



HayaCut

Workflow Manual

Take-and-angle scene editing inside Premiere. Sync multiple takes by action or dialogue, then cut between angles in real time with continuity preserved.

Premier Review • Workflow Guide

A complete pass through the HayaCut workflow, from project setup to real-time editing.

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WORKFLOW

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Overview

HayaCut is a Premiere panel for take-and-angle scene editing. It syncs multiple takes by action or dialogue, then lets editors cut between angles while continuity is preserved automatically. It pairs a Sync Timeline (where takes are aligned by action / dialogue with keyframes) with a Quick-Mode Edit Timeline and a live Real-Time Edit recorder, then writes the result back into Premiere's V1 / A1.

This guide describes the end-to-end workflow, what HayaCut does automatically, where steps are destructive, and how the panel hands control back to Premiere.

Workflow Map

A complete pass through HayaCut moves through eight stages. Each stage produces an input for the next.

#	STAGE	PURPOSE	PRODUCES
1	Project Setup	Pick Premiere bin / sequence and create a HayaCut project	Active project bound to a Premiere sequence
2	Scene I/O	Save / load HayaCut scene files (binary)	Restorable scene state
3	Media Ingest	Sync clips from Premiere bin, create Panel Proxy, check offline	Media clips with thumbnails & proxies
4	Shot / Take Organize	Group clips into Shot bins and Take bins under each Shot	Organized angles / repeats
5	Sync Timeline	Align takes by action or dialogue using keyframes	Sync layers + keyframes
6	Edit Timeline (Q Mode)	Insert / replace / split / join cuts with continuity preserved	Scene edits in panel & Premiere V1 / A1
7	Real-Time Edit	Live-record camera switches against playback	RT cuts → Quick Mode inserts in Premiere
8	Auto Connect	Hand playback control between panel and Premiere	Continuous review in Premiere

1. Project Setup

STAGE 1

Bind a HayaCut project to a Premiere bin and sequence.

1. Click **New Proj**. HayaCut validates that a Premiere sequence is active; if none, it asks you to create one first.
2. Confirm the displayed active sequence and V1 / A1 clip info.
3. Enter a project name and press **Enter**. The name field then locks; use **Proj** → **Rename** to change it later.
4. Choose the target **Bin** and **Sequence** from the dropdowns. Use **Refresh : Bin** / **Refresh : Seq** if names changed in Premiere.
5. To exit cleanly, use **Close Project**. HayaCut asks whether to save first.

Switching the Sequence is destructive: HayaCut deletes existing clips in Premiere **V1 / A1**, then auto-creates a new Scene and Version with the new sequence's frame rate and start. Bin switching alone is not destructive.

Creating a brand-new project does **not** remove V1 / A1 clips.

2. Scene I/O

STAGE 2

A HayaCut scene is a binary save of the full working state: media, shots/takes, sync layers, keyframes, source clips, sync & edit clips, and converted Premiere V1 / A1 clips.

Read Scene

1. Triggered by menu or **Cmd / Ctrl + Alt + O**.
2. If the current scene has data, HayaCut warns that Premiere V1 / A1 clips will be replaced and offers to save first.
3. After read, HayaCut rebuilds all media, layers, source previews, and validates Scene Edit clips against converted Premiere clips.

Write Scene

- **Save** overwrites the current scene file silently (binary).
- **Save As** prompts for a path; cancel aborts the write.
- Shortcut: **Cmd / Ctrl + Alt + W**.

Reading a scene replaces V1 / A1 in Premiere.

3. Media Ingest

STAGE 3

Pull source media from the bound Premiere bin into HayaCut as proxy-backed media clips.

Sync Clip To Bin

1. Confirm **Panel Proxy folder**, **video preset**, and **audio preset** are set in Settings first.
2. Open **Media Menu** → **Sync Clip To Bin**.
3. HayaCut imports Panel Proxy media, validates the active Premiere sequence, reports any missing Premiere clips, builds media thumbnails (with skim & drag), and generates audio waveforms for the Sync layers.

Offline & Proxy

- **Check Media Offline** marks offline clips visually on the thumbnails.
- **Create Panel Proxy** queues offline clips into Adobe Media Encoder; HayaCut prompts to launch AME if it is not running, and skips clips whose proxy already exists.

Delete & Inspect

- **Delete Clips:** blocked if a clip is already used in the Edit Timeline; otherwise removes the selected media clip.
- **Clip Info:** shows Name / Folder / Bin for the first selected clip; warns if the clip is missing from the bound Premiere bin.

Missing Premiere Clips (diagnostic)

If a media clip still exists inside HayaCut but the underlying Premiere clip is missing from the bound bin, converting to Premiere track can produce black / missing clips in Premiere. HayaCut warns during conversion, lists missing file paths, and copies clip names and paths to the clipboard. Fix by re-importing the source into the correct Premiere bin.

4. Shot / Take Organize

STAGE 4

Group media into **Shots** (angles) and **Takes** (repeats under a parent Shot) before going to the Sync Timeline.

1. Drag clips from the Media section into the **Shot Bin**.
2. Select a parent Shot, then drag clips into the **Take Bin**. Take thumbnails only appear while their parent Shot is selected.
3. Rename a Shot or Take inline. Renaming propagates to source clip names, Sync layer names, and Scene edit clip names — but **not** the original media clip name.
4. Sort by dragging from the bottom-right of each thumbnail.

Selecting a Shot or Take highlights the matching source clip in the Media window, so the original name is always traceable.

Deleting a Shot or Take is blocked if that clip (or any of its takes) is already on the Sync Timeline.

5. Sync Timeline

STAGE 5

The Sync Timeline aligns Shots and Takes by action or dialogue. This is the preparation stage before editing; it answers "do these takes match at the same moment?"

Setup

- Set **Sync Timeline Start Frame** in Settings (default `240`, or `FPS × 10s`). Locked once more than one layer exists.
- Drag a Shot or Take into the Sync Timeline; HayaCut creates a new sync layer at the playhead. Dropping the same clip again creates a numbered `.copy` duplicate.

Transport

- Play/Pause via button or Spacebar. JKL with speed ramp `1× → 2× → 4×`. Frame jog via `,` / `.` with audio scrub.
- Reverse playback uses web audio so dialogue is still audible going backward.
- Global volume / mute, waveform-height slider, and per-action volume all live in the Sync toolbar.

Layers

- Click to select; selected layer gets a white border and previews in the Source window.
- Drag to reorder (Sync order only; Source thumbnail order is independent).
- **Show / Hide** via Track View. Maximum of **4** visible layers — hide one before showing a new one. Hidden layers cannot be used in the Edit Timeline.
- **In / Out**: press `I` / `O` at the playhead, or drag the red widget at clip head/tail.

Keyframes

Keyframes are how HayaCut declares "this frame on this layer matches that frame on that layer."

- **Add:** toolbar  or . The first keyframe snaps to `Sync Timeline Start Frame`.
- **Remove:** navigate to a keyframe, toolbar  or .
- **Modify:** at a keyframe, shift the selected layer by 1 or 10 frames; verify with forward/reverse JKL. **Ctrl + JKL** can also be used to modify a keyframe (1× speed only). The playhead must be on a keyframe to modify.
- **Copy / Paste keyframes** via layer right-click. Pasting replaces all existing keyframes on the target layer.
- **Duplicate & Split:** drop the same Shot twice, copy/paste keyframes, then use I/O on each copy to split into two display ranges (useful for jump cuts / removing in-between action on one take).
- **Shift Keyframes Right** by an offset (e.g.  or ); HayaCut also reinstates a keyframe at `Sync Timeline Start Frame`.
- **Transcript Keyframes:** right-click → **Transcript** → **Add Keyframes**, select per-clip transcript text files (names must match source clip names). **Erase mode** replaces all keyframes; **Merge mode** adds to existing. The first matched keyframe is offset 10s after a starting keyframe at Sync Start Frame.

Entering the Edit Timeline with any layer that has zero keyframes is blocked — add at least one keyframe to every layer first.

Transcript keyframe creation can be blocked if there are already Edit Timeline clips or any clip is offline.

Sync Timeline supports Undo / Redo for drop, move, add/remove/modify keyframe, and transcript operations. Zoom and playhead position are preserved across undo/redo.

Delete Layer

Right-click → **Delete Layer** → confirm. Removes the grid and preview videos with it. Blocked if any Scene Edit clip already uses this sync layer; cannot be undone.

6. Edit Timeline — Quick Mode

STAGE 6

Quick Mode (**Q**) is the continuity-aware editor. Source clips stay linked to the Sync Timeline, so moving the Edit playhead drives every visible source to the matching synced frame.

Insert Cut

1. Drag the Edit playhead — sources update to the synced frame.
2. Click the Source thumbnail you want to use.
3. Click **Insert Cut**. HayaCut places the clip from the playhead frame outward to the clip's end.

If the requested frame is outside the chosen source clip's range, HayaCut warns and skips the insert. Allow enough overlap when laying down sync keyframes.

Replace Cut

Playhead inside an existing clip, click a different source, click **Replace**. The new clip's start/end actions automatically match the surrounding cuts and the duration adjusts.

Insert Cut Point & Join

- **Insert Cut Point** splits the clip at the playhead.
- **Join** merges two adjacent clips at a cut point — only allowed when both clips use the **same camera angle**; otherwise HayaCut warns and does nothing.

Move Cut Point Left / Right

Places the playhead near the start (Right) or end (Left) of a clip and slides the cut to that frame. The neighbor clip's matching end / start action is recomputed automatically to preserve continuity, with duration adjusted.

Invalid moves are caught up front: HayaCut shows an error and the cut point is not changed.

Delete All Edited Clips

Edit Tab menu → **Delete All Clip**. Clears all panel-side edits. Premiere V1 / A1 clips stay untouched. Restorable via Undo.

7. Real-Time Edit

STAGE 7

RT mode lets the editor record camera switches live while playback runs, then converts those switches into Quick Mode insert operations in both the panel and Premiere.

1. Press **R** to enter RT. HayaCut checks offline status.
2. Click **RT Record Ready**. Requires a Mark In; HayaCut moves the cursor to Mark In, then to the preroll position (clamped to 0 if it would go negative). The starting angle comes from the existing first scene clip, or the currently selected source if there are no clips.
3. Click **RT Play Start**. Most buttons lock; only source thumbnail switching and **RT Pause** stay live during recording. Preroll plays first if it covers the pre-Mark-In range; otherwise the panel shows black until Mark In.
4. From Mark In, click a Source thumbnail or press keys **1–4** to switch angle. Each switch is recorded as a cut.
5. Click **RT Pause** to stop. Then either re-arm **RT Ready** for another pass, or submit.

Submit RT Edit

On submit, HayaCut walks to every saved Edited clip position, applies each switch as a Quick Mode insert, creates the matching cuts in Premiere using the original bin clips, then returns the cursor to Mark In and drops back into **Q Mode**.

Playback after submit

The panel cursor stays in sync with Premiere timeline playback and plays Edited clip audio in HayaCut. There is no VU meter in the panel during this playback — use Auto Connect (next stage) to monitor in Premiere.

RT Settings

- **RT Preroll** — preroll length in seconds before Mark In.
- **RT Offset** — positive value delays submitted cut points if RT cuts feel early; negative value pushes them earlier if cuts feel late.

If the selected angle at Mark In does not match the stored Mark In angle, HayaCut may switch audio handling to the current camera. If the selected source clip does not cover the clicked frame, RT recording warns and stops.

8. Auto Connect & Premiere

STAGE 8

Auto Connect is how the editor moves between the HayaCut panel and the Premiere window without manually toggling control.

- Toggle Auto Connect on; the connect icon turns **green**.
- When the cursor enters the Premiere window, HayaCut hands playback control to Premiere — the timeline behaves normally and the Premiere audio VU is available.
- When the cursor returns to the panel, HayaCut reclaims control.

Destructive Actions Reference

Operations that remove or replace clips in Premiere's V1 / A1 or in the HayaCut scene. Worth special attention during review.

ACTION	EFFECT	GUARD
Select Sequence (switch)	Deletes Premiere V1 / A1 clips; creates new Scene and Version	Warning dialog with active sequence info
Switch Scene Version	Can delete Premiere V1 clips on confirm	Warning dialog before switch
Read Scene	Replaces V1 / A1 and rebuilds full state	Warning + optional Save first
Delete Scene Version	Permanent; cannot be undone	Confirmation; last remaining version cannot be deleted
Delete Layer (Sync)	Removes layer + grid/preview videos; cannot be undone	Blocked if used in Edit Timeline
Delete Media Clip	Removes the media clip from HayaCut	Blocked if used in Edit Timeline
Delete Shot / Take	Removes the clip (and dependent takes)	Blocked if any take is in Sync Timeline
Paste Keyframes	Replaces all keyframes on the target layer	Warning dialog before paste
Transcript Keyframes (Erase)	Removes all existing keyframes on matched layers	Blocked if Edit Timeline has clips, or if any clip is offline
Delete All Edited Clips	Clears all panel-side edits	Premiere V1 / A1 stays intact; Undo restores
Rename Layer	Cannot be undone	Confirmation context

Key Shortcuts (Review Subset)

Panel must have keyboard focus. macOS uses **Option (⌘)**; Windows uses **Ctrl + Alt** for the global commands. This is a representative subset of the full shortcut set.

Scene I/O & Undo

ACTION	MAC	WINDOWS
Undo	Cmd + Option + Z	Ctrl + Alt + Z
Redo	Cmd + Option + Shift + Z	Ctrl + Alt + Shift + Z
Open Scene	Cmd + Option + O	Ctrl + Alt + O
Write Scene	Cmd + Option + W	Ctrl + Alt + W

Transport

KEY	ACTION
Space	Play / pause
J / K / L	Reverse / pause / forward (ramped speed)
, / .	Jog one frame back / forward with audio scrub
Escape	Pause all and unlock the panel

Sync Timeline

KEY	ACTION
M	Add keyframe at playhead
Delete / Backspace	Remove keyframe
Z / X or ↑ / ↓	Previous / next keyframe
I / O	Set sync clip In / Out
; / '	Modify keyframe one frame left / right
Ctrl + J / K / L	Modify keyframe (1x speed only; playhead must be on a keyframe)

Edit Timeline (Quick Mode)

KEY	ACTION
Z / X or ↑ / ↓	Previous / next cut point
I / O	Scene Mark In / Out

KEY	ACTION
V	Insert Cut
B	Replace Cut
N	Insert / break cut point
G	Join clips
; / '	Move cut point left / right

Real-Time

KEY	ACTION
1 - 4	Select / switch source angle (Quick or RT)