



FREDDIE'S CUSTOM KEYBOARD SHORTCUTS

FOR EDITING AT THE SPEED OF THOUGHT

WHAT EXACTLY ARE KEYBOARD SHORTCUTS?

Keyboard shortcuts (also called "hot keys") assign the actions or tools of your editing program to specific keys on your keyboard. This allows you to access them instantly. *Most editing programs already have default keyboard shortcuts programmed in, but allow you to customize them to your liking.*

SO WHAT ACTIONS AND TOOLS SHOULD I ASSIGN?

Actually, this is up to you and what tools you use most as an editor. In our tutorial, Freddie goes over the actions and tools he uses the most, and assigns them to keys that make sense to him. Create a set of keys that make sense to you! We list what keys Freddie programs to each tool, and what each tool does, below.

CAN I DO THIS IN MY [DIFFERENT] EDITING PROGRAM?

Most editing programs share the same, if not very similar, tools for editing. If you're using a software that allows you to program or assign shortcuts, this should work fine! Even if the program doesn't have the exact same tool or has it listed under a different name, you can substitute whatever works the best. *Here are some start points for locating your program's default keyboard:*

- In Premiere, choose **Edit > Keyboard Shortcuts** (*Premiere Pro > Keyboard Shortcuts if you're on a Mac*)
- In Final Cut Pro 7, choose **Tools > Keyboard > Customize**
- In Sony Vegas Pro, choose **Options > Customize Keyboard**
- In Hitfilm, choose **File > Options > Shortcuts** (*Preferences if on a Mac*)
- When in doubt, use Google

WHY DO I EVEN WANT TO DO THIS?

There are multiple benefits from customizing and using keyboard shortcuts:

It allows you more precision.

Using a mouse to navigate the timeline and your tools makes it both slower and more difficult to find where exactly you want to place your cut or transition, or replay a cut quickly.

It makes you more efficient.

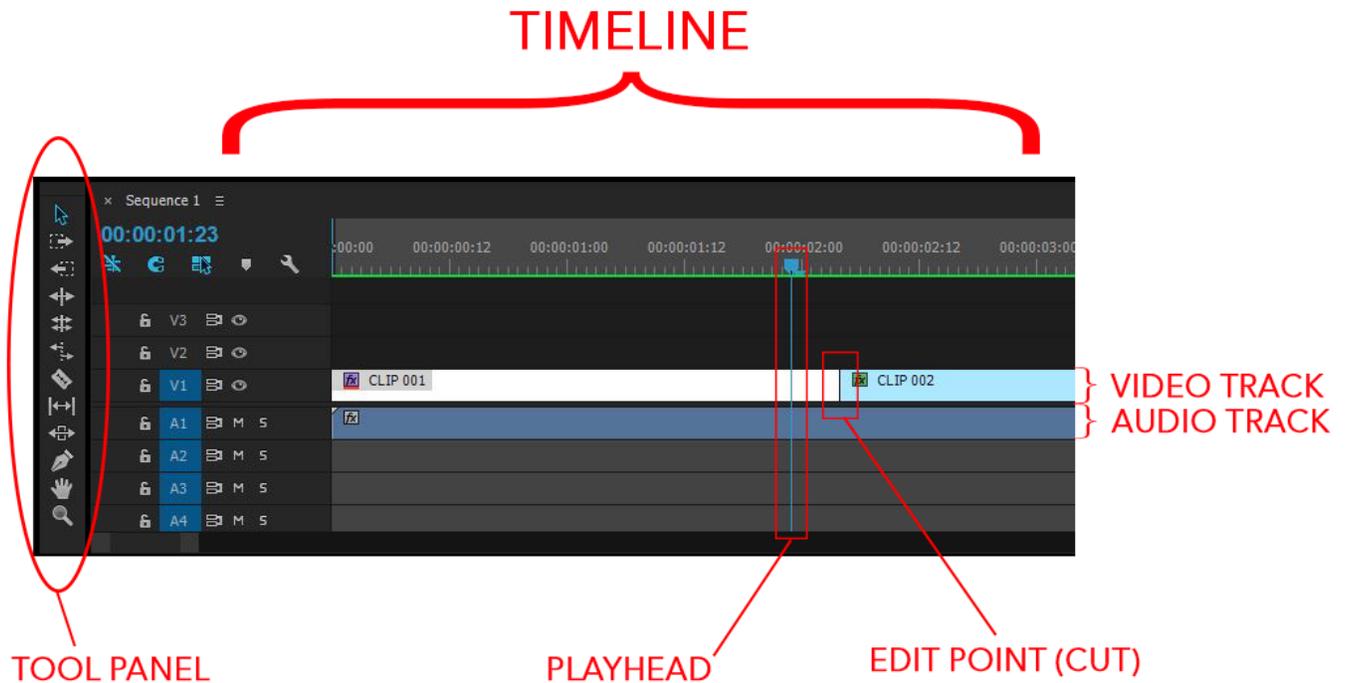
Keyboard shortcuts reduce the amount of right hand movement from keyboard to mouse. Instead of clicking and dragging or scrolling, you can quickly control your timeline from one place. The less you have to move your hands, the less time you will spend clicking around your project looking for the right tools.

Why is efficiency important? *It's the difference between making or breaking it as an editor* when suddenly you have to edit six episodes of a show in the amount of time it normally takes you to edit three... and you have to edit them *well!*

It helps you become a better storyteller.

Programming your keyboard and being able to edit quickly is not *just* about speed, but about not having to think about the technicalities or getting bogged down in the tools you are using. You can have a thought, immediately put it into place, then see immediate results. It allows you to focus on telling the story well, rather than navigating your software, ultimately helping you become a better editor.

TERMS YOU SHOULD KNOW



Timeline - Where you assemble your clips to build your scene or movie

Playhead - The vertical line that shows where you are in your timeline

Tracks - Rows in your timeline where you can place your clips and layer them

Cut - When you cut or slice a clip into two clips, creating an edit point

Edit Point - The place where two different clips meet

Source Monitor - The viewer where you can play back individual, unedited clips from your footage

Program Monitor - The viewer where you watch your assembled and edited timeline

 Select Tool	This default tool allows you to select clips on your timeline
 Track Select Tool	This selects all the clips on a track from your cursor onward
 Ripple Edit Tool	This automatically closes the gaps in your timeline, or creates more room in your timeline, whenever you trim or extend a clip
 Blade/Razor Tool	Cuts/slices a clip into multiple clips
 Zoom Tool	This magnifies your timeline by zooming in, or widens your view of the timeline by zooming out
 Rolling Edit Tool	This moves the location of an edit point between two clips without adding or subtracting from the overall length of the timeline

NAVIGATION (MOVING AROUND YOUR TIMELINE)

KEY	ACTION / TOOL	DESCRIPTION
Z	Zoom In	Zooms into your timeline at the position of your playhead 
SHIFT + Z	Zoom Out	Zooms out of your timeline at the position of your playhead 
A	Go to Previous Edit Point	Your playhead will automatically jump to the previous edit point from its current position
S	Go to Next Edit Point	Your playhead will automatically jump to the following edit point from its current position
E	Step Back 1 Frame	Moves the playhead backward along your timeline one frame at a time.
R	Step Forward 1 Frame	Moves the playhead forward along your timeline one frame at a time.
SHIFT + E	Step Back Many Frames	Moves the playhead backward along your timeline multiple frames at a time. You can set the number of frames when customizing your keys. We usually set it at 5.
SHIFT + R	Step Forward Many Frames	Moves the playhead forward along your timeline multiple frames at a time. You can set the number of frames when customizing your keys. We usually set it at 5.
G	Selection Tool	Automatically equips the "Select" or Arrow tool 
SHIFT + G	Track Select Forward Tool	Automatically equips the "Track Select" tool 

COMMANDS (ACTUALLY DOING STUFF TO YOUR FOOTAGE)

KEY	ACTION / TOOL	DESCRIPTION
B	Add Edit	Wherever your playhead is in the timeline, this will automatically create a cut/edit at that point on the selected track
SHIFT + B	Add Edit to All Tracks	Wherever your playhead is in the timeline, this will automatically create a cut across all tracks at that point
V	Insert	This takes the clip you've selected from a piece of footage and inserts it into your timeline at the playhead, moving forward all the existing footage past the playhead to make room for the new clip

SHIFT + V	Overwrite	This takes the clip you've selected from a piece of footage and places it into your timeline at the playhead, replacing any existing footage of the same length in that location (the remaining footage is not moved)
F	Ripple Trim Next Edit to Playhead	This trims the end of a selected clip, and automatically brings the next edit point to the playhead, closing any gaps left by the trim
D	Ripple Trim Previous Edit to Playhead	This trims the beginning of a selected clip, and brings the new trim and remaining footage to the previous edit point, closing any gaps left by the trim

FINE TUNING (*FINESSING AND POLISHING YOUR EDITS*)

KEY	ACTION / TOOL	DESCRIPTION
T	Trim Edit	This automatically brings up the Trim Tool at the selected edit point in your timeline, as well as your program monitor.
SHIFT + T	Toggle Trim Type	This allows you to toggle between the different trim tool options to select the one you wish to use
Q	Trim Backward	Once you've selected your trim tool, this moves the selected trim point backward by 1 frame
W	Trim Forward	Once you've selected your trim tool, this moves the selected trim point forward by 1 frame
SHIFT + Q	Trim Backward Many	This moves the selected trim point backward by multiple frames (you can customize the number)
SHIFT + W	Trim Forward Many	This moves the selected trim point forward by multiple frames (you can customize the number)
X	Nudge Clip Selection Left One Frame	This allows you to nudge an entire selected clip backward along your timeline 1 frame at a time
C	Nudge Clip Selection Right One Frame	This allows you to physically nudge an entire selected clip forward along your timeline 1 frame at a time
SHIFT + X	Nudge Clip Selection Left (X) Frames	This allows you to physically nudge a selected clip backward along your timeline multiple frames at a time
SHIFT + C	Nudge Clip Selection Right (X) Frames	This allows you to physically nudge a selected clip forward along your timeline multiple frames at a time
SHIFT + A	Nudge Clip Selection Up	This allows you to move a selected clip to the track above it
SHIFT + S	Nudge Clip Selection Down	This allows you to move a selected clip to the track below it

If you downloaded the [Freddie's Keyboard Preferences](#) file for Premiere from our tutorial, here is how you install it:

Manually copy keyboard shortcuts

You can copy your customized keyboard shortcuts from one computer to another computer, or to another location on your computer.

1. Locate the keyboard shortcuts file (RJFS Keyboard.kys) that you want to copy to your computer.
2. Paste the keyboard shortcuts file (.kys) into the required file location:

Signed into Creative Cloud Sync Settings

- Win: Users\[user name]\Documents\Adobe\Premiere Pro\[version]\Profile-CreativeCloud-\Win\
• Mac: Users/[user name]/Documents/Adobe/Premiere Pro/[version]/Profile-CreativeCloud-/Mac/

Signed out of Creative Cloud Sync Settings

- Win: Users\[user name]\Documents\Adobe\Premiere Pro\[version]\Profile-username\Win\
• Mac: Users/[user name]/Documents/Adobe/Premiere Pro/[version]/Profile-username/Mac/

[version] can be 7.0 or 8.0

To copy the keyboard shortcuts file to a location on a different computer, copy the .kys file to a removable drive, like a USB thumb drive. Then, copy the .kys file from the removable drive to the appropriate location in the new computer.

3. Once in Premiere, go to Edit > Keyboard Shortcuts. Select "RJFS Keyboard" from the Keyboard Layout Preset drop down menu, then hit "Okay."

Here are the unaltered instructions on the Adobe Website:

<https://helpx.adobe.com/premiere-pro/using/default-keyboard-shortcuts-cc.html#Manuallycopykeyboardshortcuts>