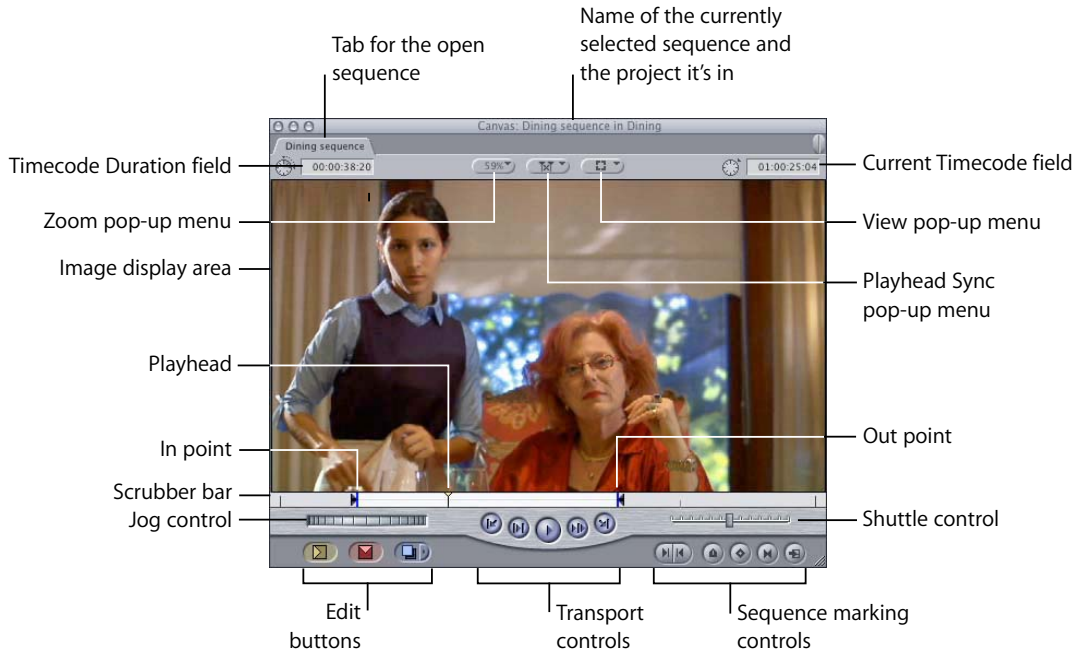


Learning About the Canvas

The following is a summary of the controls in the Canvas.



- **Tabs:** Each tab in the Canvas represents an open sequence. Each tab in the Canvas has a corresponding tab in the Timeline.
- **Image display area:** This is the area of the Canvas where you can see the video from your sequence play back.
- **Playhead:** The position of the playhead corresponds to the currently displayed frame. You can move the playhead to go to different parts of a sequence.
- **In Point and Out Point:** You can set sequence In and sequence Out points in the Canvas or Timeline. You can use these as placement points to determine where clips are placed in the Timeline destination tracks when you're doing three-point editing. For more information, see Volume II, Chapter 7, "Setting Edit Points for Clips and Sequences."
- **Scrubber bar:** The scrubber bar represents the entire duration of a sequence. You can click anywhere in the scrubber bar to automatically move the playhead to that location.
- **Transport controls:** You use these to play a sequence and to move the playhead within your sequence. The position of the playhead corresponds to the currently displayed frame.
- **Jog and shuttle controls:** These let you navigate more precisely within your sequence.
- **Sequence marking controls:** These are used to add sequence In and Out points, markers, and keyframes.
- **Editing controls:** The edit buttons and the Edit Overlay allow you to perform different kinds of edits from the clip in the Viewer to your sequence.

- *View pop-up menu:* This allows you to control display options such as timecode and marker overlays, as well as the background color for transparent pixels.
- *Zoom pop-up menu:* This lets you enlarge or shrink the image that appears in the Canvas.
- *Playhead Sync pop-up menu:* This gives you options for locking the movement of the playheads in the Viewer and the Canvas together in different ways while scrubbing through clips. For more information, see Volume II, Chapter 24, “Matching Frames and Playhead Synchronization.”
- *Current Timecode field:* This field displays the timecode of the frame at the current position of the playhead. You can enter timecode numbers here to navigate to a new position in your sequence.
- *Timecode Duration field:* This field shows the current duration between the sequence In and Out points. You can change the duration here, which automatically adjusts the the sequence Out point.

Editing Controls in the Canvas

The Canvas can perform five basic types of edits to place a clip in the Viewer into the current sequence. The clip is placed in the Timeline according to the In and Out points set in the clip and the sequence, following the rules of three-point editing. The basic edit types are:

- *Overwrite:* Replaces the clip items in the destination sequence track with the clip in the Viewer.
- *Insert:* Pushes clip items in the sequence forward to accommodate the clip from the Viewer.
- *Replace:* Replaces the clip item beneath the Canvas/Timeline playhead with the clip in the Viewer, using the playhead position in both windows as a synchronization point.
- *Fit to Fill:* Speeds up or slows down the clip in the Viewer to fit between the In and Out points set in the Canvas and Timeline.
- *Superimpose:* Edits the clip in the Viewer into a track above the sequence clip that intersects the playhead.

Variations of overwrite and insert, called overwrite with transition and insert with transition, add the default transition when you perform the edit. This allows you to perform transitions such as dissolves in a single move. These edits are covered in much more detail in Volume II, Chapter 10, “Three-Point Editing.”

You can use the Canvas editing controls to perform edits. Once you’ve marked a clip in the Viewer with In and Out points defining how much of that clip you want to use, you can use the Edit Overlay or the edit buttons at the bottom of the Canvas to perform the edit.