

## Timeline Interval in the Smash Builder

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The timeline interval in the Smash Builder is the same concept as in the Clip Creator.

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The interval is essentially the scale of the smash representation on the smash timeline.

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When you start building your smash, we have set the base interval at 5 seconds.

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Since you are determining the length of the smash you are building, the interval options in the drop down menu will adjust as you compile your smash.

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The longer your smash gets, the more interval options we add to the drop down menu.

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Similar to the clip creator, choosing a larger interval will give you a bird's eye view of your smash.

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A bird's eye view may help you navigate through your smash or to different points in the smash you are creating

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While choosing a smaller interval will provide a more detailed view.

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You will want to use a more detailed view when you are trimming or editing your assets in your smash.