

## Final Cut Pro Workshop

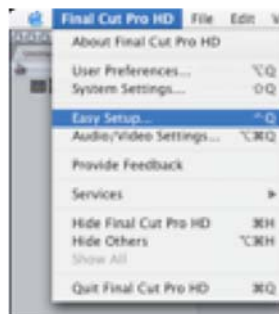
### Before You Begin

Before beginning a video editing project, you should have an idea of how much hard disk space your project will need. DV requires 1GB for every 5 minutes of footage captured. The rule of thumb is to estimate the length of your final movie and multiply by five to calculate storage space, taking into consideration that you will digitize more video than will be in your final movie, and will also need space for render files, undos, scratch copies etc. This ends up being a 1:1 ratio between minutes and gigabytes. A 1-minute movie would need 1GB of storage space. A 20-minute movie would need 20 GB.

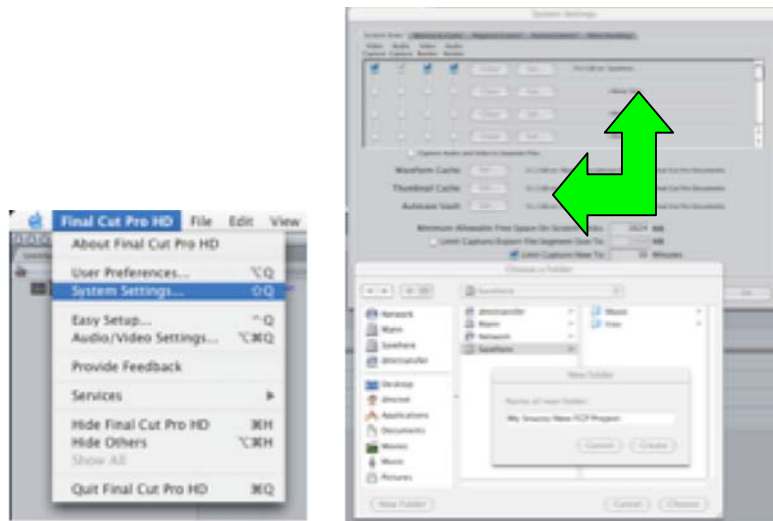
FireWire hard drives should be used for long projects. Keep in mind that both the “Save Here” and “DMC Transfer” drives on are cleaned out every week. If you will be working on your project for more than a day or two, either apply for a special project hard drive at the DMC, or bring in your own.

### Project Set-up

1. Open Final Cut Pro by clicking on the clapboard icon on the dock at the bottom of the screen. Go to **File -> Save Project As...** create a folder for you project on the “Save Here” drive. Save your project in that folder.
2. Go to **Final Cut Pro HD -> Easy Setup**. For most projects, choose the DV-NTSC option (choose the PAL setting if you are working with PAL footage).



3. Go to **Final Cut Pro HD -> System Settings**. Under the first tab at the top **Scratch Disks**, set all of the scratch disk options to *SAVE HERE:Your Folder*. It's important to keep all of the files associated with your project together.



## Interface & Workspace

Final Cut Pro has 4 main windows: the Browser, Viewer, Canvas and Timeline.



The Browser contains and organizes all of your media. The Viewer is where you view the media and select which parts to add into your sequence. The Canvas is where you view your final sequence. The Timeline is where you put together your sequence and can view all of the edits, transitions, layers, effects etc.

Go to **Window -> Arrange** to change to pre-set arrangements for different tasks or to save your own custom window arrangement.

In the Browser, create bins for all of your media types: Video, Audio, and Graphics. When you create a project, a Sequence is created. If you are working on a long-term project, it is a good practice to create a new Sequence each day (use the date as part of the name, e.g. "MyMovie101505") and store the previous Sequences in their own bin. This way, you can always go back to a previous version of your program.

## Acquiring Media

There are a number of ways to get media into Final Cut Pro in order to edit with.

### Importing files

Go to **File -> Import -> Files... (or Folders...)** to import video files, pictures, audio files etc. (Check the Help file for info on what formats are compatible with FCP)

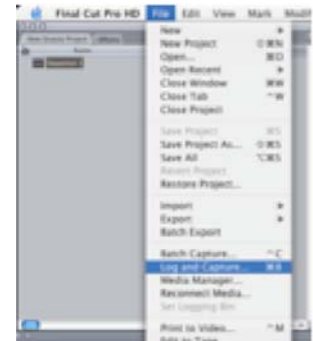
### Logging & Capturing Video

Connect the DV player to the computer using the FireWire connection. The 4-pin (smaller) end of the FireWire cable connects to the DV deck and the 6-pin (larger) end goes into the Mac.

Turn on the DV deck. FireWire cables carry audio and video information so one cable is all you need.

**Note:** To use the logging and batch capture features, your tape must have continuous time code. If you have a break anywhere in the time code of your tape, these features will not work properly.

In the Browser, select your Video bin, right click and choose "Set Logging Bin" from the context menu. Make sure a DV source (deck or camera) is connected and on and go to **File -> Log and Capture**.



It is extremely important to give a unique Reel name to each and every tape that you capture from. If you ever need to re-capture portions of your program, it will be vital to have accurate Reel names.



Use the “Clip Settings” tab to specify whether to Capture Video, Audio or both. In the “Capture Settings” tab you can verify your device control and Scratch Disk information.

1. Use the tape transport controls to navigate through your tape.
2. Use the Mark In button (or press ‘I’ on the keyboard) to set the in-point of the clip you wish to log.
3. Use Mark Out (‘O’ key) for the out point.
4. Click the “Log Clip” button
5. Give the clip a name in the following window then click “OK”



Your clip name appears in your bin with a red slash through its icon, indicating that it is offline (the media has not been captured yet.) Repeat the logging steps to log all of the desired clips on a tape and then Batch Capture them.

### Batch Capture

Select all of the logged clips in your bin. CTL + Click (or Right Click) then choose “Batch Capture” from the context menu.

Click “OK” on the pop-up and your tape will automatically begin scanning to the first In-point selected. All logged clips will be captured; if clips span more than one tape, FCP will prompt you to load the correct tape.

### Editing

Once you’ve captured your media you’re ready to begin editing. There are several different ways to edit your video clips in Final cut. You can drag clips from the Browser directly onto the Timeline and trim there. You can also drag clips from the Browser into the Viewer. Clips in the Timeline, when double-clicked will appear in the Viewer. This is where most of your fine-tuning will take place.

To trim a clip, drag it into the Viewer window and use the In and Out-point buttons to isolate the portion of the clip you wish to include in your final program. You can then place the clip onto the Timeline by dragging it, using the Insert or Overwrite buttons, or dragging it onto the Canvas window and choosing an edit method.

### Insert & Overwrite Editing

In Insert mode, clips are placed onto the Timeline at the Playhead, and the rest of the clips on the Timeline, ripple down to create space for the new clip. In Overwrite mode, new clips replace, or overwrite whatever is currently on the Timeline. When using Insert and Overwrite make sure you select the target Tracks for the media (default V1 and A1/A2).

## Timeline

Most of your media will probably go onto V1 of the timeline. Tracks are separated so that you can manipulate video and audio separately. Use higher Tracks for additional material such as titles, superimposed clips or images. Other audio tracks may be added for music, voice over and sound effects.

The toolbar at the right of the Timeline gives you a variety of ways to deal with you media.

Make sure to use the Selection Arrow tool to select clips and tracks and to move media around the timeline.

The third icon, the Select Track Forward tool, allows you to select multiple tracks at once.

The Razor Blade tool is very useful for splitting a clip, with the Razor Blade selected, click on your clip in the Timeline to split it into two separate clips. This is very useful for isolating and removing unwanted media once it is already in the Timeline.

## Transitions & Filters

Video and audio transitions and effects are located on the Effects tab of the Browser. To use a transition, select one from the menu and then drag it in between two clips on the same Track. Some transitions may have parameters that you can adjust by double-clicking on the transition and changing the values in the pop-up window. To remove a transition, simply select it and press Delete; to replace it, drag a new transition over the old one.

Filters are added by dragging them from the Effects tab directly onto the clip in the Timeline, or onto the Filters tab of the Viewer. To remove a filter, select it's name in the Filters tab and press Delete.

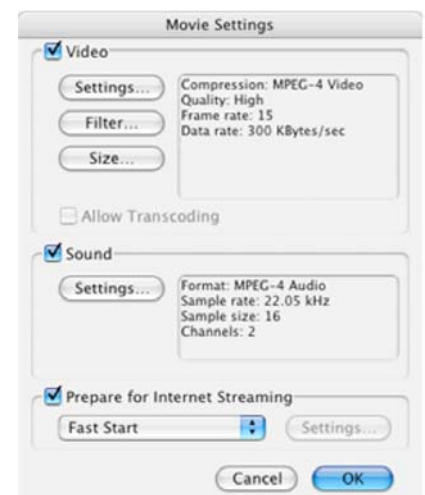
## Exporting to a File

### QuickTime Movie

The File -> Export -> QuickTime Movie function exports a full resolution QT movie (either self contained or a reference movie). Use this option to create a reference movie for iDVD. This IS NOT the option to use if you want to put you movie on the web or on CD-ROM (it will be too big).

### Using QuickTime Conversion

This is the command you should use to export video for the web or CDROM. You can choose from a variety of file formats including QT, AVI, MPEG4, or Still Image. Then choose your compression settings for optimal compression.



## Print to Tape

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**File -> Print to Video** – select any additional elements you might want to include on the tape such as bars & tone, countdown, slate, etc. When instructed, press Record on your deck to begin recording.

## Record from Timeline

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Ensure your entire sequence is rendered and your deck is powered on and attached. Make sure you have sufficient black leader at the head and tail of your program. Press record on your deck and then play the timeline.

## Archive your Project

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Once you have completed a project you may want to archive the media used in the actual sequence.

Go to **File -> Media Manager**. Under Media choose “Copy”, then Browse to your hard drive and create a folder there. Hit “Okay” to begin media consolidation. Only footage and media used in the final sequence are copied to this folder. You can then burn the folder to a data DVD or put it on a portable hard drive to be able to work with your file again. All other media will be deleted off DMC computers on a weekly basis.