



macworld 2006
video workshop
featuring final cut pro

LOG AND CAPTURE

From the File menu choose Log and Capture to open the Log and Capture Window.

1. Reel Name - This should match the label on the tape.
2. Navigate your way through your footage using the Play, Fast Forward and Reverse functions.
3. Set IN point at the beginning of the take you wish to capture by pressing the "i" key.
4. Set OUT point at the end of the take by pressing the "o" key.
5. Click "Log Clip" or press the F2 key.
6. Name your Clip

Offline clips will appear in your Browser window (with a red slash) as you log.

At this point, no media has been captured, only named.

No need to make your in & out points overly precise at this point- as long as they're within a second or two.

TIP:

USE KEYBOARD SHORTCUTS TO QUICKLY NAVIGATE, NAME, AND LOG CLIPS.

J - PLAY REVERSE

K - STOP/PAUSE

L - PLAY FORWARD

PRESSING J OR L MORE THAN ONCE SPEEDS PLAYBACK.

I - SET IN POINT

O - SET OUT POINT

F2 - LOG CLIP



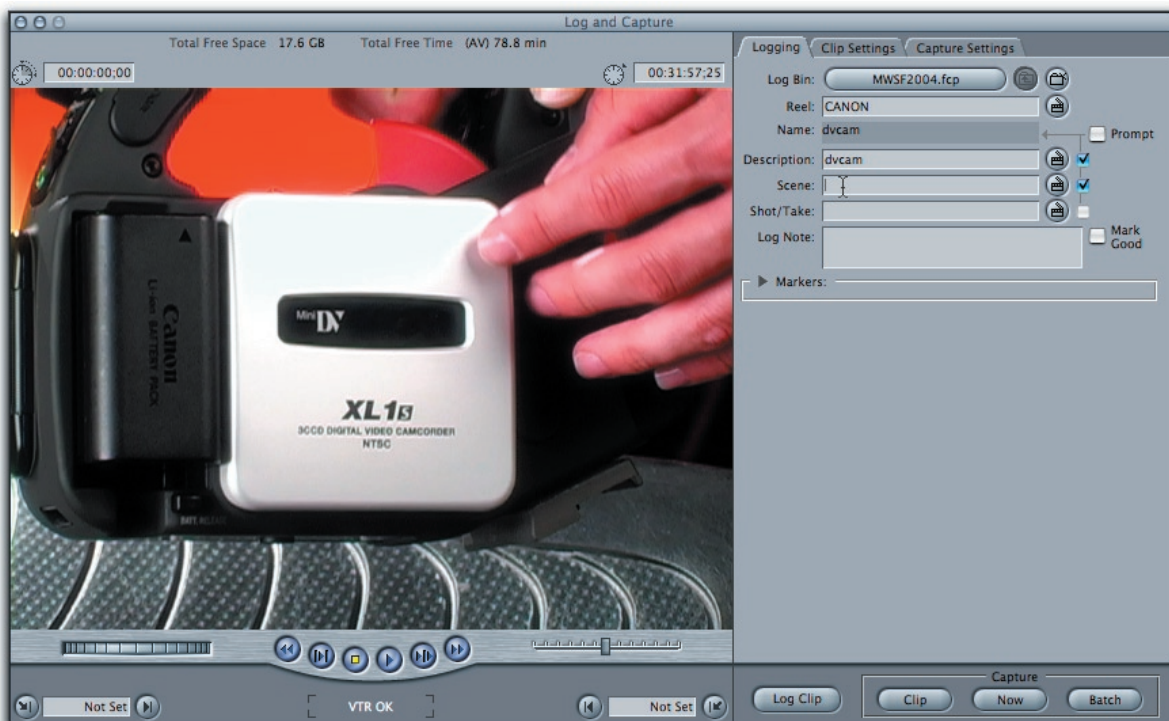
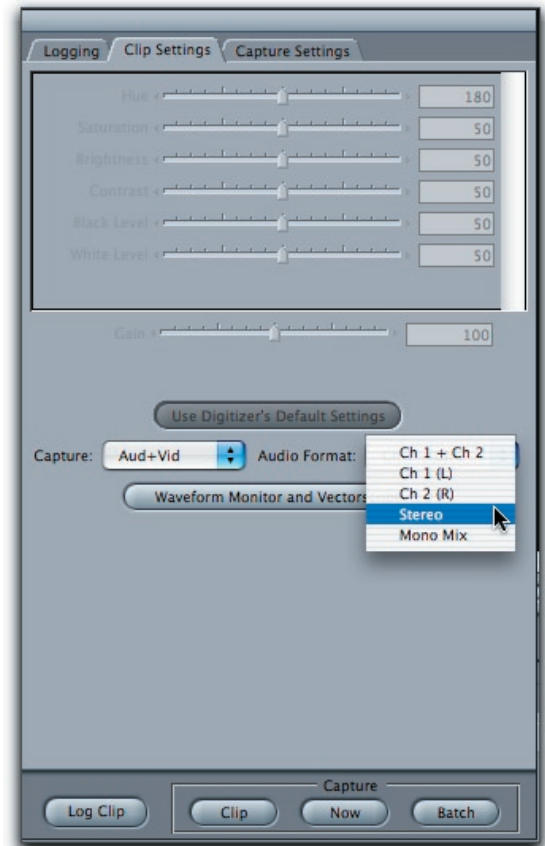
Clip Settings Tab

Match your footage.
 Default is Ch 1 + Ch 2

Most camcorders have a Stereo mic

Speed logging

1. Uncheck "Prompt"
2. You will no longer be prompted for a Clip name. The Clip name will be generated by what is typed in the Scene, Shot, and Take fields.
3. Press the Tab key to move between Fields.
4. Press Return to get out of any Field.
5. Press F2 (Log Clip)



Use DV Start/Stop detection to scan a capture clip and add Markers.

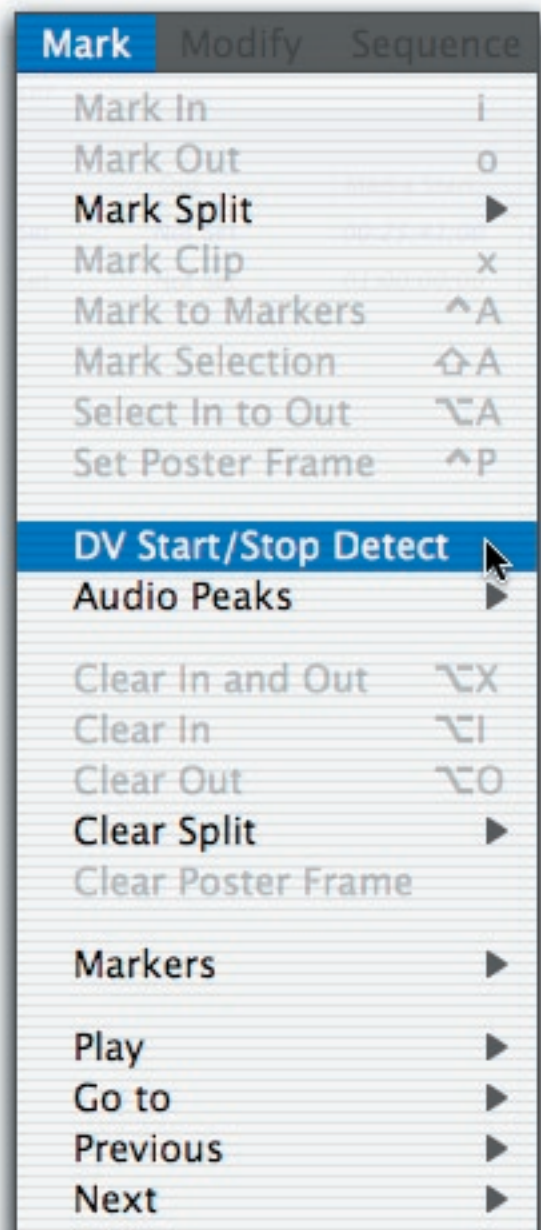
1. Select clip in Browser.
2. Choose Mark > DV Start/Stop Detect
3. Twirl open Disclosure triangle next to clip to reveal markers.

Optional:

Select Marker(s), Modify > Make Subclip

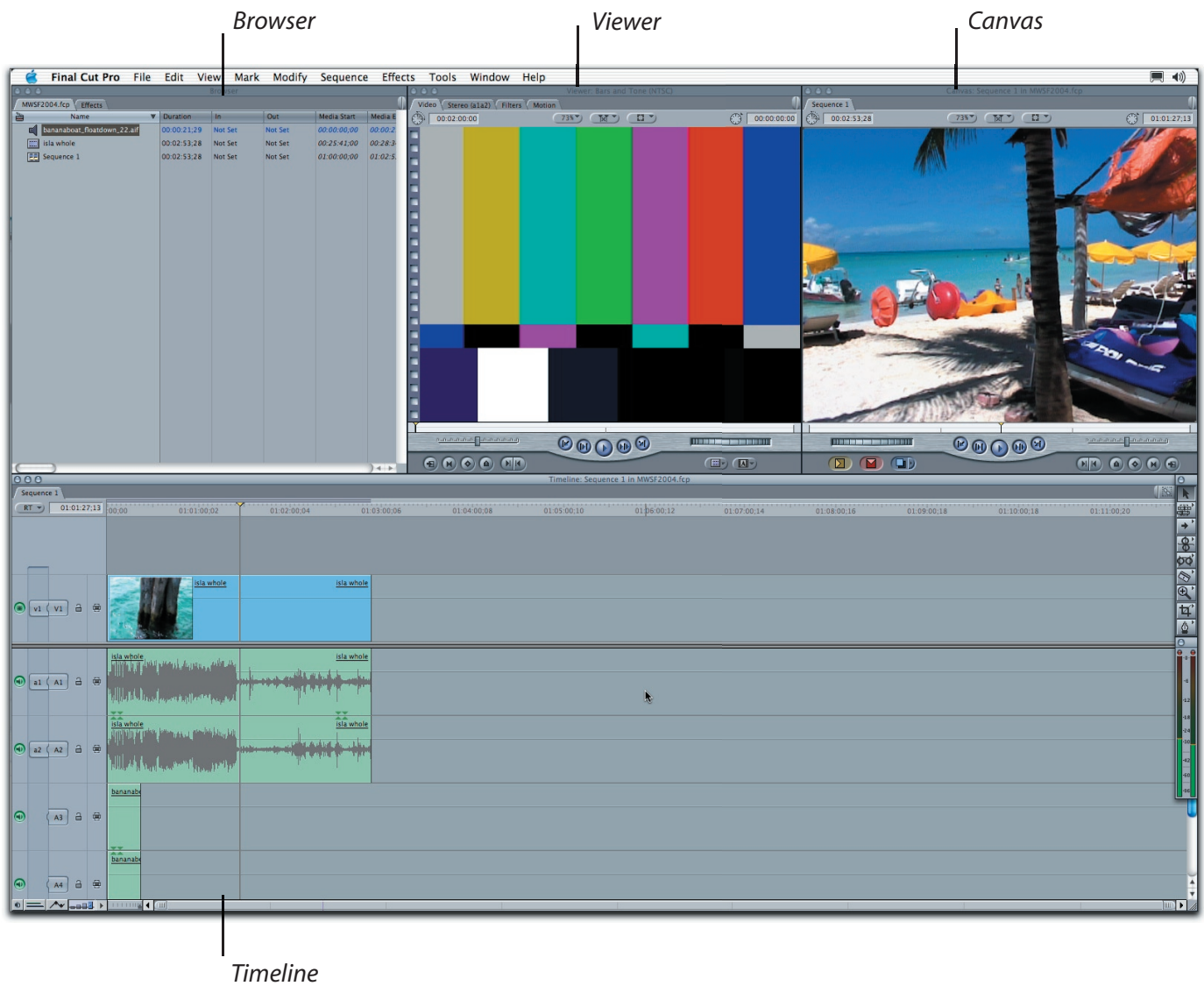
Or:

Drag Marker to new Folder



Final Cut Pro Workspace

The four main windows: the Viewer, Canvas, Browser and Timeline.



Viewer Window

The Viewer window is like a “workshop” to view and work on individual objects.

By “individual objects”, we mean video clips, audio clips, graphics, titles, transitions, and rendered elements like gradients and particle noise.

By “work on”, we mean set In & Out points, add Filters, work with keyframes, change properties and a host of other options.



Canvas Window

The Canvas looks much like the Viewer, but instead of individual objects it displays your entire edited sequence with all layers and elements.

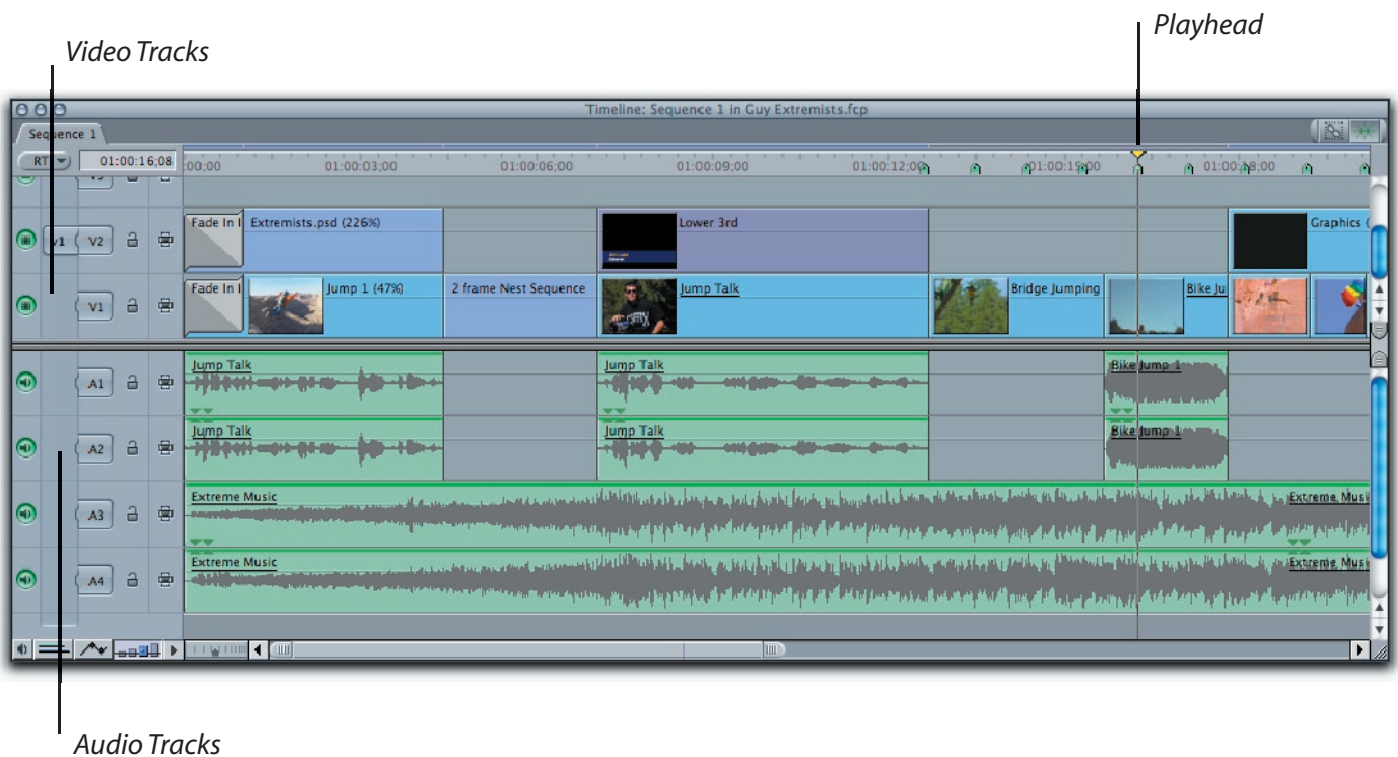
You can also use the Canvas to edit motion paths, scale, position, rotate and distort clips.

The triangular yellow "playhead" at the bottom of the Canvas Window works in tandem with the Timeline.



Timeline Window

The Timeline is where you assemble your edit by placing the clips you want in the order that you want them to appear in your movie. The Timeline displays a chronological view of a sequence—both audio and video along a time axis.

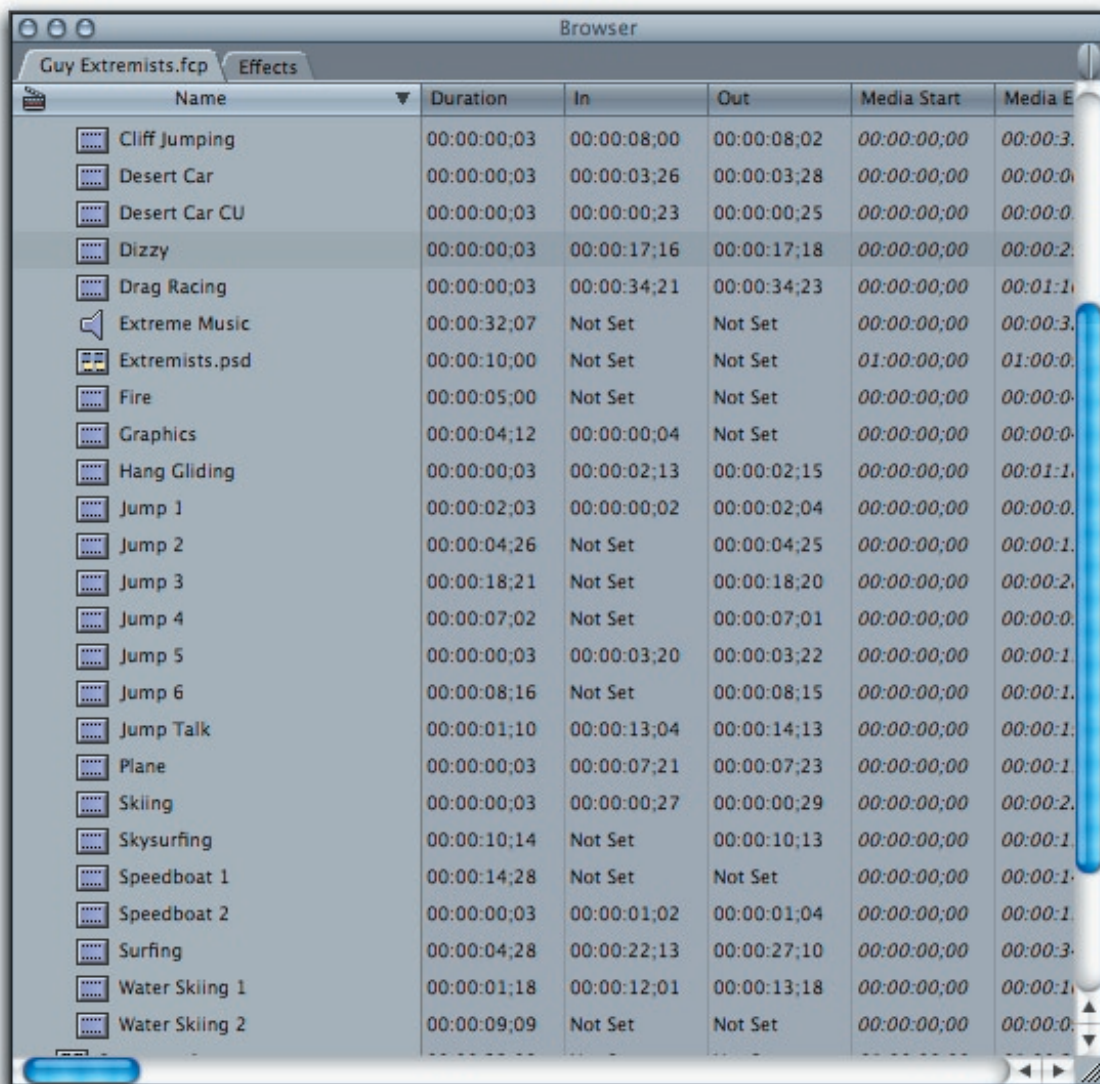


Browser Window

The Browser is like a “box” that holds media elements for your convenience.

The Browser can hold video clips, audio clips, graphic files or rendered animations. To Open a clip from the Browser, simply double click to load the file into the Viewer.

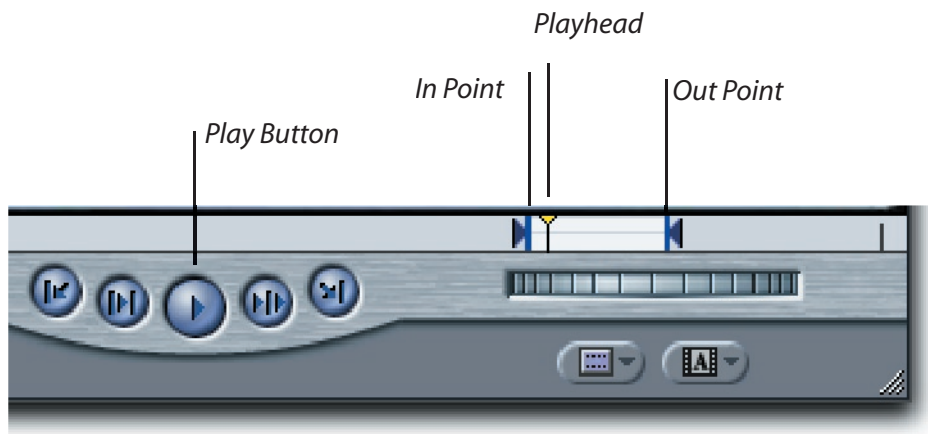
Another item you’ll find in the Browser Window is a Sequence, which is another term for a Timeline.



Setting in and Out points

Often you find there are several ways to accomplish the same operation in Final Cut Pro. Most edits for example can be performed three different ways. We'll go over a few of the different ways of adding clips into your sequence.

1. Load a clip into the Viewer by double clicking a clip in the Browser.
2. Click and drag on the yellow playhead to move forward or in reverse. This is called "scrubbing" the clip.
3. View your source material by clicking the Play button on the screen or press the Spacebar on you keyboard.
4. Select the specific media you would like to use by setting an IN point and an OUT point. IN and OUT points are set by pressing the "i" key for IN and "o" key for OUT.



Keyframes allow you to set a parameters value at a given point in time.

Motion as well as Video Filters are keyframeable. Use keyframes to add animation and make items move.

To quickly set a keyframe for Scale, Rotation, and Center, follow these steps:

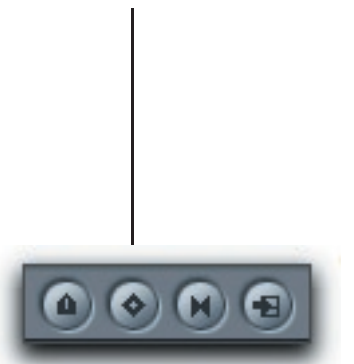
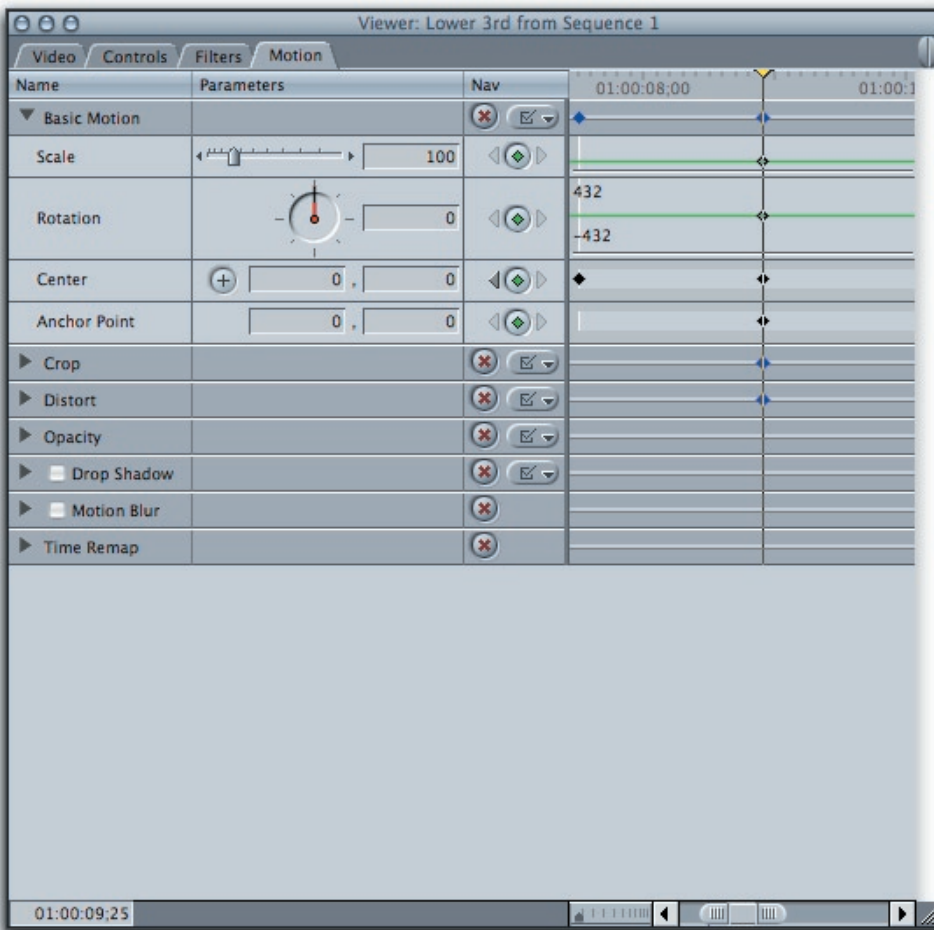
1. Position the playhead on the frame you would like to begin.
2. Click the Add Keyframe button in the Canvas.
3. Move the Playhead in time to the next frame and tweak the parameters values.

Example: Steps to make a clip fly off the screen:

1. Place a clip in the Timeline
2. Position the playhead in the Timeline at 0 Seconds.
3. Click the Add Keyframe button in the Canvas.
4. Move the Playhead to 3 Seconds.
5. Click the Canvas Window - choose Image + Wireframe from the View Menu.
6. In the Canvas Window use the arrow tool to move the clip off the screen.

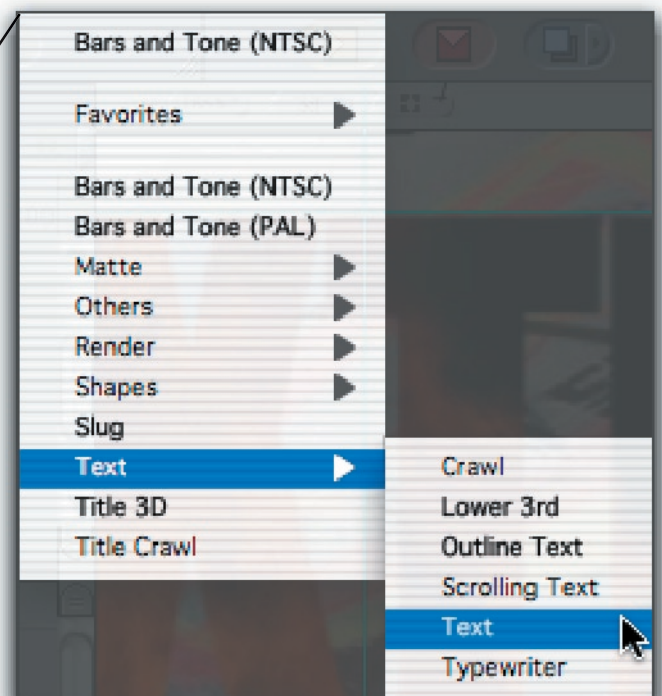
Finite control of keyframes is available in the Motion and Filters tabs of the Viewer.

Add Keyframe



Create a Title

1. From the Generator pop-up menu in the lower right corner of the Viewer, choose Text/Text.
2. Place the text in your Sequence by performing an Insert, Overwrite or Superimpose Edit.
3. Double click on the text clip in the Timeline to load it into the Viewer
4. Choose "Controls" from the Viewer tab.
5. Edit your text.
6. Choose Title Safe from the View Menu, keep titles inside the white bounding box.

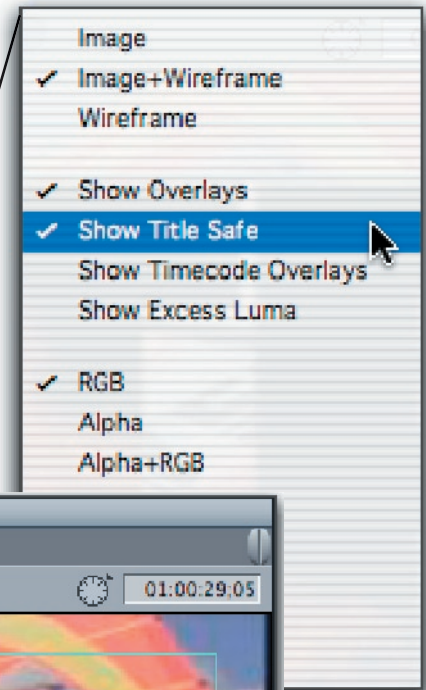




Title Safe

Keep titles inside of the inner cyan colored bounding box. Titles outside of the box may be clipped when output to a television monitor.

To enable a title safe area overlay, choose Title Safe from the pop-up window located in the top of the Viewer and Canvas windows.



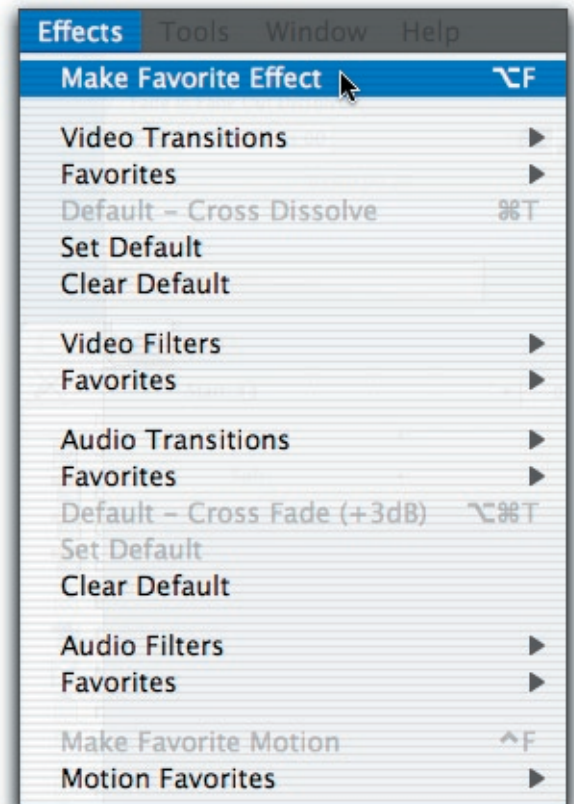
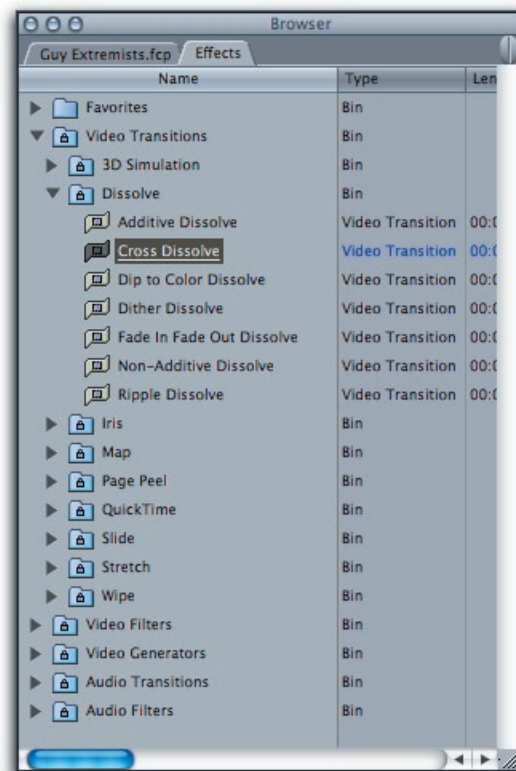
Adding and Editing Transitions

There are three ways to add a transition.

1. In the Browser, click on the Effects tab, locate a transition and drag it between two clips in the Timeline.
2. In the Timeline, click the edit point of where you would like the Transition to appear. From the Effects Menu, choose Video Transitions.
3. Press a keyboard shortcut. The default transition is CMD T.

Edit a transition by double-clicking.

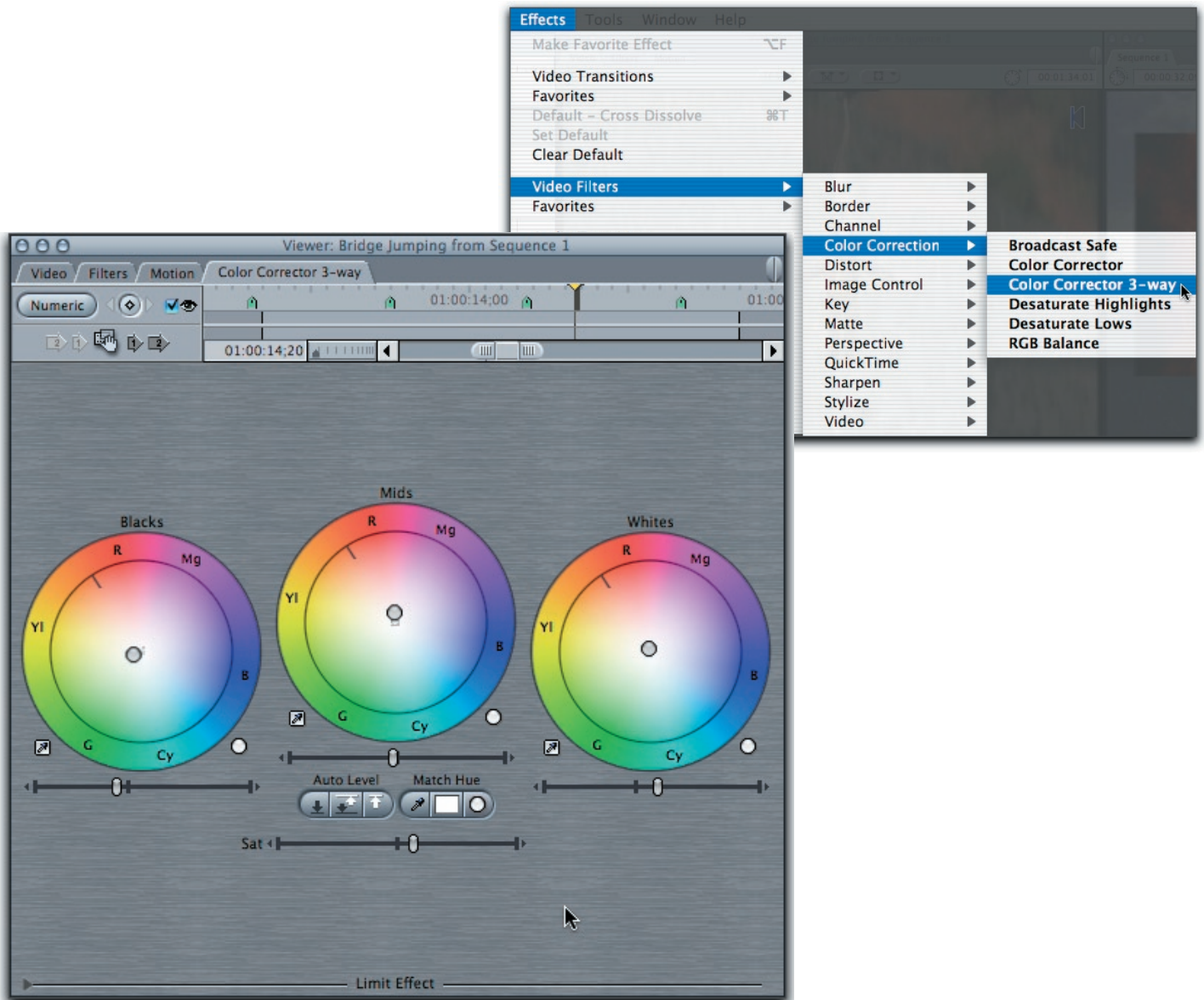
Create a Favorite by highlighting a Transition, then choosing Effects > Make Favorite effect.



Color Corrector

Video Filters in Final Cut Pro can be utilized to achieve special effects. The Video Filters are located under the Effects Tab. To apply a filter to a clip follow these steps:

1. Place a clip in the Timeline.
2. Double Click on the clip in the Timeline to load it into the Viewer.
3. Choose a Video Filter from the Effects menu.
4. Click on the Filters tab in the Viewer to change the Video Filters parameters.



LiveType to Final Cut

In LiveType, drag the "document" icon at the top of any window.

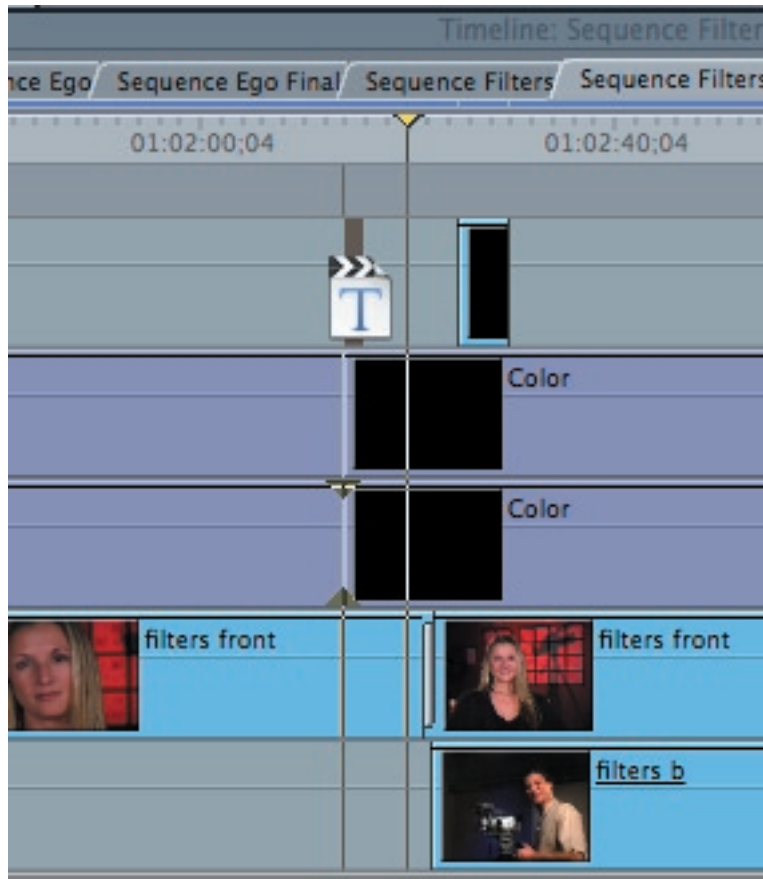


While dragging, Press CMD + Tab to Application Switch to FCP



LiveType to Final Cut

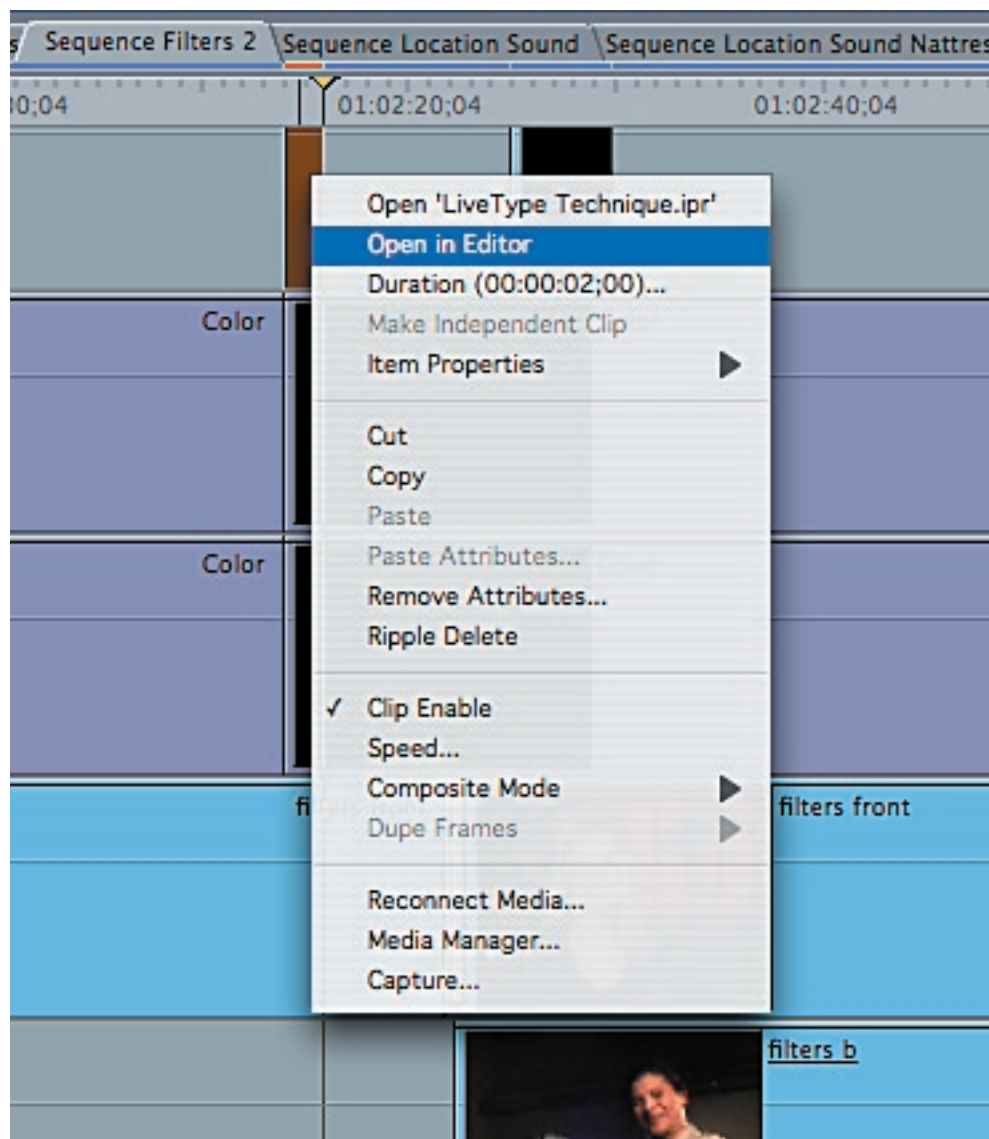
In the Final Cut Pro Timeline, drop the LiveType "clip" into position.



Modifying a LiveType animation

In the FCP Timeline, Control + Click the LiveType clip and from the contextual menu choose "Open In Editor"

In LiveType, make changes and Save.
CMD + Tab back to FCP and the changes are updated.

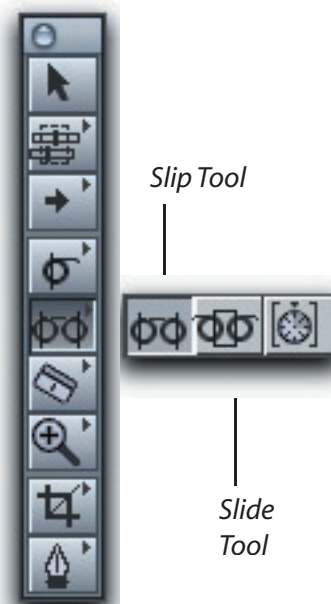
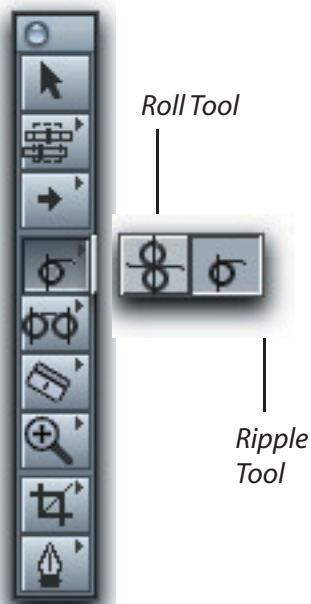


Roll Tool: Makes an edit happen sooner or later.

Ripple Tool: Fine tunes edits by making a clip longer or shorter while pushing the adjacent clips along.

Slip Tool: Determines what content is shown in clip.

Slide Tool: Makes a clip happen sooner or later.



Function	Key Command
Play reverse *	J
Stop / Pause	K
Play forward *	L
Forward one frame	→
Backwards one frame	←
To next edit	↓
To previous edit	↑
Set In Point	I
Set Out Point	O
Clear In Point	option + I
Clear Out Point	option + O
Log Clip	F2
Add marker	M
Add and name Marker	M+M
Insert Edit **	F9
Overwrite Edit **	F10
Render Selection	option + R
Render Sequence	⌘ + R
Save	⌘ + S
Undo	⌘ + Z
Snapping	N
Zoom to fit	shift + Z