3.3 NESTING

Nesting is the process of putting a sequence into another sequence and acting as if the first sequence is a clip of its own to make changes to all the clips that compose it together, or to keep them together after making all changes. Nesting can be used to color correct, color grade, adding effects, or moving a sequence of clips that have been arranged and edited together and are ready for color adjustments.

1. Nest

In your sequence, select all the clips that you want to nest. Right click, and select “Nest...”. A window will pop up asking you to name the nested sequence. After naming it and selecting “OK”, it will substitute that part of your sequence with a green clip with the nest name, and it will act as a single clip.

2. Editing Your Nest

You will also find that a sequence has been created in your project panel where you can edit your nest, or use it in other sequences.

Double click it to open in its own tab where you can make changes to it.

Any changes made to your nest sequence will result in changes made to the nest in the sequence that it is used in.
3. **Insert or Overwrite Sequence as Nest or Individual Clip**

To add a sequence to another sequence, you have the option to add it as a compilation of clips, or as one individual clip (or a nest).

You can find the “Insert or overwrite sequence as nest or individual clip” button under the playhead position in your timeline on the left side of the Snap icon (magnet).

Click the icon (it will turn blue when turned on) to overwrite as a nest, turn it off to insert as a compilation of clips.

4. **Insert Part of Sequence**

To only add a part of the sequence nested inside your master sequence, drag your sequence to the Source Panel, and add In and Out points. Use “I” on your keyboard to create an in-point, and “O” on your keyboard to add out-point. Then, drag your sequence to your master sequence to only add the selected part of your sequence.