



# HitFilm Express - Editing

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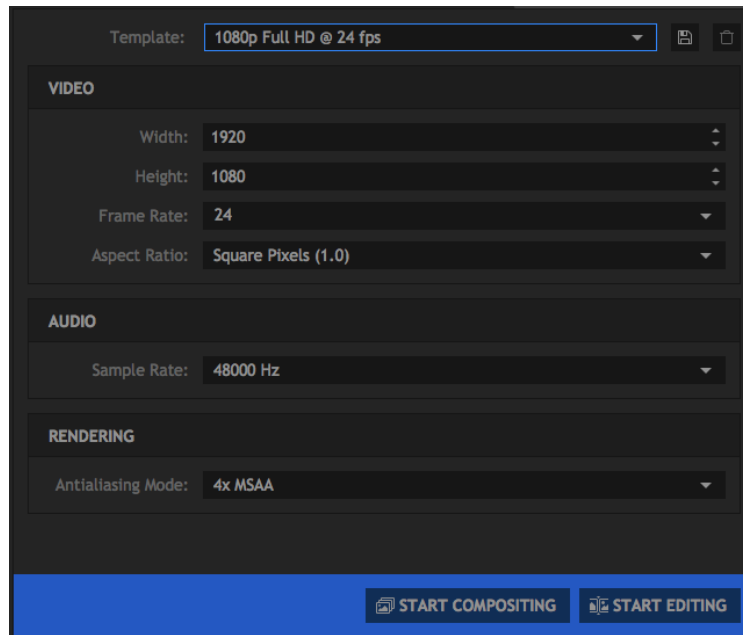
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## Getting Started

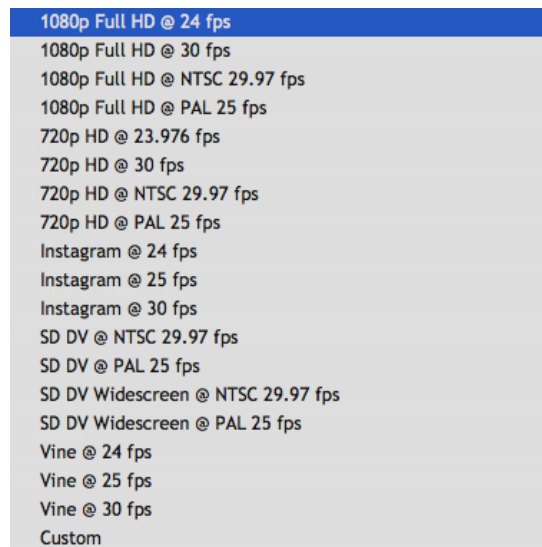
After starting HitFilm Express you are presented with the Home screen. From here you can quickly access your recent saved projects or create a new project.

### Create New Project

- Clicking the **New** button on the upper left (or File > New) will take you to the **Project** screen, where you set up your initial project settings:



- Use the Template drop down menu to choose the default settings for your project. Use the settings that most closely match your camera settings when you shot the footage.



You have two options for getting started:

- **Start Compositing:** Creates a new composite shot using the project settings. This is useful if you want to immediately start work on a visual effects shot.

Compositing is the process of stacking multiple visual elements to create one visual effect. Think of compositing as vertical layers. Very similar to layers in PhotoShop. You can create a composite shot from the start or as you are editing.

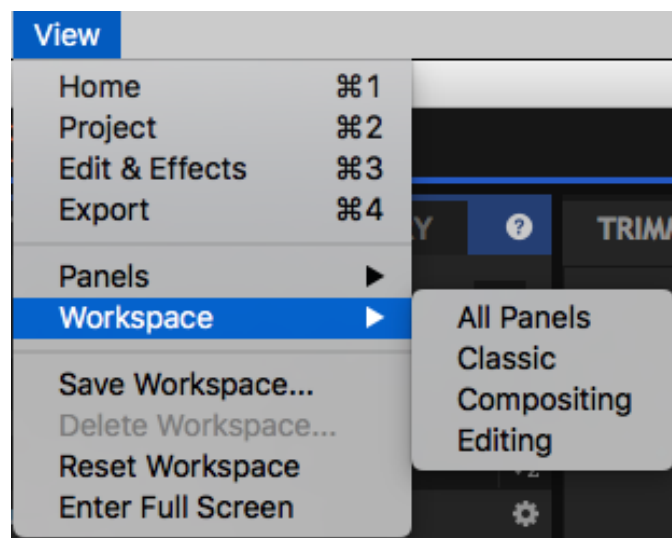
- **Start Editing:** Sets up your editor timeline so that you can start importing and editing your clips. Use this option if you are using HitFilm as your main editor.

Editing is the process of cutting and putting together clips in the order with which to better tell your story. This includes adding transitions and music/sound effects. Think of editing as linear and horizontal.

## Workspaces

Four standard workspaces are provided to suit common tasks. To activate a workspace click **View** in the menu, hover over **Workspace**, and choose one of the following:

- **All panels:** A feature-rich workspace with all panels enabled. Easy access to all editing and compositing features.
- **Classic:** Based on the legacy layout from previous versions of HitFilm.
- **Compositing:** Optimized for compositing, with emphasis on the controls and effects panels.
- **Editing:** Optimized for editing, with emphasis on the trimmer, media panel and viewer.

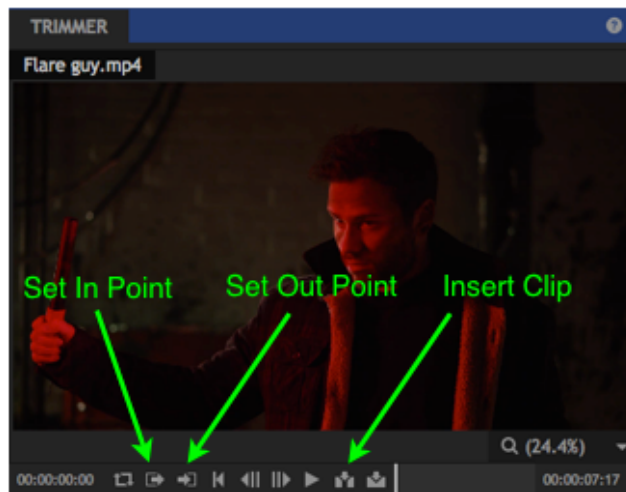


## The Interface

### Trimmer

The Trimmer can be used to identify a specific section of a media asset before adding it to your timeline as a clip. This makes it easy to remove the start and end of a take, retaining the portion between 'action' and 'cut'. The Trimmer is also useful for previewing media before using them on the timeline.

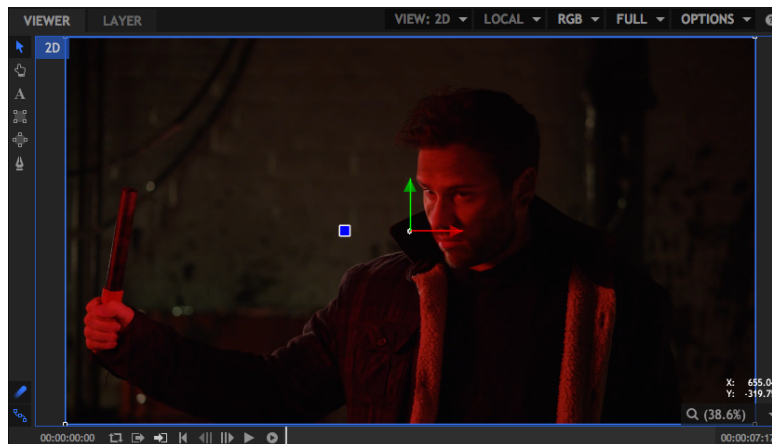
The In and Out buttons in the Trimmer are used to specify the section of the asset which will be added to the timeline. You can drag from the Trimmer directly onto the timeline, allowing you to position the new clip precisely. A green outline displays the drop location on the timeline.



### Viewer

The Viewer is where you see the results of your editing and compositing. It's also where you'll make many of your compositing decisions, adjusting layers and masks directly instead of using the Controls panel.

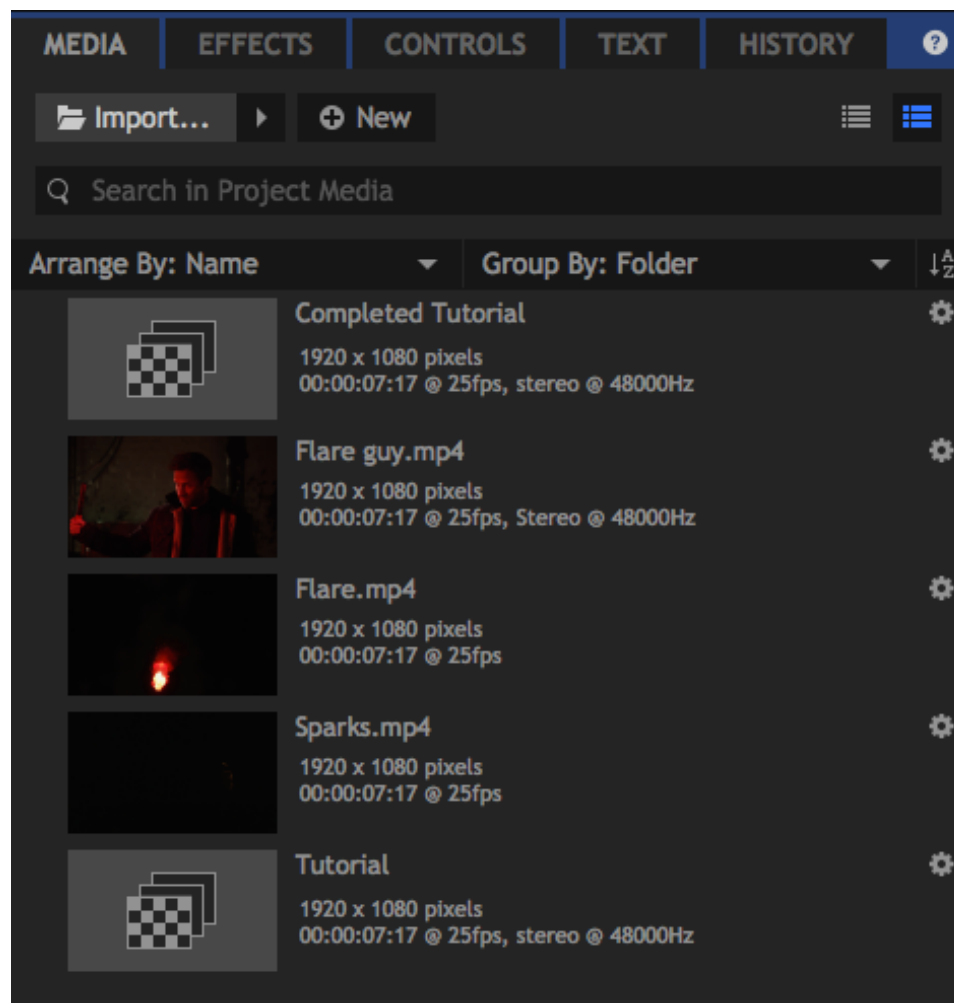
The Viewer is linked to your currently active timeline. The Viewer's contents and available tools will vary depending on your chosen timelines.



## Panels

There are several panels in HitFilm, including:

- **Media** - All of your re-usable project items are stored in the Media panel for easy access.
- **Effects** - Contains visual effects you can add to your project.
- **Controls** - Most of your customization decisions are made in the Controls panel, which displays every detail of your currently selected layer or clip.
- **Text** - Use to add titles to your project.
- **History** - Everything you do in HitFilm is recorded in the History panel.



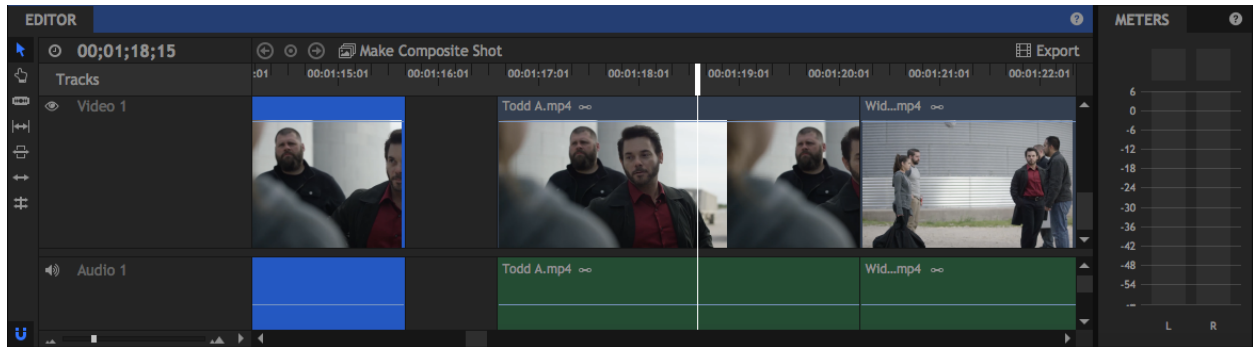
If you are not seeing a panel, do the following:

- Click **View** in the menu.
- Hover over **Panels** and select the panel you want to see. Any panels with a check next to it are already visible.

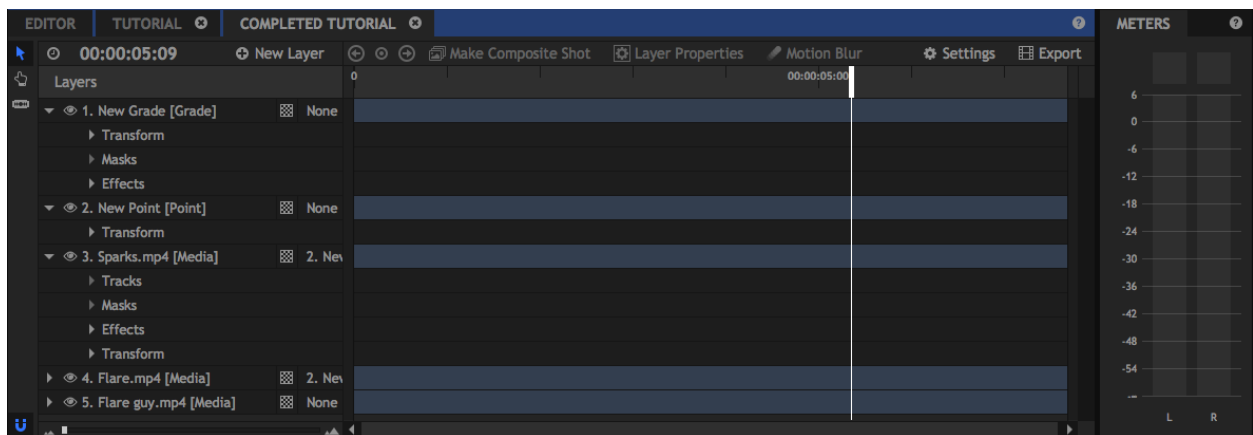
## Timeline

There are two different timelines in HitFilm.

- **Editor Timeline** - The editor timeline is track-based. Each track can contain multiple clips in sequence, one after another. This makes it very easy to edit your videos. You can have an unlimited number of tracks in the editor, which is useful for basic compositing, titling and editing.



- **Composite Timeline** - Composite shot timelines are layer-based. Each layer contains a single asset which can be highly customized, enabling you to carry out sophisticated compositing tasks.



## Import Media

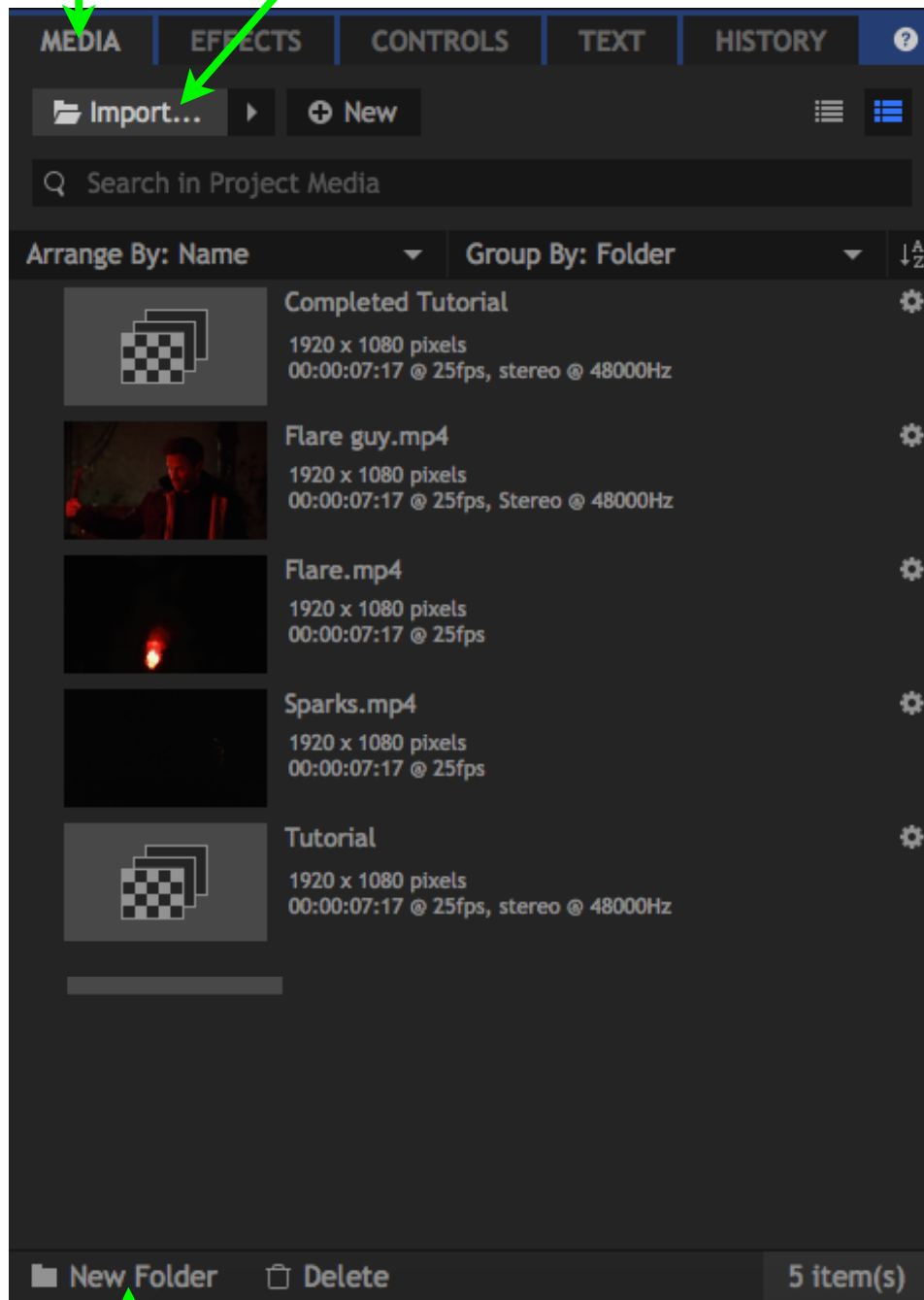
To use media files in your project you need to first import them. Once imported they become assets in the Media panel, where they can be accessed and re-used as many times as you want. HitFilm only references the original files. Therefore, if you wish to transfer a project to another computer you must make sure all project media is also included.

To import files to HitFilm, do the following:

- Select the **Media** panel and click **Import** (or drag clips to the Media panel)
- Use folders to organize large projects

**Media Panel**

**Click Import**



**Create a Folder**



## Editing

Preview and trim clips before adding them to the timeline. This will help save time in the editing process.

### Preview

- Select a clip in the **Media** panel. It will appear in the Trimmer. From here you can play and preview the clip.

### Trim

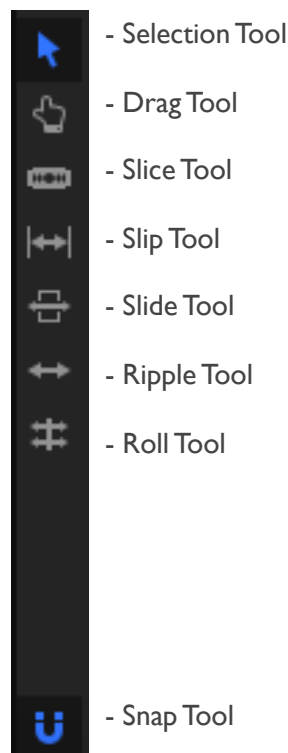
- Drag the playhead to the point where you want the clip to begin and click the **Set In Point** button (Keyboard shortcut: I).
- Drag the playhead to the point where you want the clip to end and click the **Set Out Point** button (Keyboard shortcut: O).

### Add Clip to Timeline

- Place the play head at the point in the timeline in which you want the clip to start and click the **Insert Clip** button (Keyboard shortcut: J). Or...
- Click and drag the clip from the Trimmer to the spot in the timeline where you want it to play.

## Editor Tools

Use the Editor Tools located to the left of the timeline to fine tune your edit.



## Editor Tools Explained

### Selection Tool

- You can select single or multiple clips with the Select tool. Selected clips are highlighted in blue.
- Simply click a clip to select it. Selecting a different clip will deselect the first one.
- Holding Ctrl while selecting clips enables you to select multiple clips.
- You can also drag a selection box around multiple clips to select them all. By default the timeline will automatically scroll left and right while dragging a selection box. Holding Alt while dragging will also automatically scroll vertically through the video or audio tracks, depending where your mouse was positioned.

### Drag Tool

- Simply used to navigate the timeline. Use this tool to click and drag to the left or right depending on where you want to go on the timeline. The scroll function on your mouse (if it has left and right scrolling) will do the same thing.

### Slice Tool

- The Slice tool is for cutting individual clips into multiple clips.
- When using the slice tool, clicking anywhere on a clip will cut it at that point, splitting it into two clips. You can slice a clip as many times as you want.
- After a clip has been sliced, both pieces exist separately on the timeline and can be adjusted individually.
- Holding Alt will slice all clips at that frame.

### Slip Tool

- Slip edits are useful for adjusting the in and out points of a clip without affecting its length or position on the timeline.
- When the slip edit tool is selected on the editor timeline you can click and drag on any clip to perform a slip edit.
- The Viewer changes to show useful information during the slip edit.
- The top left and top right videos show the adjacent frames before and after the selected clip. These do not move during the slip edit, as the slip edit does not affect other clips.
- The larger, lower videos show the in and out points for the selected clip. As you drag with the slip edit tool, the clip's duration and position on the timeline remain unchanged but its in and out points are shifted.
- The Viewer preview can be used to easily check continuity between shots.

### Slide Tool

- The Slide edit tool is used for quickly moving the position of a clip on the timeline relative to those before and after it.
- The selected clip's duration and out point do not change. The previous clip's out point and the next clip's in point are adjusted automatically to accommodate the selected clip.
- The timeline shows a preview of the slid clip's new location.

- The Viewer updates with useful information during a slide edit.
- The top two videos represent the start and end points of the selected clip. These do not change as the duration and in and out points of the selected clip do not change during a slide edit.
- The bottom two videos represent the frames or the clips adjacent to the selected clip. As you slide the clip these update to show the new frames at the edit points.

### **Ripple Edit Tool**

- The Ripple edit tool is used to trim the in or out point of a single clip, while adjusting the timeline to ensure no gaps or overlaps are created. Therefore the edit 'ripples' down through the timeline.
- After a ripple edit, all clips (including the selected clip, in the case of ripple editing its in point) to the right are shifted in time automatically.
- This is a good way to ensure that your timeline does not have any unwanted or accidental empty space between clips.
- The Viewer updates with useful information during a ripple edit.
- When adjusting the in point of a clip with the ripple edit tool, the selected clip will be shown on the right side of the Viewer. The adjacent clip to the left is shown on the left side.
- When adjusting the out point of a clip the videos in the Viewer are reversed, with the selected clip on the left and the adjacent clip on the right.
- During a ripple edit the selected clip will update in the Viewer to show the current edit point.

### **Roll Edit Tool**

- The Roll edit tool is used to trim two continuous clips at the same time. The out point of the first clip and the in point of the second clip will be trimmed simultaneously, changing the duration of both clips without moving their positions on the timeline.
- When you position the mouse on the connecting line between two clips it will change the roll edit icon. Clicking and dragging with the mouse will change the out point of the first clip and the in point of the second simultaneously. Surrounding clips are unaffected.
- The Viewer updates with useful information during a roll edit.
- The out point of the first clip is shown on the left and the in point of the second clip is shown on the right. As you perform the roll edit both previews will update to show the new edit points.

### **Snap Tool**

- With snap turned on, the ends of clips automatically link (snap) to each other. This helps to ensure that you don't get any accidental empty frames in between clips. To move a clip with more precision you'll want to turn snapping off. This will allow you to move a clip frame by frame.