

# CinGG's workflow is different!

Cinelerra-GG (CinGG) is a feature-rich but complex program to learn. It has an old-fashioned workflow that harkens back to the days of film, analog editing, and reels. Tracks in their entirety or on partial regions are very important and involve constant use of the *Arm Track* button to turn them on or off. The exact placement of the *insertion point* (playhead, in Premiere Pro) is also important. Finally, many actions and keyframes are done directly on the tracks instead of in the effects panel. In fact everything in CinGG is keyframable and not just the effects. Nowadays the most widely used workflow because it is convenient, easy, and fast is the clip-based workflow, the most representative example of which is Adobe Premiere pro. In short, to use CinGG you have to read the manual and learn a new workflow different from the most commonly used one ([manual](#)). To meet the needs of new users, we propose a comparison with Adobe's NLE (similar to that of many other programs) and explain how to solve the editing differences in CinGG, indeed there are some alternative methodologies to duplicate the capabilities of other NLEs described here that may make your usage of CinGG more attuned to your expectations.

## GUI

**PP:** It presents a single workspace with total freedom to change its interface in ratios and window sizes. It has three preset workspaces: Import, Edit and Export but we can add custom ones. In all cases it maintains the unity of a single-window.

**CinGG:** Has 4 main independent windows. They can also be hidden to leave space for the others. They can be resized and translated. Some users prefer to have a single main windowed group to more easily minimize/maximize the 4 main windows as a single entity when switching to another program temporarily. You can do so by utilizing the *xdotool* (available for download) which gives you the ability to focus windows as a group. How to do this is outlined in [Focus Group windows](#). Besides moving the windows where you want them to be initially, once you establish them in your preferred location, the next time you start CinGG, they will be in the same place where you left them. In addition, you can setup and save 4 placement layout variations to bring up later for each specific scenario you are working on. Use the Window pulldown and Save layout option to set up and later Use layout to have that layout go into effect. See [Layouts](#).

## Waveform

**PP:** shows waveform halved to save space.

**CinGG:** you can change the default setting (whole waveform) to a Rectify waveform in the Flags section of the Settings pulldown, option Preferences, Appearance tab, Check the box which says "Timeline Rectify Audio". See [Flags](#).

## IMPORTING MEDIA

**PP:** you can drag mediafiles, folders and subfolders directly into the Project window. The pattern of folders and subfolders will be maintained.

**CinGG:** you import everything into the Resources window, Media folder, solely through the internal file manager. A personal folder structure, but not subfolders, can be done manually after importing mediafiles): See [Import Files](#).

# TIMELINE

## Structure

**PP:** is simply the collection of clips and sequences. There are few features that affect the tracks in their entirety and the correlations between them; everything is resolved at the clip level. Each clip is independent of the others. The first thing to do is to create a new empty sequence, then you can insert the clips.

**CinGG:** Timeline organization is important, and there is a lot of "global" functionality in the patchbay. To make the various tracks independent we have to act on the arm/disarm track buttons in the patchbay. See [Patchbay](#). The first thing to do is to create a new project that will automatically appear on the timeline even if it is still empty.

## Cutting a region

**PP:** if we cut a part of the clip in its place the blank space remains

**CinGG:** the trace is a continuous entity; cutting out a part implies that the edits to the right of the cut move to the left to occupy the blank space. We have to use the Mute Region [m] command to overwrite the selected region with a blank space. See [Cut and Paste](#).

## Cut

**PP:** The razor tool cuts one clip into two new clips; including the audio part.

**CinGG:** cutting an edit in two is not possible because of Track Optimization. This can be remedied by doing a single frame cut, or you can use Split (Blade cut) functions which creates hard edges. See [Blade Cut](#).

## Drag and Drop

**PP:** moving one or more video clips also moves the corresponding audio clips. There is Link/UnLink function.

**CinGG:** there is a [Drag and Drop](#) mode, however it is important to take into account the independence of the video track with the corresponding audio track: it is easy to lose synchronization. There is no *Link/UnLink* function. The workaround is to merge the A/V edits into a group. Or use the "Gang Media" mode (based on Master/slave tracks) after which we can move the edits at the same time. For extensive details see [Ganged Tracks](#). Third methods is double-click on an edit whose selection will also cover other edits lined up on other tracks and of the same length). You can copy cut clips in one instance of the program and paste them onto another instance of the program.

## Selecting clips

**PP:** you can use the mouse to create a selection of a rectangular region; all clips that touch that region are selected.

**CinGG:** you can use [grouping](#) of edits, but this has to be done edit by edit or with the Select Edits command on an illuminated region of the timeline. Or you can use LMB drag and drop at the same time as the Alt key, so all edits we hover the mouse cursor over will be selected. See [Snapping](#).

## Shortcuts

**PP:** you have the classic key behaviors: **copy** = **Ctrl** + **c**; **save** = **Ctrl** + **s**; **undo** = **Ctrl** + **z**; etc.

**CinGG:** this scheme of shortcuts is not respected: **copy** = **c**; **save** = **s**; **undo** = **z**; etc. Currently there is no solution to change shortcuts due to CinGG having been initially written around the year 2000 when both the hardware and software were not as flexible or fast as today. See [Shortcuts](#).

## j,k,l

**PP:** are standard keys in almost all NLEs and are used to playback sequences on the timeline Without using a mouse or keypad.

**CinGG:** other keys are used and cannot be changed because j, k and l are already engaged in other functions. You use the keys j,k,l however preceded by *Alt*. Or you use the numeric keypad with the 0, 1, 3 keys. With the same keys you cannot get fast forward, slow forward, or single frame; there are separate keys for each of these functions. Arrows are also not needed for playback because they are reserved for sophisticated insertion point (cursor) movements. With the use of the Shuttle hardware, the user can at least define different timeline operations associated with different keypresses. See [Shuttle](#).

## EDITING

### Effects

**PP:** apply directly to each affected clip (or selection of clips) and work only in it.

**CinGG:** we can apply them to one or more edits, to the whole track or even to several regions of the timeline, after we have selected them. See [Plugins](#).

### adjustment layer

**PP:** creates a top track in which to put the effects. It is a special track and is used to apply effects simultaneously to multiple clips.

**CinGG:** Because of its focus on tracks in their whole, CinGG has always had similar functionality to the Adjustment Layer. You can apply the effect to the whole track or create a new empty overlay track on which to use only the effects.

### Titler

**PP:** You can write, do editing and transformations directly in the Program monitor (also rotations). Animation can be done with keyframes or by connecting to After Effects. There are many presets that can be used.

**CinGG:** the titler behaves like real text editing; a few advanced graphical and motion functions are not present (rotation; typewriter effect). This can be remedied by putting titles in a track of their own where we can apply the effects and transformations we need. There are no presets, but you can create them manually. See [Title](#).

## Fonts

**PP:** It has system fonts and Adobe Fonts available. Many companies provide fonts and presets for Adobe programs.

**CinGG:** there are multiple ways to get the exact font you need with the easiest being to simply add an environment variable with explicit location of the desired font before you start up CinGG as shown here:

```
export BC_FONT_PATH=<colon-separated-search-path-for-fonts>
```

Other solutions are described in the manual in the paragraph [Fonts Addiction](#).

## 3D fonts

**PP:** relies mainly on After Effects and 3D presets. He has no real ability to create 3D text.

**CinGG:** use *Drop Shadow* and *Outline* options in the Title plugin. Or download free 3D fonts from the internet and add as explained in previous *Fonts*. Finally, use Inkscape via the [SVG plugin via Inkscape](#).

## Motion Graphics

**PP:** has some elementary motion graphics functions but relies prevelantly on After Effects.

**CinGG:** there are some basic motion graphics capabilities. You can use the Sketcher plugin to create elements such as ellipses, rectangles and shapes, animated with keyframes, for simple motion graphics. See [Sketcher plugin](#).

## RENDERING

**PP:** can take advantage of CUDA and OpenCL to accelerate via hardware the encoding of some codecs (presets).

**CinGG:** some codecs have presets that take advantage of vaapi; vdpau and CUDA/nvenc to accelerate via hardware rendering. See [GPU Acceleration](#). Or you can use the Render Farm to distribute encoding across multiple networked systems or a single PC having a multicore CPU, making all available threads work in parallel. See [Render Farm](#).