# Working with Time Remap in EDIUS

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## What is Time Remap?

Time Remap speeds, slows and even reverses the playback of a clip. Unlike the static speed change applied by using the **Speed** option on a clip, **Time Remap** allows for multiple, keyframed speed changes within the clip without affecting its overall duration. For example, a clip can be set to play at normal speed, slow down, run in reverse, and then speed up again.

### *Let's Use Time Remap!*

Instead of trying to explain how it works, it's much easier to go through an example. Create a new sequence and put a clip on a VA track at the beginning of the timeline. Make sure the clip is at least 10 seconds long.

Right-click the clip and select **Time Remap** from the context menu.
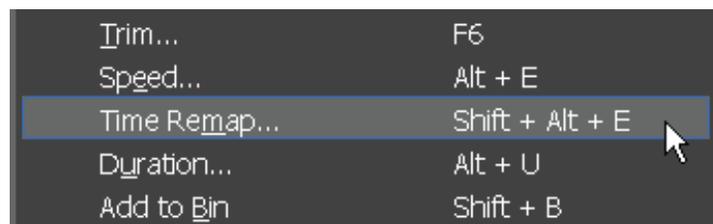


The Time Remap dialog appears. The upper area shows the current timeline time, positioning cursor, add keyframe, remove keyframe, previous keyframe, next keyframe, play and loop-play buttons. The **Initialize** button on the upper-right will remove all keyframes. The lower area shows the selected clip and its timecode.
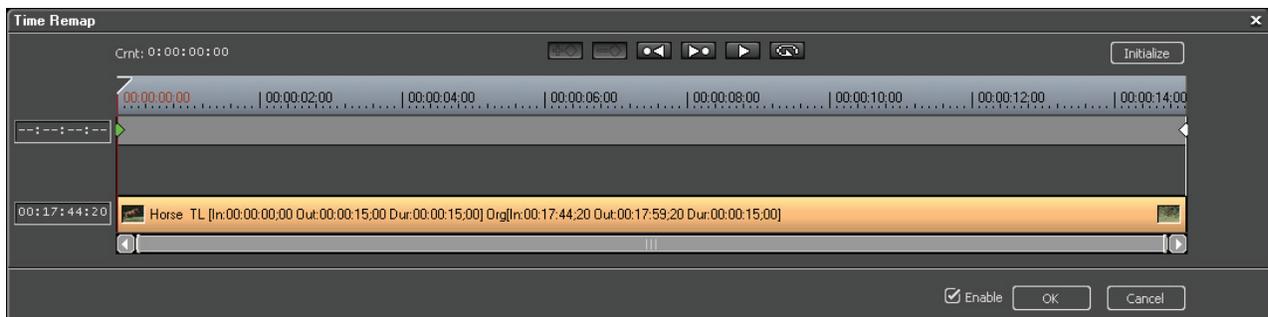


Time Remap has a few display options. For the sake of this tutorial, we don't want to show the original clip timecode, so right-click an empty part of the Time Remap window, and make sure **Original Source Time** is not checked.
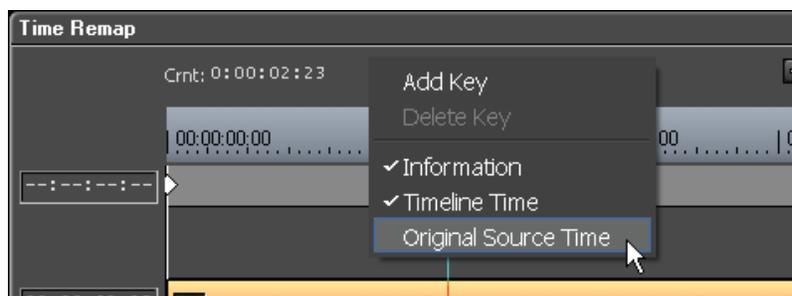
Position the playback cursor at the 00:02:00 mark, which represents the two-second mark on the timeline.
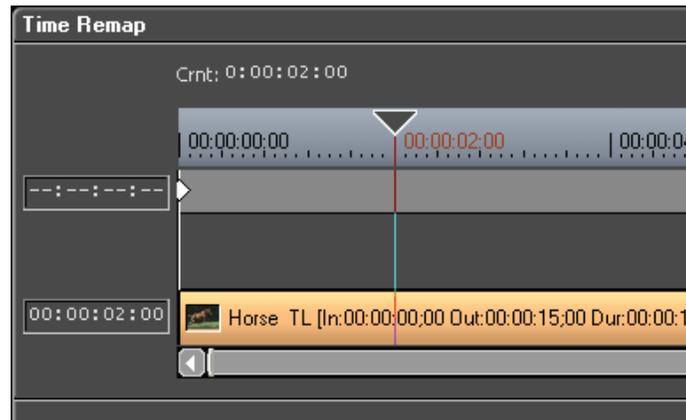


Click the **Add Key**  button to add a keyframe at the current position. The keyframe appears as a diamond in the top line. The diamond appears green because it is the selected keyframe. The keyframe determines when in time a particular frame of the selected clip will be played back.
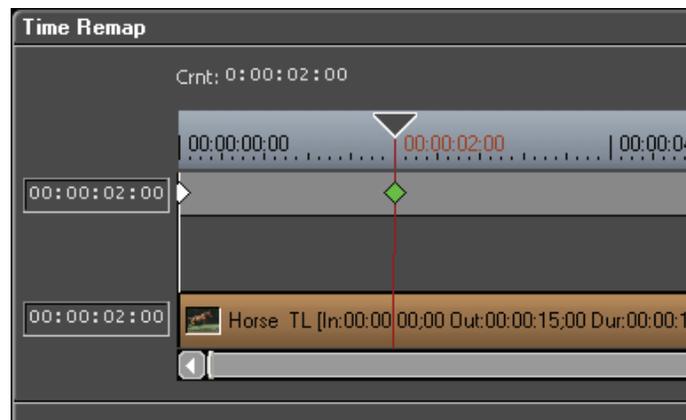


Move the playback cursor away from the 00:02:00 mark. Notice that there is a line that traces down from the keyframe at the top to a black vertical line on the clip at the bottom. The black vertical line on the clip determines what frame of the clip will be played back at the connected keyframe time.
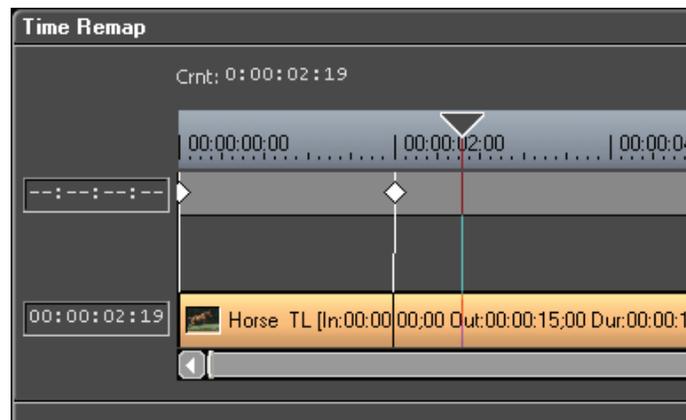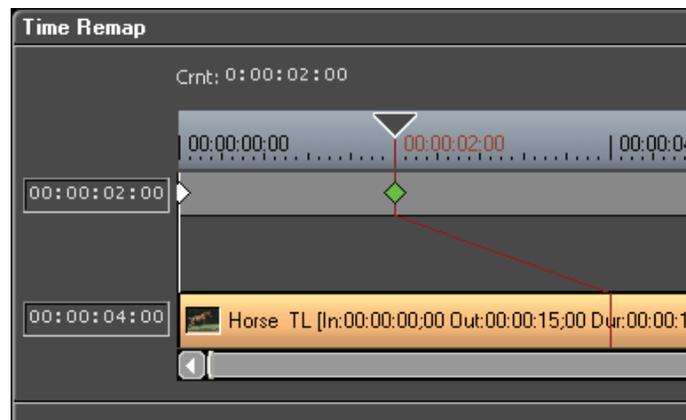
Move the playback cursor back to the beginning of the clip, then click the **Play** [▶] button at the top and watch the playback past the defined keyframe.

The clip plays back normally. This is because the keyframe is defined such that the frame at 00:02:00 plays back at 00:02:00. Essentially, no speed change occurs.

Now, position the mouse over the black vertical line on the clip. Notice that it turns white. You can click and drag the position using the mouse.
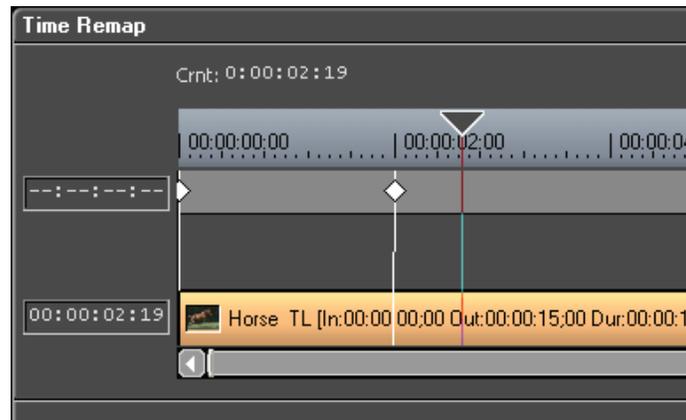


Click and drag the vertical line on the clip to the 00:04:00 position. The clip relative time appears to the left of the clip block.



Notice how the line between the keyframe and the vertical line in the clip is now at an angle.

Move the playback cursor back to the beginning of the clip, then click the **Play** [▶] button to play the clip through again.

See how the first few seconds of the clip played back faster than normal? This happens because we defined the keyframe to play the footage from 00:00:00 to 00:04:00 between 00:00:00 and 00:02:00 on the timeline. In other words, we're compressing or speeding up the first four seconds of the clip to be played back in two seconds.

If you used a clip with audio on a VA track, you'll also notice that the audio speed changed too.

Did you also notice how the remainder of the clip played back slightly slower than normal? This happens because the remainder of the clip's footage is also keyframed now. The remaining footage of the clip is being stretched out to fill the "extra" two seconds of time that was gained by squashing the first four seconds of footage into two seconds of playback.

Move the playback cursor to the 00:06:00 position and add another keyframe.
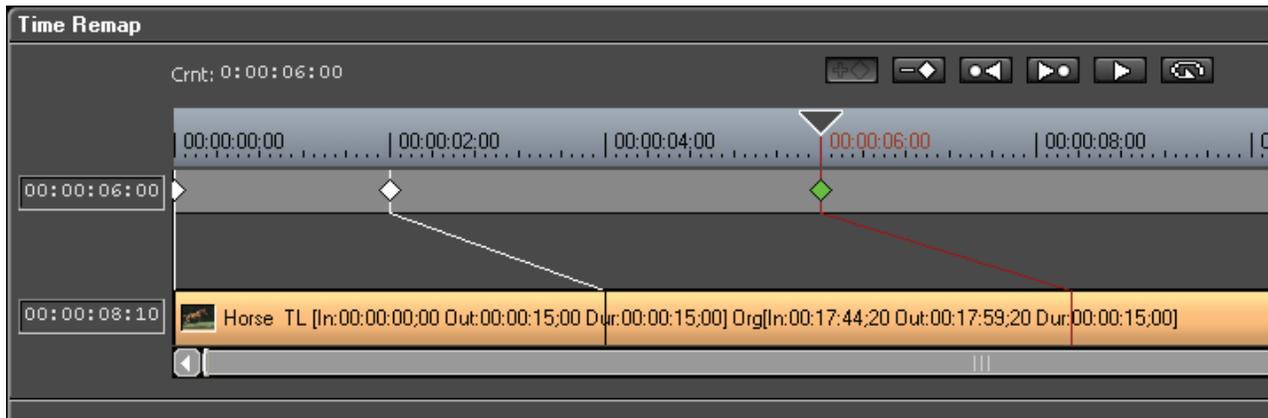


Notice how the keyframe is added, but the vertical position line in the clip at the bottom is ahead of the keyframe. This is because the keyframe is added at the current playback speed. Since the clip's playback is still ahead of realtime at this point, the vertical line is also ahead of the keyframe.

Now click and drag the vertical line for the newly-added keyframe to the 00:05:00 position on the clip.
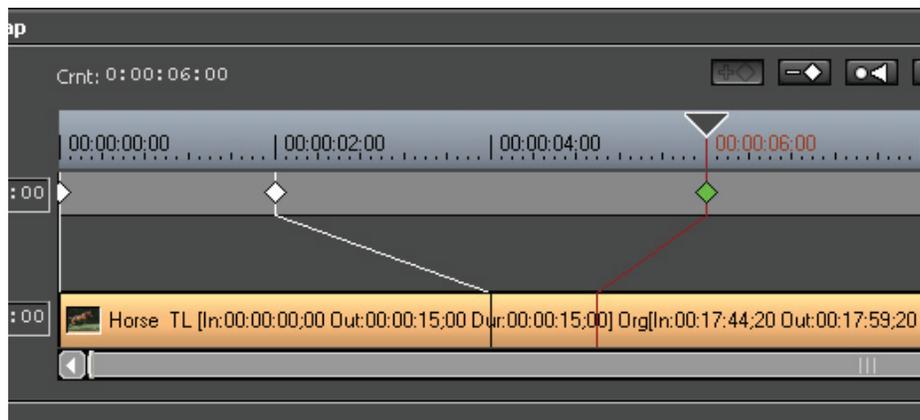


Now move the playback cursor back to the beginning of the clip and click **Play** .

You will see the clip first speeds up, slows down, then gradually speeds up again. This is because the first four seconds of the clip are being played in two seconds of time, then the next second of the clip is being played in four seconds of time, while the remainder of the clip plays back in the remaining time.

This is how the clip's footage ranges are being mapped into the playback time. Hence the function's name, Time Remap.

One important thing to remember when using Time Remap is that (in its current implementation) the available time map-able is always the same as the duration of the original clip. This means that if you want the clip to start or end at something other than the first or last frame, you need to change the beginning and ending keyframe clip positions so they appear at the correct times.

### Now Go and Play!

You've now had a taste of Time Remap. It's a useful feature for emphasizing certain sections of clips.