Let’s have a look at how to create simple cuts between cameras in Blender.

****Notes:****

* Blender 4.0.2

****Timestamps:****

* 00:00 - Intro
* 00:10 - Camera Switching on the Timeline
* 02:14 - Shot Editing

****Links:****

* [Da Vinci Resolve](https://www.blackmagicdesign.com/products/davinciresolve" \t "_blank)
* [Vegas](https://www.vegascreativesoftware.com/us/vegas-pro/" \t "_blank)
* [Premiere](https://www.adobe.com/cz/products/premiere.html" \t "_blank)

<https://www.blackmagicdesign.com/products/davinciresolve>

<https://www.vegascreativesoftware.com/us/vegas-pro/>

<https://www.adobe.com/cz/products/premiere.html>

****Shortcuts:****

* ****M**** | Add a Marker
* ****F2**** | Rename Selected