Working with the Multi Cam Mode in EDIUS

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What is Multi Cam Mode?

Multi Cam mode in EDIUS provides an easy way to edit footage shot simultaneously from multiple sources, such as wedding ceremonies and large events. Multi Cam in EDIUS supports editing of up to eight different sources and shows all camera shots along with the currently selected shot simultaneously. Multi Cam also supports the ability to go back and make changes to cuts.

Getting Started

Before we start using Multi Cam mode in EDIUS, we need to get a few things set up.

Start EDIUS. It doesn't really matter what project settings you use – Multi Cam mode is available in all project types. Alternatively, if you already have EDIUS open, you can just create a new Sequence.
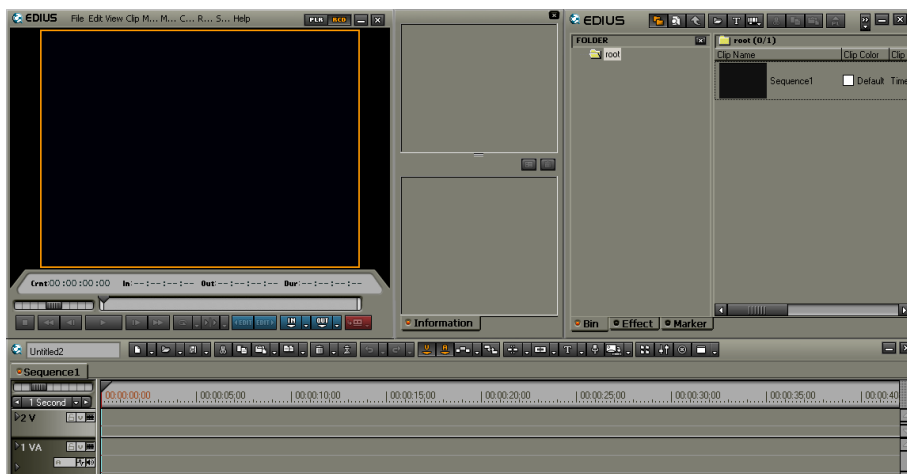

Load some footage into the Bin. For this example, we're going to use some shots of speed boats. Now is a good time to note that your camera "shots" don't have to be contiguous pieces of video, nor do they even have to be camera shots at all. You can use the Multi Cam mode to switch between completely unrelated video if you want.
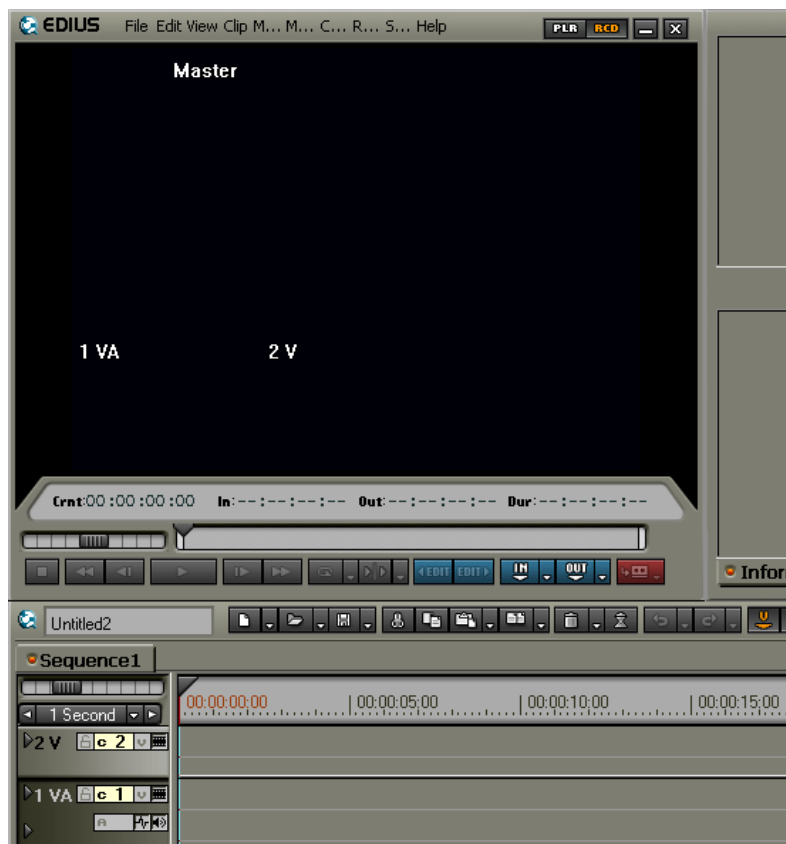
Multi Cam Mode

Enter Multi Cam mode by choosing [Multi Cam] from the [Mode] menu, or by using the Multi Cam keyboard shortcut (the default key is F8).
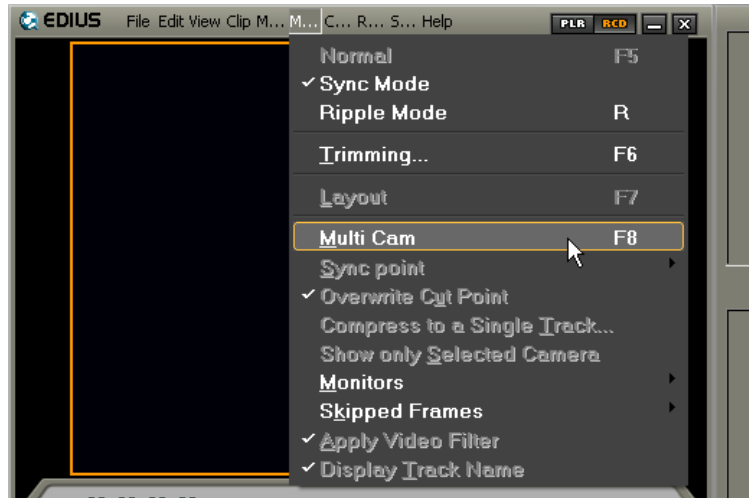

Now we're in Multi Cam mode. The main difference you'll see is that the Monitor display has changed. Also, in the timeline, there are little C tags next to the video tracks.
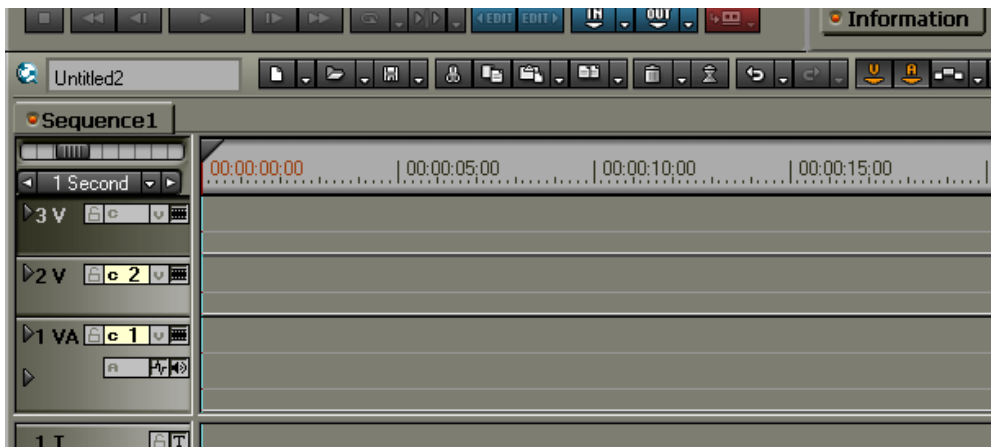
In Multi Cam mode, we define "virtual cameras" by assigning the footage on a V or VA line to be a specific camera. The yellow C tags indicate the camera assignments for each track. In this example, 1 VA is assigned to camera 1 and 2 V is assigned to camera 2.

Depending on how many virtual cameras we're working with, we can choose to show two, three, five or eight monitors. The Master window always shows the selected camera.
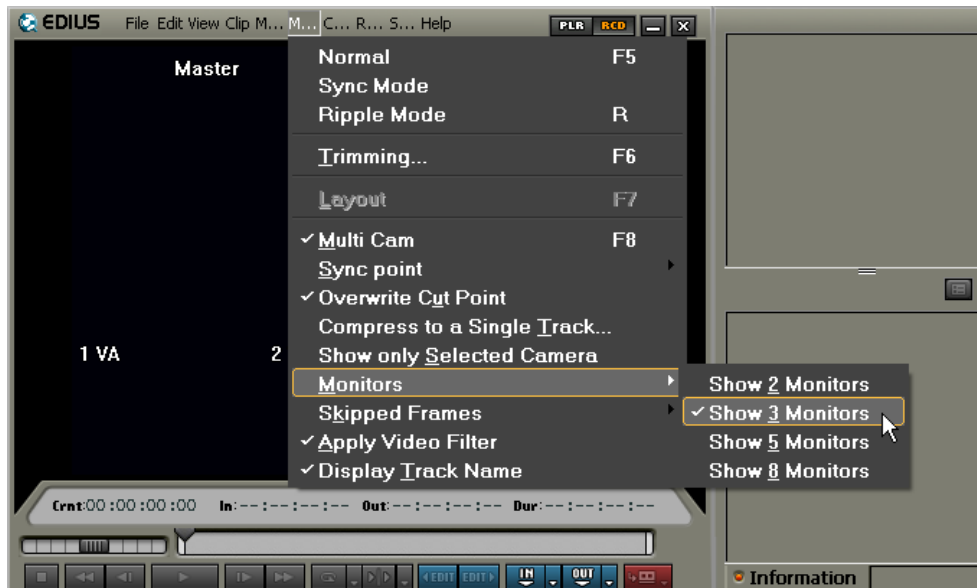
I want to work with three "cameras" so I'm going to add another V track above the current 2 V. Notice how the new 3 V track does not have a C tag on it?

In Multi Cam mode, the footage for each video track can be mapped to a virtual camera. Remember, the C tags define which track's content is mapped to which camera.
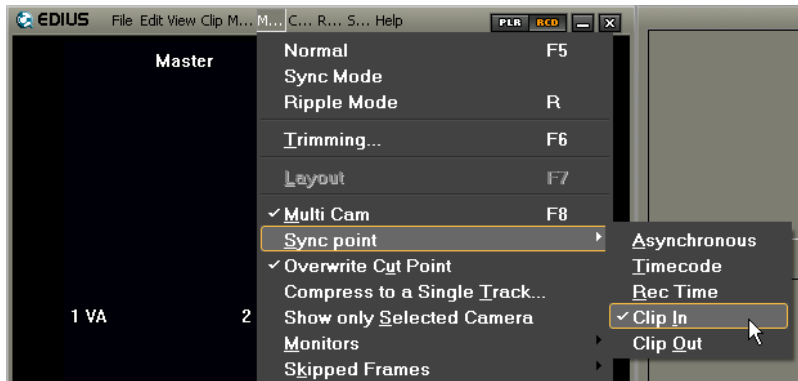
Click the C next to 3 V and select Camera 3 to assign that track to be camera 3.

Track 3 V is mapped to camera 3 and the yellow C tag says c 3 to show that track is camera 3. Also notice that in the Monitor window, 3 V appears as the third camera on the bottom.

There are a number of ways EDIUS can automatically sync clips from different cameras.

[Asynchronous] -   This setting assumes no synchronization at all, and you must manually synchronize the clips on each line.

[Timecode]   -   This setting uses the clip timecode, and all clips will be placed stacked on separate tracks in the timeline, spaced and synchronized according to their original timecodes.

[Rec Time]   -   This setting uses the clip RecTime, and all clips will be placed stacked on separate tracks in the timeline, spaced and and synchronized according to the RecTime of each clip.

[Clip In]   -   This setting places all selected clips in the timeline, one per track, aligned with all the In points at the same place in the timeline.

[Clip Out]   -   This setting places all the selected clips in the timeline, one per track, aligned so all the Out points of the clips are at the same point in the timeline.

For this example, I'm using Clip In since my clips don't have synchronized timecode.

Select a number of clips from the Bin (we'll choose three for now) and drag them to the timeline. Notice how they all get placed on separate tracks with their In points aligned. Also note how the Monitor window now shows the shots from each clip and the Master shows the selected clip.
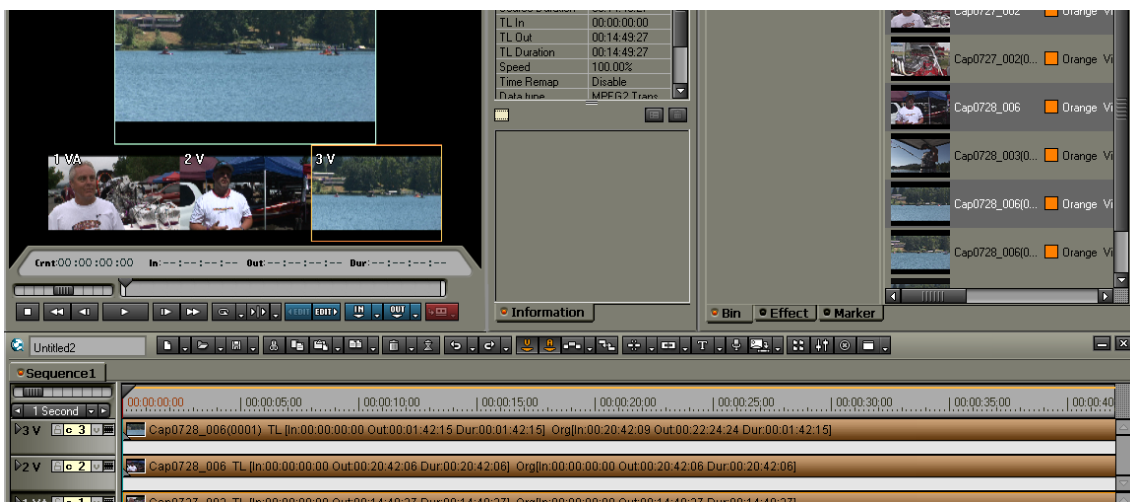
The shot with the orange box around it represents the selected shot, which by default, is the one on the highest track.

Switching Between Cameras

Okay, now we can really get into Multi Cam mode. There are two ways to switch between cameras – by clicking the preferred camera's preview in the Monitor window (with the 🖱️ mouse cursor), or by using the number keys on the numeric keypad to select.

Since camera views are arranged by the position on the keypad, 1 represents camera 1 and the lower-left position in the Monitor window.

Try it – click the 2 V preview, or hit the 2 key on the numeric keypad. The orange box moves to camera 2, and the other clips in the timeline are disabled.

Let's make some cuts. Click the [Play] ▶️ button or press the spacebar key to start playback and watch the playback line. Use the mouse or keypad to switch between cameras.

If playback is too slow, you can allow EDIUS to skip frames during Multi Cam playback. You can also toggle whether filters are applied to the clips and turn off the track labels to increase playback performance.
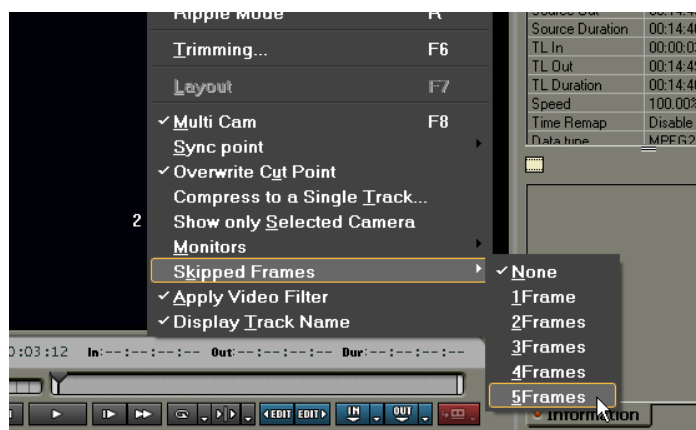
Make a few more cuts then stop playback.

You'll see that there are now little arrows on the timeline at each cut point. They look like timeline markers, but they only appear in Multi Cam mode.
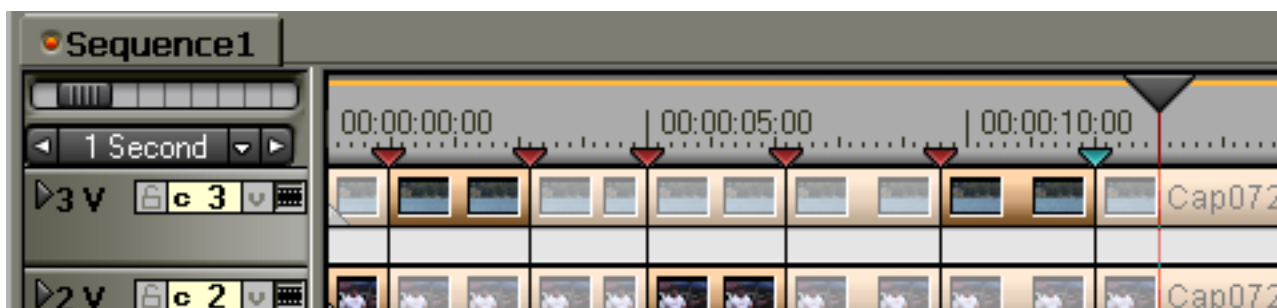
Making Adjustments

To change a cut point, simply click and drag the marker above the timeline. You still see footage from all the cameras in the Monitor window so you can make a precise adjustment.

To remove a cut point, right-click it and choose [Add Cut Point/Clear Cut Point (Toggle)].
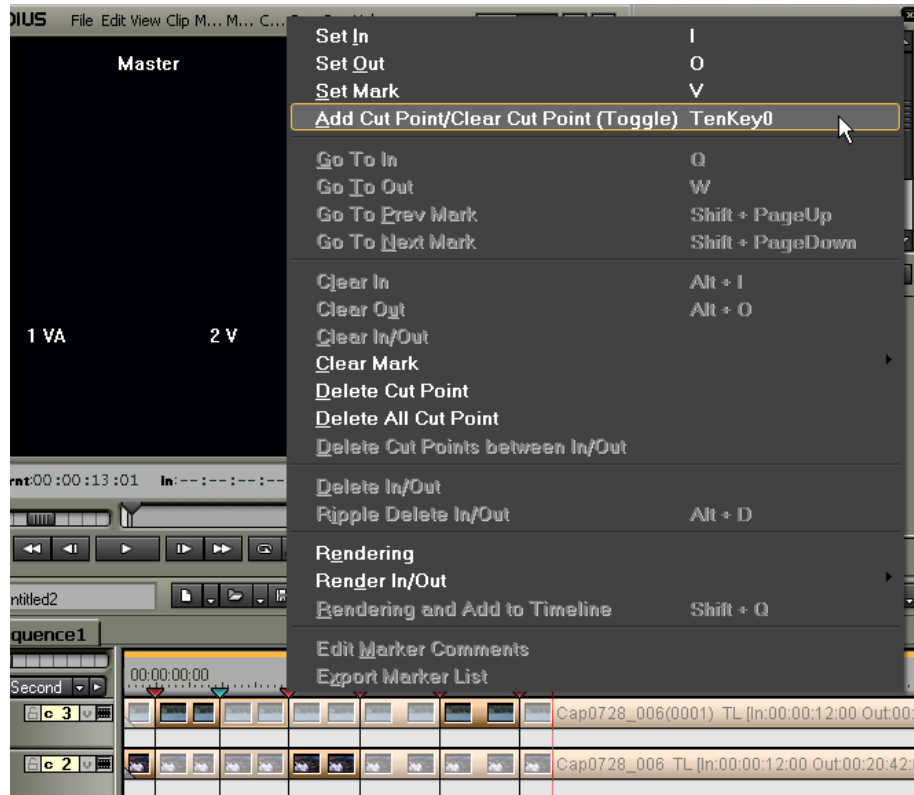
To change the selected camera for a section, simply scrub into the section you want to change and use the mouse or keypad to select the right camera shot.

Adding Transitions

After adjusting and completing your multi-camera sequence, you may want to add transitions at the cut points. EDIUS makes this easy by giving you a method to put all the selected shots on a separate track. Choose the [Compress to Single Track] option.


You can choose to create a new track, or any other track that is not assigned as a camera. For simplicity we'll create a new track.

Now all the selected clips appear on the new 4 V track.
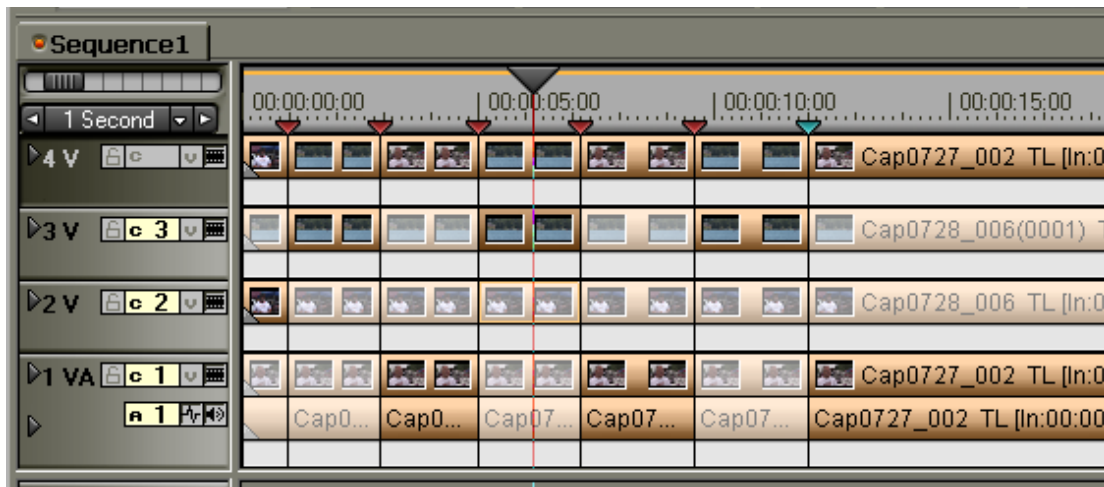
Remember that any changes you make to cut points now will not be reflected in the compressed track, as the compressed track is an "as-is" copy of the selected shots at the time was created.

Switch back to Normal editing mode by selecting Normal from the Mode menu.
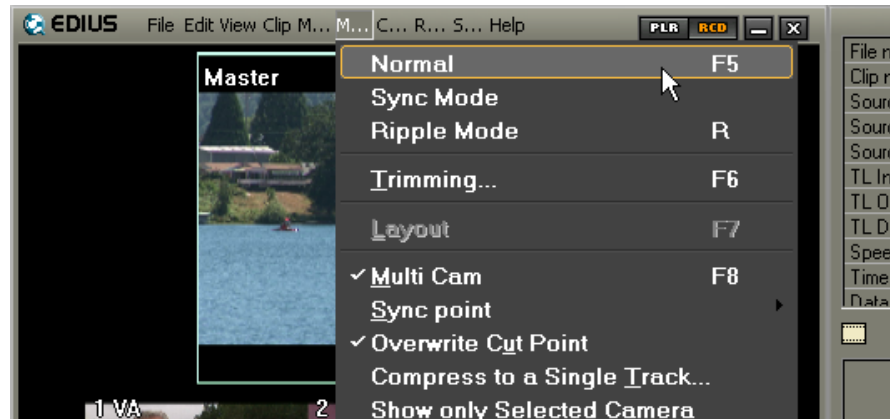
Now that we're back in Normal mode you'll see that the cut markers have disappeared. Don't worry; they're still there if you switch back to Multi Cam mode.
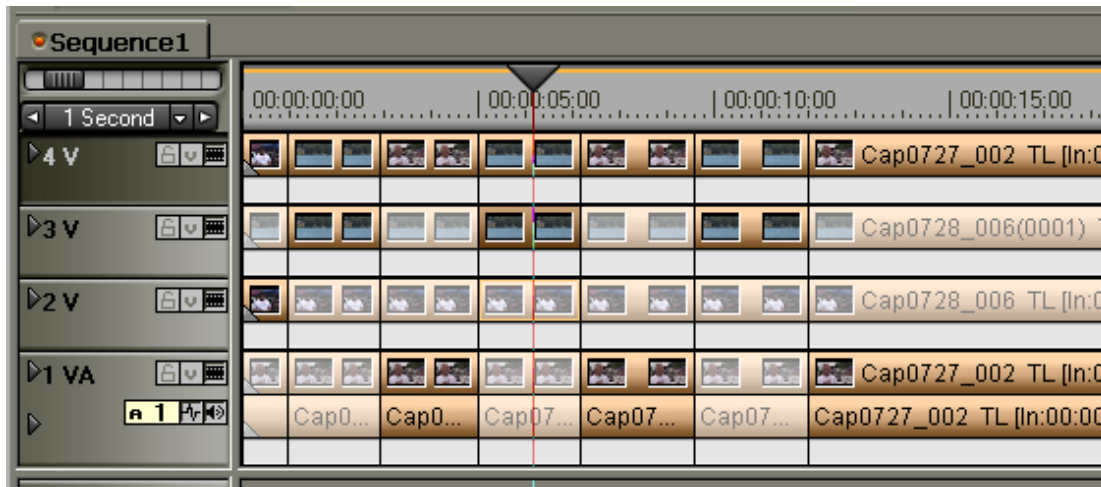
If we want to keep the ability to change the cuts later on, we should mute (hide) the tracks with the camera footage (1 VA, 2 V, 3 V). If we don't care about later editing, we can delete the tracks instead.


For now, let's just mute the tracks.

Since all clips are on the 4 V track, we can select track 4 V by clicking the track label, then use Select All on Track (default is Control-A) to select all the clips on the track. Then we simply drag a transition, say Dissolve, onto the clips.

Now the transition appears between each of the clips and we're done! You can use this sequence in another sequence, or have it be the entirety of your production.
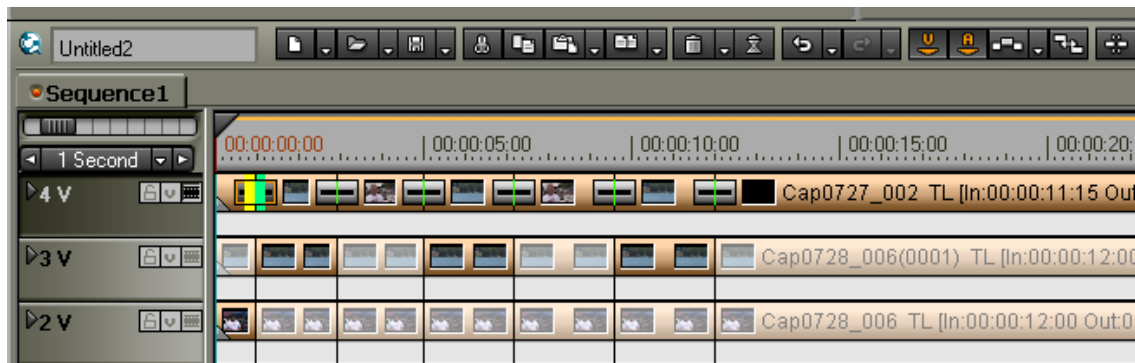
Things to Remember About Multi Cam Mode

Multi Cam mode is a great time-saver that's both flexible and efficient. Here are some things to remember about Multi Cam mode in EDIUS:

- When using EDIUS-supported hardware, the Monitor output with all camera shots is sent to the video output too.

- If you don't get rid of the original camera tracks you can always return to Multi Cam mode and make adjustments to the cut points and camera selections.

- Compressing the selected shots to a single track lets you apply a transition between all cut points in one step, but if you go back and make changes to the cut points, you need to do the track compression again to update it.

- Multi Cam switches both audio and video, so you aren't limited to only a single audio track.

- The Monitor display supports two, three, five or eight camera displays. Switch to the appropriate number of displays to maximize the size of the Master camera display.

- If you're running on a slower system, turn on the [Skipped Frames] feature to get better playback performance. You can also go back and make more-detailed adjustments after you make your rough cuts.