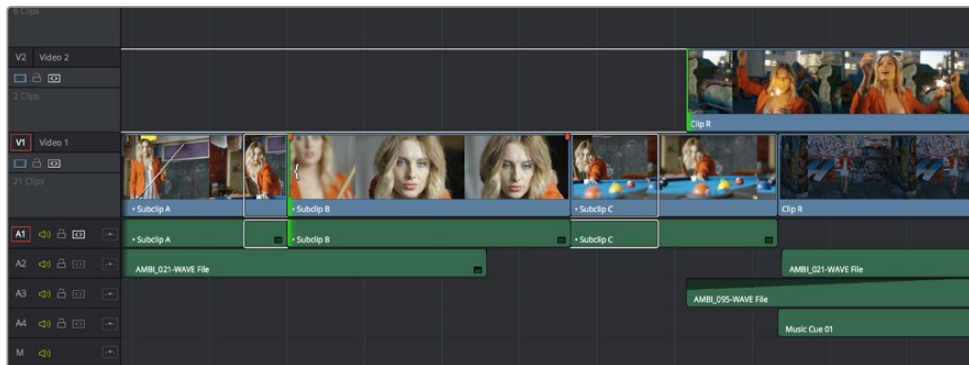
Each track's Auto Select control can be used to control how trimming operations affect timelines with multiple tracks and superimposed clips by letting you turn off rippling on specific tracks, while leaving it on for others. The rules are simple:

- **Tracks with Auto Select enabled:** Ripple editing or ripple deleting affects all clips to the right on that track.
- **Tracks with Auto Select disabled:** Rippling is disabled on these tracks.



Before and After, clip to the right of Subclip B on tracks V2, V1, and A1 are rippling, but clips on tracks A2 through A4 are not because those track's Auto Select controls are turned off

- **Tracks with Auto Select turned off with an edit selection:** If you select the outgoing or incoming half of an edit on a track that has Auto Select off, the result will be a resize operation. Ripple deleting clips leaves a gap.



Before and After, clips to the right of Subclip B on Track V1 are rippling, but because of the In point selection on track V2, Clip R is being resized instead of being rippled even though its Auto Select control is turned on

Typically, you'll want to leave Auto Select on for all tracks when rippling clips, to ensure that all clips in your timeline stay in sync. However, when the occasion requires, this gives you the option to suspend rippling on specific tracks while allowing rippling on others.

Commands to Start Trimming Quickly

A series of commands in the Trim menu make it fast to automatically select the In or Out point of the clip that's nearest to the current position of the playhead, and go into either Selection or Trim mode in preparation for resizing or ripple trimming that edit point. These commands are:

- Select Nearest Edit to Resize In
- Select Nearest Edit to Resize Out
- Select Nearest Edit to Ripple In
- Select Nearest Edit to Ripple Out
- Select Nearest Edit to Roll
- Select Nearest Clip to Move
- Select Nearest Clip to Slip
- Select Nearest Clip to Slide

These commands are similar to using the Edit Selection (V) or Clip Selection (Shift-V) keyboard shortcuts along with those for choosing the Selection (A) or Trim tool (T) both at once, to get you ready for trimming in the way that you want. However, they have the added benefit of, in some cases, letting you specifically choose the In or Out points of the clip nearest the current position of the playhead. These commands don't have keyboard shortcuts by default, but if you prefer this way of working, you can assign them to keyboard shortcuts of your choosing using the Keyboard Mapping panel of the Project Settings.

Trimming Multiple Edits or Clips at Once

DaVinci Resolve lets you select multiple edit points or clips for certain trimming operations, making it possible to trim multiple edits and clips at the same time. In simple cases, this makes it easy to resize, ripple, slip, and slide several superimposed clips at the same time, which is a real convenience, or you can select the In point of every title generator in a credit sequence at once in preparation for shortening or lengthening them all at once. In more complicated cases, this lets you create more complicated trimming scenarios, such as multi-track asymmetric trimming, to quickly take care of difficult tasks.

No matter how ambitious a trim operation you want to set up, the procedure is exactly the same as for an ordinary trim operation. Just make sure you follow these three general steps, and you'll be good:

- 1 Choose Selection mode, and select the edit points or clips you want to trim. To make multiple selections, click once to select the first item, then Command-click each subsequent item you want to add to the selection. You can select as many clips and/or edit points on as many tracks as you like.
- 2 To ripple, slip, or slide the entire selection at once, choose Trim mode. To resize or move each selected item at once, continue using Selection mode.
- 3 Use the mouse, keyboard shortcuts, or timecode entry to execute the trimming operation, just as you would if a single edit point or clip were selected.

The following sections describe each of the special-case multi-selection trim operations that are possible, along with each one's special rules and limitations.

Resizing and Rolling Multiple Edit Points

You can resize or roll multiple edit selections at once. In this way, you can adjust the edit points of multiple superimposed clips all together. Trimming multiple edit points essentially lets you “gang” them so that all selected edits move together as one.

- To resize multiple clips at once, select the left (outgoing) or right (incoming) half of each edit point you need to adjust, then use the Selection tool to drag those edit points to resize them all.
- To roll multiple clips at once, select every edit point you need to adjust right at the center, so that both the incoming and outgoing halves of each edit point are selected, then use either the Selection or Trim tools to drag those edit points to roll them all.

NOTE: You cannot combine ripple and roll operations at the same time.

Rippling Multiple Edit Points

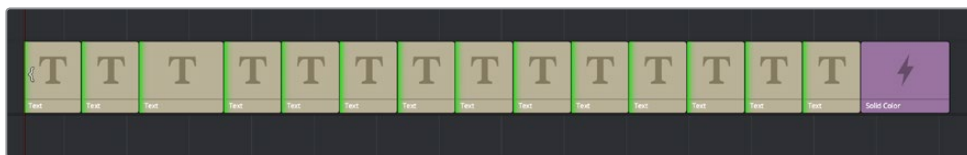
It's also possible to select multiple incoming or outgoing edit points on either superimposed video tracks, or on the same video track, in order to ripple them all at once. A good example of when you'd want to ripple multiple clips on the same track is if you've got an end credit sequence of fourteen text generators, and you'd like to shorten the entire sequence by a particular amount. This example can be seen below.

When you ripple trim multiple edits on the same track, how many frames are trimmed in a particular trim depends on what method you use to do your trimming.

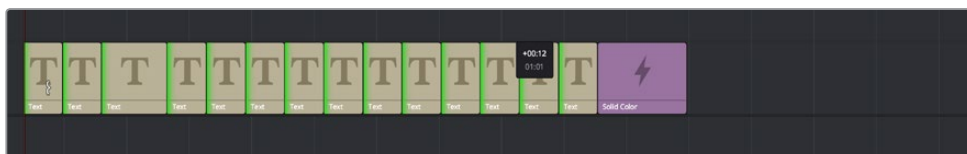
- If you use the Trim tool via dragging in the Timeline, then you can choose to ripple the entire selection of edits by an arbitrary duration, for example, shortening or lengthening the entire selection by 8 frames. To do this, Resolve performs your multi-selection trim operation one edit at a time, removing a frame at a time from each selected edit from the left to the right as you trim, until either you stop the operation, or every single selected edit has had a frame removed, at which point Resolve begins trimming the second frame from each selected edit from the left to the right, and then the third, and so on, until you stop trimming. Working this way, you can use the mouse to trim any number of clips to fit into any duration.
- You can also choose to ripple each selected edit by the same amount, for example removing 3 frames from each of the selected edits, all at once. To do so, hold the Command key down while dragging selected edits with the Trim tool, or use Dynamic JKL trimming, or trim by entering relative timecode values, or use the nudge keys (period and comma).

To ripple trim multiple edits on the same track:

- 1 Click the Trim tool, and drag a bounding box in the Timeline to select all forty-nine edits.
- 2 Press the U key to select the incoming half of each selected edit.
- 3 Use whichever trimming method you prefer to ripple the sequence to be shorter or longer. Dragging using the Trim tool lets you trim by an arbitrary number of frames, while holding the Command key down while dragging with the Trim tool, using timecode entry to trim, using the comma and period nudge keys, or using Dynamic JKL trimming lets you trim every selected edit by the same number of frames.

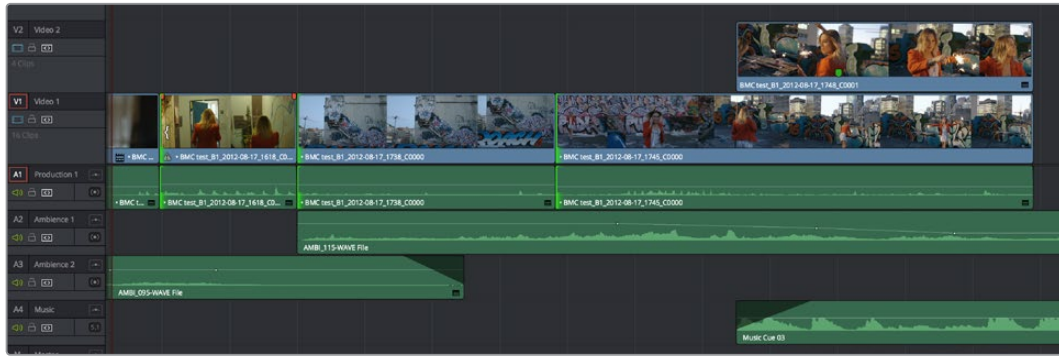


Selecting fourteen incoming credits edit points

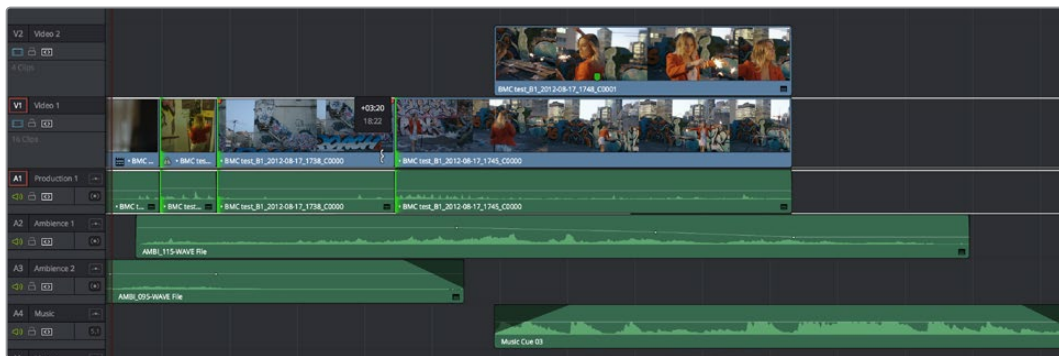


Trimming them all at once

In the following example, the incoming edit of three clips in the following montage are selected and simultaneously rippled using the Trim tool. Notice that each overlapping clip ripples along with the nearest selected edit that's to the left of it; this means that the superimposed clip in track V2 and the audio clip in track A4 ripples along with the third selected edit, while the audio clip in track A2 ripples along with the second selected edit. Since the audio clip in track A3 starts to the left of the first selected edit, it does not ripple.



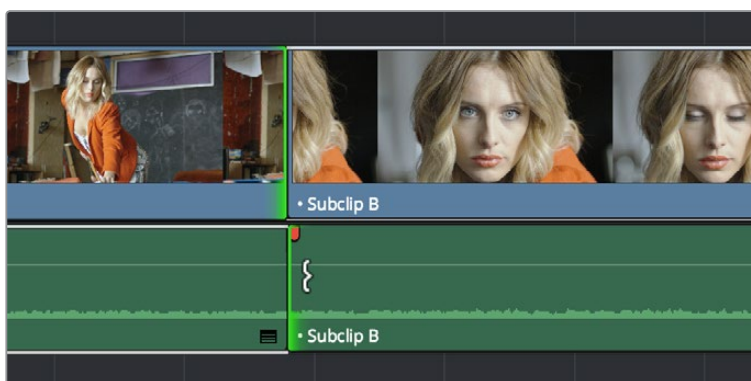
Selecting three incoming edit points



Trimming them all at once

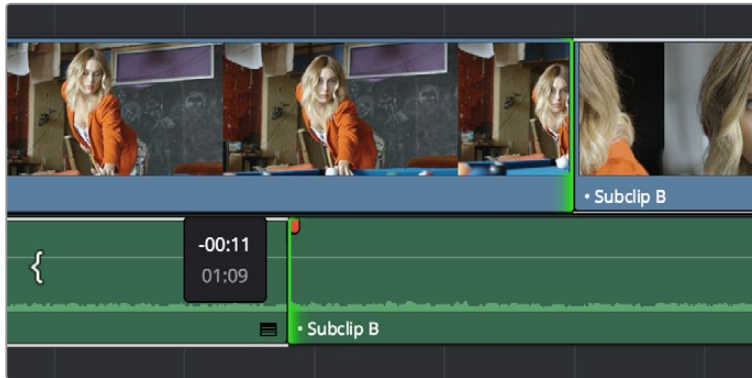
Asymmetric Trimming

Asymmetric resize or ripple trimming can also be done to multiple clips, with one selection per track allowable on as many tracks as you require. To asymmetrically trim two or more clips, select an outgoing edit point on one track, and then Command-click an incoming edit on another track.



Selecting opposite outgoing video and incoming audio edit points in preparation for performing an asymmetric ripple trim

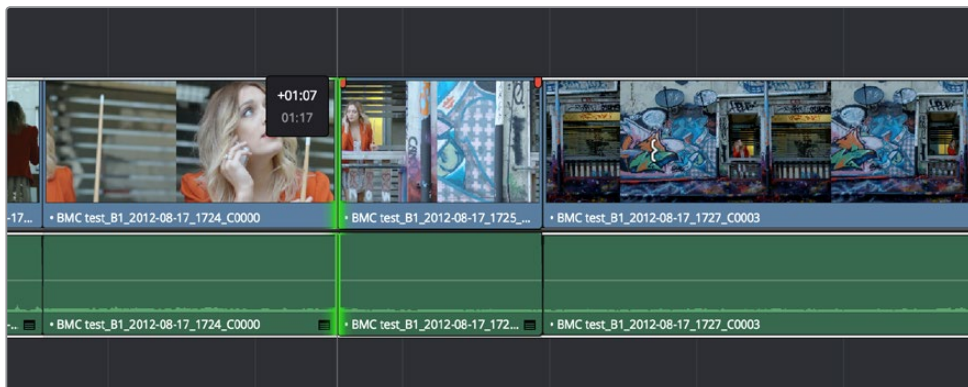
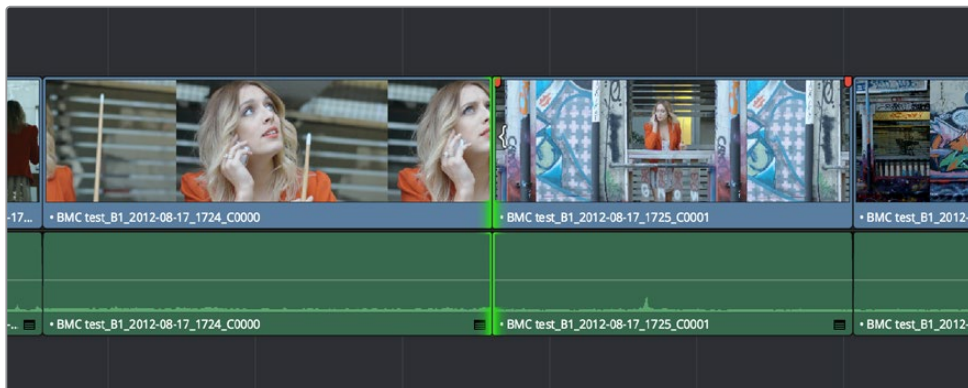
To select the outgoing video edit of one clips and the incoming audio edit of the next clip in preparation for making a split edit, you can Option-click the outgoing video edit to suspend linked selection, and then Command-click the incoming audio edit to add it individually to the selection. Now when you drag, nudge, or use timecode to trim, each selected edit point will move in the opposite direction.



Dragging to perform an asymmetric ripple trim to create a split edit using the Trim tool

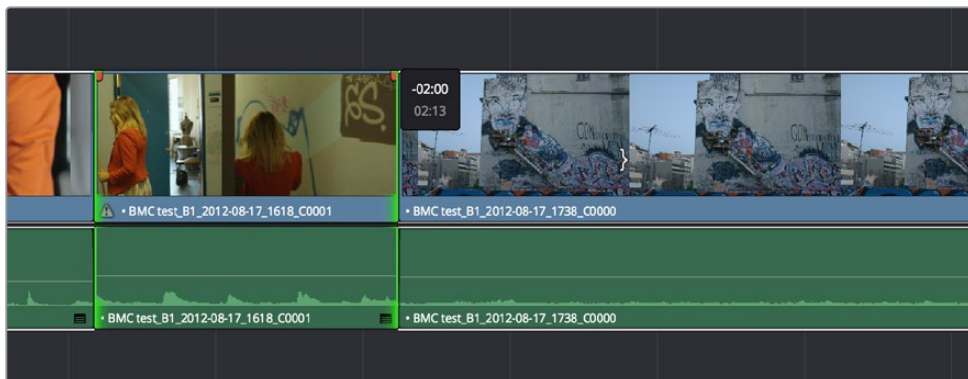
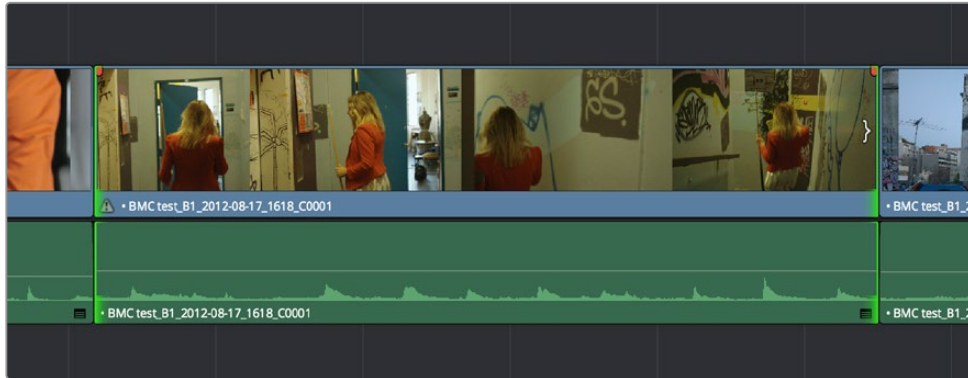
Starting in version 12, you can also do asymmetric trims to multiple edits in the same video and/or audio track. There are two compelling reasons for doing so:

- Select the outgoing half of an edit point (the left side), then Command-click to select the incoming half of the same edit point (the right side) separately. This will not perform a roll edit, but will allow you to either use the Selection tool to resize both edit points away from each other to create a gap, or use the Trim tool to ripple both sides of the edit to shorten both clips while tightening up the Timeline at the same time.



Before and After ripple trimming both the incoming and outgoing halves of an edit to shorten the duration of both clips at once

- You can also select the In and Out points of a clip in the Timeline at the same time, and use the Trim tool to ripple both the beginning and end of the clip closer to the center, shortening the clip while preserving the content in the middle, while tightening up the Timeline.

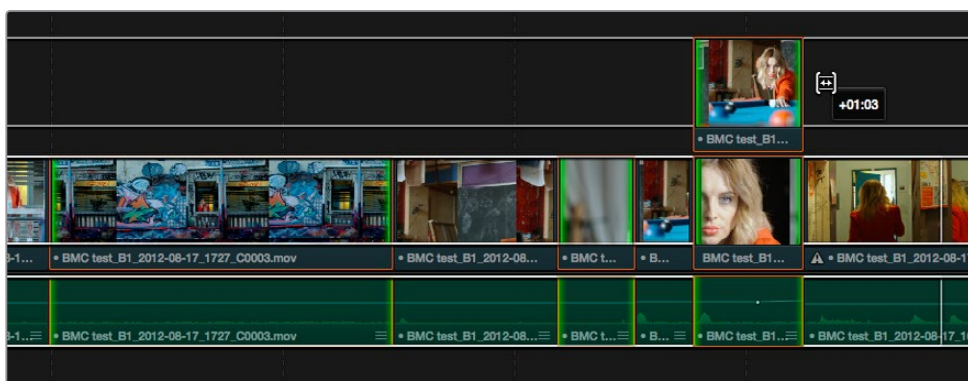


Before and After ripple trimming both the In and Out points of a clip at the same time, shortening the clip by removing heads and tails, and preserving the action in the middle

In short, you can use nearly any combination of edit selections you need to simultaneously trim multiple clips in the same track, in multiple tracks, whatever you need to do to save time. Furthermore, asymmetric trimming can be done in either Selection or Trim mode, either to open and close gaps, or to move edit points to overlap one another to create split edits.

Slipping Multiple Clips

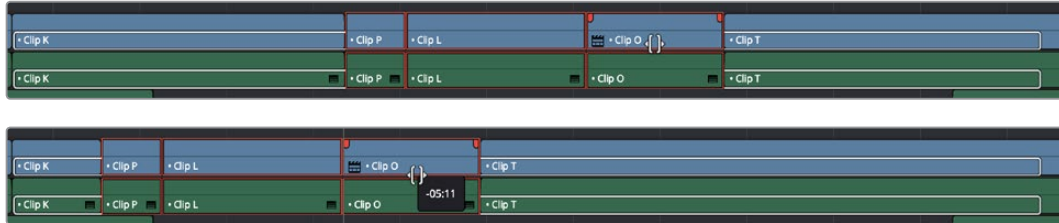
You can simultaneously slip any number of selected clips (so long as they have handles) on any combination of tracks by selecting the clips you want to slip, then choosing the Trim tool, and dragging their name bars or using the comma and period keys to nudge the selection.



Dragging to slip multiple selected clips at once

Sliding Multiple Clips

Starting in version 12, you can select as many clips as you like in preparation for a slide operation. If you select multiple contiguous clips, they slide together as one.



(Before) Selecting four clips to slide, (After) All four clips slid to the right using the mouse

Keyboard Trimming During Looped Playback

A great technique for editors who like to do precision trimming using the Nudge commands is the ability to enable looped-playback so that the Play Around command (Forward Slash) will loop continuously around the edit point you're trimming as you nudge one or five frames at a time to fine tune the cut.

To trim while looping:

- 1 Move the playhead near the edit point you want to trim, and press V to select it.
- 2 Press the U to choose which side of the edit you want to select in order to ripple or roll it, and/or Option-U to choose whether you want to trim video+audio, the video only, or the audio only.
- 3 Press Command-Forward Slash (/) to enable looped playback.
- 4 Press Forward Slash (/) to play around the current edit. With looping on, playback will continue until you stop it. Pre-roll and post-roll can be changed in the Edit panel of the Project Settings.
- 5 During looped playback, press the comma (,) and period (.) keys to trim the selection back or forward by a single frame, or Shift-comma and Shift-period to trim the selection in 5 frame increments.
- 6 When you're finished, press the Space Bar or K key to stop playback.

TIP: When holding down the Shift key while nudging to do a “fast nudge,” the duration of the nudge is customizable in the Editing panel of the Project Settings. By default it's five frames, but you can set it to whatever you want.

Dynamic Trimming

One of DaVinci Resolve's most interactive trimming features is the ability to dynamically resize, ripple, roll, slip, slide, or move selected edit points and clips using the JKL transport control keyboard shortcuts. This means that you can make an appropriate selection in the Timeline (edit points to resize, ripple or roll, or clips to slip or slide) then trim them during playback, while monitoring audio and watching the video.

Trimming while viewing the selected clip or edit point playing back has the advantage of letting you get emotionally involved in what you're watching, as well as experiencing the timing of a clip as it plays, in order to help you get a better feel for how, exactly, you need to trim a particular cut.

While you're dynamically trimming, you see the same two-up or four-up display, the same Timeline overlays, and the same dynamically updating Timeline that appear when you use the Trim tool with the mouse. The only difference is that you're trimming while your program plays.

There are two methods of doing dynamic trimming:

- **Quick Trim:** You can select an edit point or clip, and immediately trim it by pressing Command-J or Command-L to trim back or trim forward. This is a fast way of dynamically trimming, but you can only trim forward and backward at 100 percent speed or greater.
- **Turning on Dynamic Mode:** If you want to do more detailed work, you can press the W key to enable Dynamic mode, (or choose Trim > Dynamic Trim Mode) at which point you are in a special mode where the JKL shortcuts only trim the current selection, whatever it happens to be. However, this mode also gives you additional options for controlling which part of the selection, in the case of multiple selection trims, you want to monitor for audio/video playback.

Keep in mind that both dynamic trim modes work with multiple selections of edit points and clips.

Quick Trimming

If you're in a hurry and you can accomplish the trim you want via real time or faster playback, then pressing the Command key while using the J or L keyboard shortcuts lets you dynamically trim any selection in the Timeline, with audio/video playback.

To dynamically trim using Command-J or Command-L:

- **To dynamically roll an edit:** In either Selection or Trim mode, select the center of one or more edit points, and hold the Command key down while using J or L to move the selection around.
- **To dynamically ripple an edit:** Choose Trim mode, select the outgoing or incoming half of one or more edit points, and hold the Command key down while using J or L to move the selection around.
- **To dynamically resize an edit:** Choose Selection mode, select the outgoing or incoming half of one or more edit points, and hold the Command key down while using J or L to move the selection around.
- **To dynamically move a clip:** Choose Selection mode, select one or more clips, and hold the Command key down while using J or L to move the selection around.
- **To dynamically slip or slide a clip:** Choose Trim mode, select one or more clips to slip, or a single clip to slide, press S to toggle between Slip or Slide modes, then hold the Command key down while using J or L to execute either slip or slide operations.

If you're trimming multiple selections, you can control which edit point you monitor during the trim operation by positioning the playhead at one of the selected edit points.

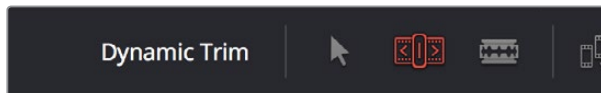
TIP: When you're finished with a dynamic trim operation and you want to see how that edit plays, you can use press the Forward Slash key (/) to play around the position of the playhead to quickly preview that section of the Timeline.

Trimming in Dynamic Mode

If you want to also have the option of trimming in slow motion or frame by frame, in addition to trimming at 100% or greater playback speeds, then you'll need to enable Dynamic mode.

To use dynamic mode to dynamically trim one or more selected clips or edits:

- 1 Press W to enter Dynamic mode. The word Dynamic appears in the toolbar and the playhead turns yellow to let you know you're in this mode, in which all you can do is trim.



Dynamic appears in the toolbar to let you know you're in Dynamic mode

- 2 Make a selection that's appropriate to the trim operation you need to accomplish. Select edit points to resize, ripple or roll, or select clips that you want to slip or slide (using the S key to toggle between slipping and sliding).
- 3 In Dynamic mode, use the Left and Right arrow keys to move the playhead to the selected edit point you want to monitor while trimming. If the playhead isn't on a selected edit point, then it will jump to the nearest selected edit point once trimming commences.
- 4 Use any combination of the JKL keyboard shortcuts to initiate playback and trimming, including:
 - J+K or K+L to trim in slow motion, with slow motion audio playback
 - Pressing K while tapping J or L to trim a frame at a time
 - Pressing J or L to trim with real time playback
 - Pressing J or L repeatedly to trim in fast-reverse or fast-forward, at a variety of speeds
- 5 When you're finished, press W again to toggle Dynamic mode off again.

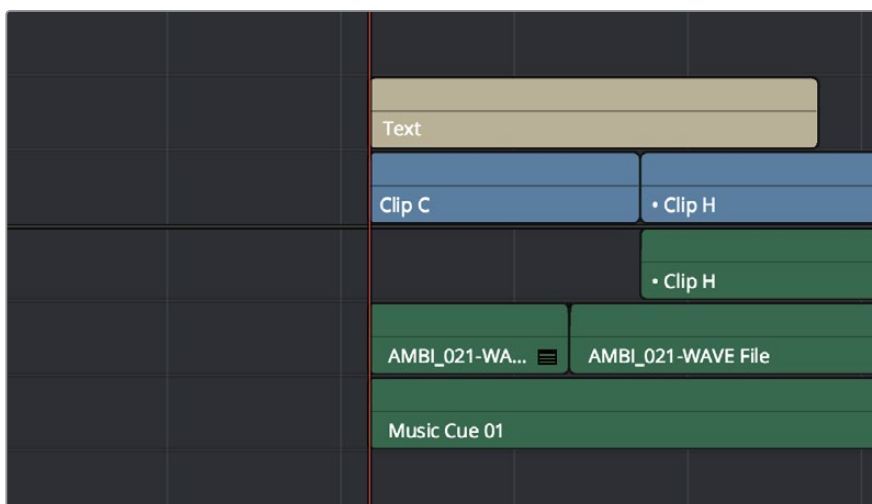
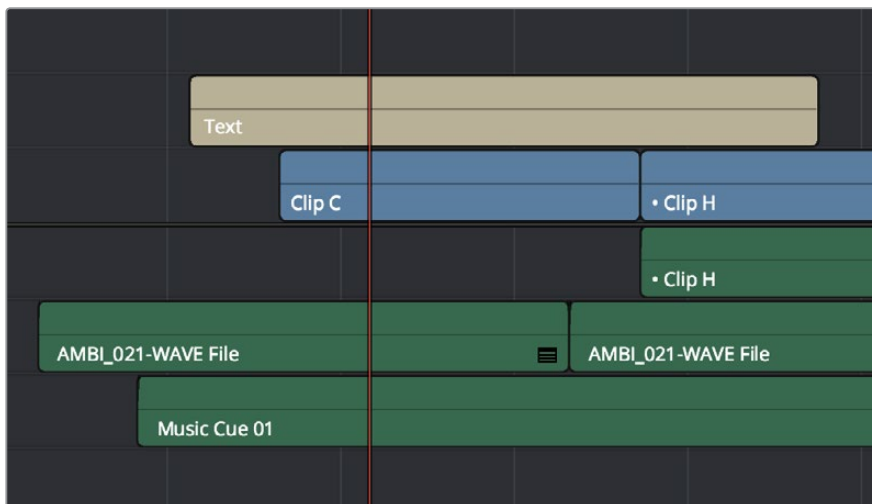
As you dynamically trim, all audio clips in all audio tracks will play back as they cross the playhead, so you can hear your entire mix as you're trimming.

You always want to be sure to turn Dynamic mode off when you're done, because otherwise using JKL will continue trimming selections, instead of playing the Timeline.

Trim Start and Trim End

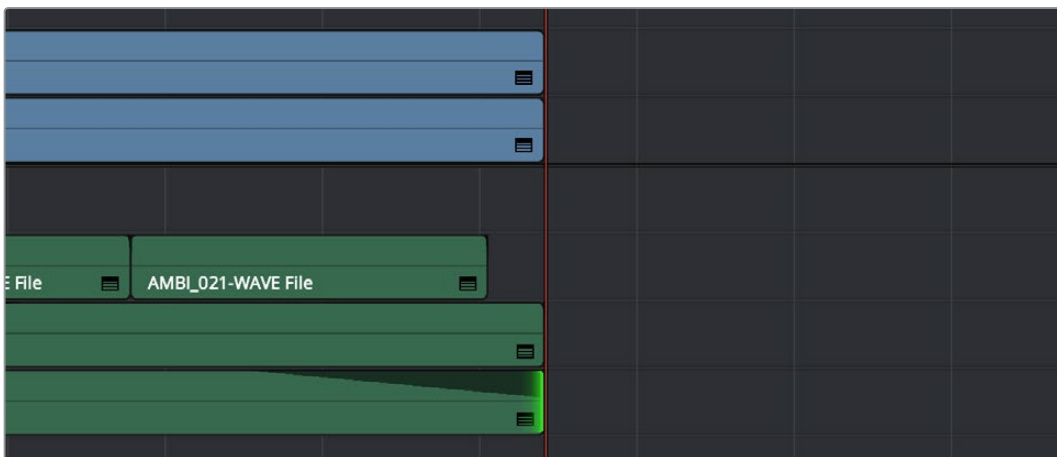
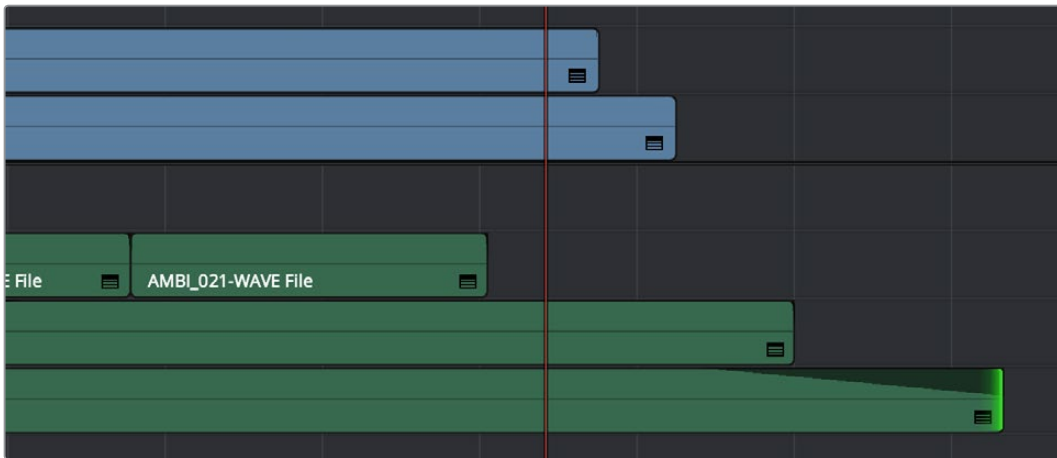
The Trim > Trim Start (Shift-[) and Trim End (Shift-]) commands let you move the In or Out point of all clips that intersect the playhead as either a ripple operation (in Trim mode) or a resize operation (in Selection mode). You do not need to make a selection to use Trim Start and Trim End, making these commands fast to use in the right situation. A classic use of Trim End is when you have several superimposed clips of different lengths that you want to either start or end at the same time.

- Trim Start resizes or ripples (depending on what mode you're in) all clips that intersect the playhead, so that each clip's In point is moved to the current playhead position.



Before and After a Trim Start operation, all clips that intersect the playhead are trimmed

Trim End resizes or ripples intersecting clips so that each intersecting clip's Out point is moved to the current playhead position.



Before and After a Trim End operation, all clips that intersect the playhead are trimmed; clips that don't intersect the playhead are not affected

Clips that don't intersect the playhead are not affected. Furthermore, you can exclude clips on specific tracks from this operation by disabling the auto-select controls on those tracks.

Resize, Ripple, and Roll Start and End Commands

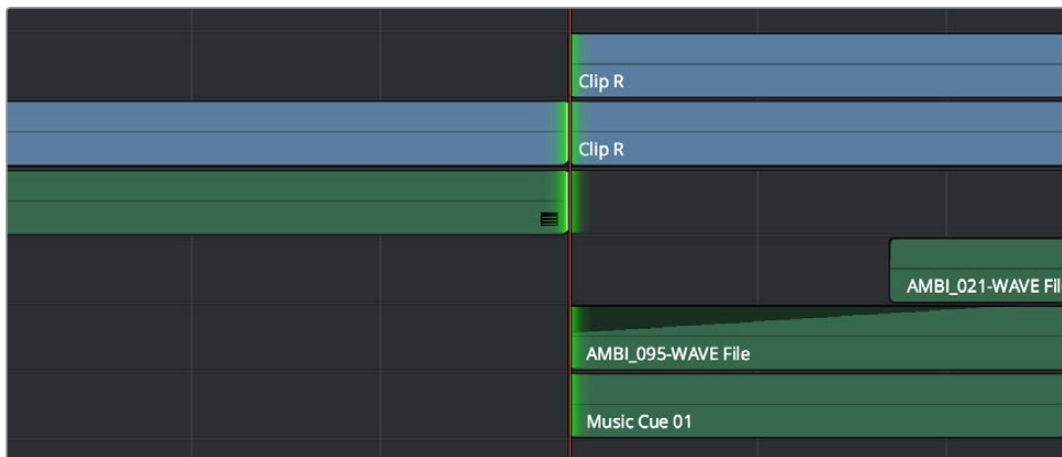
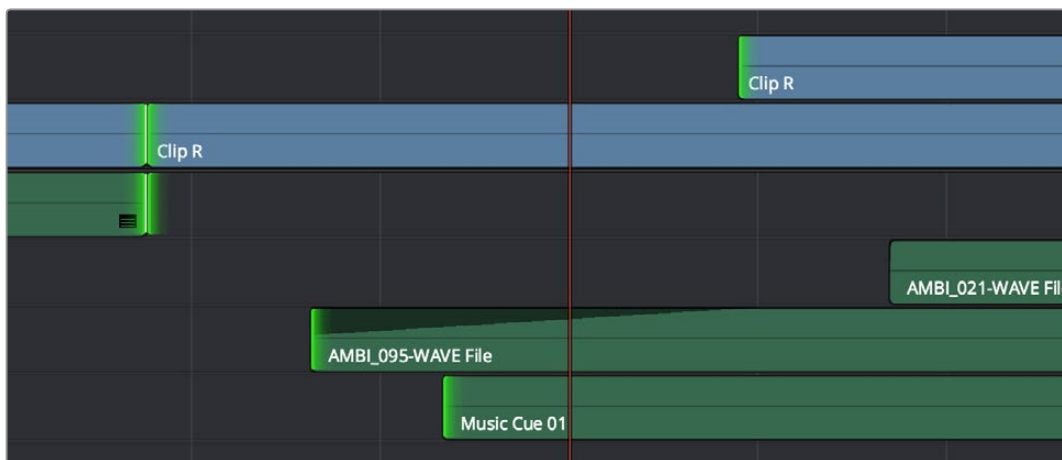
Another set of commands in the Trim menu lets you combine the Trim Start and Trim End functions with the act of choosing either Selection or Trim mode, and the ability to resize, ripple, or roll, all with single commands.

- Resize Start to Playhead
- Resize End to Playhead
- Ripple Start to Playhead (Shift-Command-[)
- Ripple End to Playhead (Shift-Command-])
- Roll Start to Playhead
- Roll End to Playhead

Just as with Trim Start and Trim End, these commands use the Timeline Auto Select controls to determine, of all clips intersecting the playhead, which clips on which tracks to trim. Many of these commands don't have keyboard shortcuts by default, but if you prefer this way of working, you can assign them to keyboard shortcuts of your choosing using the Keyboard Mapping panel of the Project Settings.

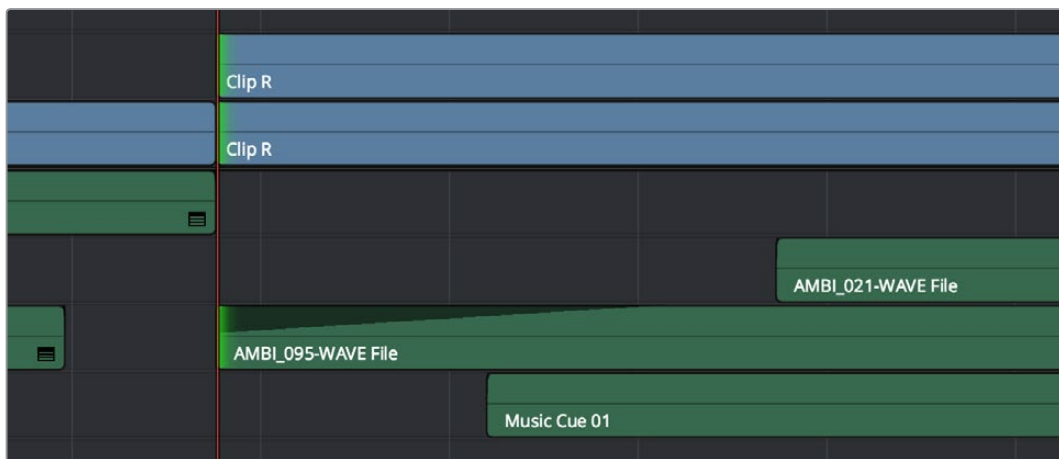
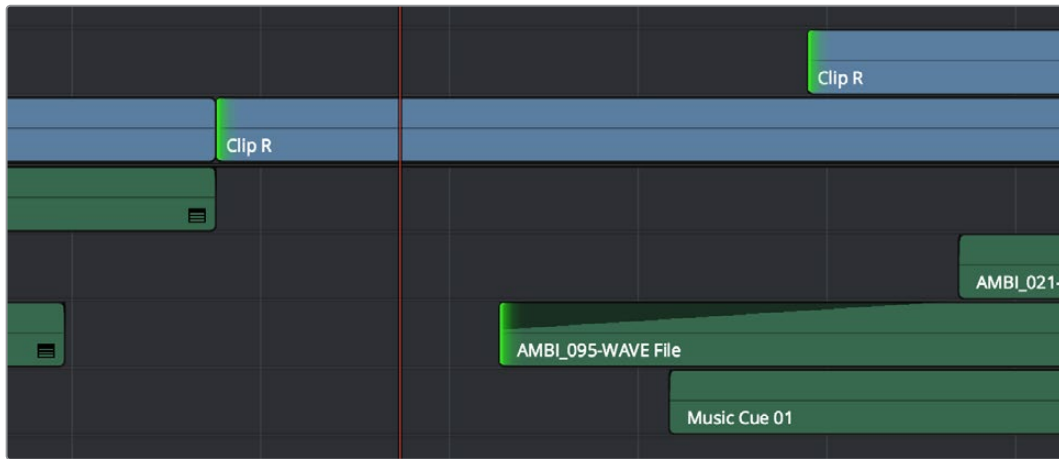
Extend Edits

The Extend Edit command (Trim > Extend Edit) lets you resize or ripple one or more selected edit points. Unlike Trim Start and Trim End, it doesn't matter if the playhead intersects clips when doing an Extend edit. Make one selection per track of any combination of In or Out points, and press the E key to move those edit points to the current position of the playhead.



Before and After a multi-track extend edit performed in selection mode

In Trim mode, selected edit points will ripple instead of resizing affected clips. However, to simplify multi-track extend edit operations when using the Trim tool, the lowest numbered video track with auto-select enabled defines the amount by which the extend edit will ripple the rest of the Timeline; all selected edit points on other tracks are simply resized to the position of the playhead.



Before and After a multi-track extend edit performed in Trim mode; you can see that the lowest numbered track with a selection defines how far the Timeline will be rippled