

# Vegas User Group – VUGNotes 2

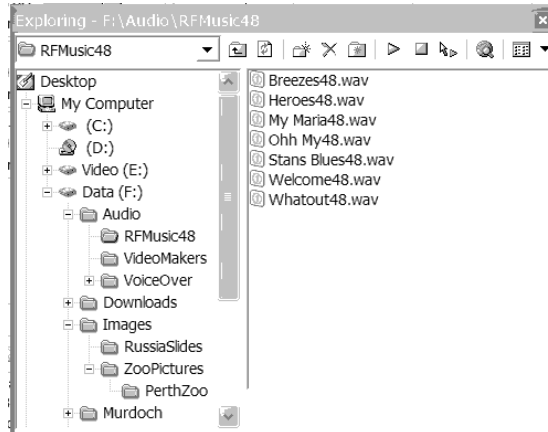
## Basic Techniques for working with the Timeline

### 1 Reviewing Resources

A Vegas projects consists of any number of resources (video clips, still images, audio). You add resources to your project either by importing them (external resources) or by creating them within Vegas (titles, the media generator).

Before adding external resources it's useful to review them. You can do this from the Explorer window. Look at the toolbar in the Explorer window. It contains a play and a

stop icon .



Choose a file in the right hand Explorer window and click on the play button. You will see a preview of the file in the Vegas Preview window. This works for still images, video clips and sound files

### 2 Adding External Resources

The easiest way to add external resources is to have both the Explorer window and the Media Pool visible at the same time.

- ❖ Make the Media Pool into a separate window and then drag it back into the docking area.
- ❖ Review the external media if necessary in the Explorer window and then select the required files by clicking. You can select multiple files by holding down the CTRL key. Drag the files from the Explorer window into the Media Pool window.
- ❖ All imported resources go into the project bin by default. At this stage that's acceptable, but later on you will want to keep track of resources by putting them in separate bins.










### 3 Adding Resources to the Timeline

The easiest way to add media to the timeline is by dragging from the Media Pool. You can review media items by using the play and stop buttons in exactly the same way as in the Explorer window.

- ❖ To add media and create new tracks, drag to empty space in the timeline area.
- ❖ To add media to an existing track, drag to that track.



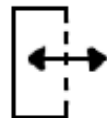
## 4 Timeline Tools

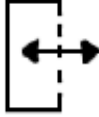

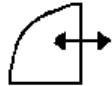

Learn to identify the following timeline tools and modifiers:

	Modifier:	ENABLE SNAPPING
	Modifier:	AUTOMATIC CROSSFADES
	Modifier:	AUTO RIPPLE (three options via the drop down box)
	Modifier:	Lock envelopes to events
	Modifier:	IGNORE EVENT GROUPING
	Tool:	NORMAL EDIT
	Tool:	Envelope edit
	Tool:	SELECTION EDIT
	Tool:	Zoom edit

## 5 Basic Operations with Events

An EVENT is the name given to a clip or part of a clip, or a still, or a length of audio when placed on a timeline. With a movie clip, the event starts off life as the same length as the original, but you can easily change its length. What changes is the EVENT and NOT the original clip.

Operation	Tool	Cursor	How To
Selecting an event	Normal Edit		Click in an event
Moving a single event without affecting the rest of the timeline	Normal Edit Auto Ripple OFF  Ignore Event Grouping OFF/ON as required.		Select an event by clicking in it. Hold down the left mouse button and drag.
Resizing an event without affecting the rest of the timeline	Normal Edit Auto Ripple OFF  Ignore Event Grouping OFF/ON as required.		Select an event by clicking in it. Move the mouse to the left or right edge near the centre and drag left or right.

<p>Resizing an event and causing the rest of the media to be moved in time to match.</p> <p>NOTE: This tool can be dangerous. Turn it OFF after use.</p>	<p>Normal Edit Auto Ripple ON</p> <p>Use the down arrow to choose the range over which the action will work (single track or all tracks)</p>		<p>Select an event by clicking in it. Move the mouse to the left or right edge near the centre and drag left or right.</p>
<p>Making a transition between events</p>	<p>Normal Edit Auto Ripple OFF Automatic Crossfades ON</p>		<p>You must have two adjacent events. The operation works at their boundary. Select the right hand event and drag it over the left hand event.</p> <p>The transition applied is your pre-chosen DEFAULT transition – typically a crossfade.</p> <p>Once the transition is in place you can replace it by choosing an alternative from the Transitions panel and dragging it on to the original crossfade.</p>
<p>Fading an event in and out.</p>	<p>Normal Edit Auto Ripple OFF</p>		<p>Select an event by clicking in it. Move the mouse to the left or right edge near the top of the event until the cursor changes and drag left (to fade out) or right (to fade in).</p>
<p>Selecting the beginning or end of an event</p>	<p>Normal Edit</p>		<p>Select an event. Press [ to select the in point and ] to select the outpoint. The playhead moves to the selection.</p>

## **6 Basic Operations with the Timeline**

There are many, many things that you might want to do, and usually several ways to do them. The following is a very limited overview.

<b>Operation</b>	<b>How To</b>	<b>Notes</b>
Go to the start of the timeline	Press CTRL and HOME	
Go to the end of the timeline	Press CTRL and END	
Alter the timescale of the timeline	Rotate the mouse-wheel OR click on the + or – buttons at the bottom right of the timeline window.	
Select a region of time	Drag over the region NOT IN AN EVENT. For example use the space at the top of the timeline.	
Deselect a region.	Click (but don't drag) anywhere outside the selection.	
Make a selected region into a loop.	Select a region as above. Click on the LOOP button.	