

Final Cut Pro 1.2 Video Editing

A Guide to Getting Started

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Final Cut Pro 1.2 - Editing Video

Starting Video Edit

Preparatory Phase

1. Launch Final Cut Pro Application
2. GOTO File Menu >>> GOTO New Project Option
*an untitled project tab appears in the browser
3. GOTO File Menu >>> GOTO New Option >>> GOTO Bin subOption
*this creates a file for placing your captured clips to
*it can be given a specific name by clicking on its default Bin name and renaming it accordingly
4. GOTO Edit Menu >>> GOTO Preferences Option
*the preferences window is now open
 - A. <CLICK> the Scratch Disks Tab
 - a. Designate the scratch disk
 - b. Wave form cache
 - c. Thumbnail cache
 - d. Minimum allowable free space on the scratch disk
 - B. <CLICK> the General Tab
 - a. In Levels of Undo, choose 10
 - b. In Recent Clips, choose 10
 - c. Place "X" in box next to Automatic Save option, choose 5
 - d. In Multi-Frame Trim Size, choose 5
 - e. In Real time Audio Mixing, choose 4
 - f. Place "X" in box next to Render ahead, choose 2
 - g. In still image duration, choose 10 seconds
 - h. In Preview Pre roll, choose 2 seconds
 - i. In Preview Post roll, choose 2 seconds
 - j. Place "X" in AutoSync Compensator for movies, choose 5
 - k. View External Video Using, "APPLE FIREWIRE NTSC (720x480)
 - l. Place "X" in box next to Mirror on desktop during playback
 - m. Place "X"s in Show Tool Tips, Linked Selection, Snapping, Fit Full Size, and Visibility Warning
 - n. Set thumbnail cache (DISK) to 512
 - e. Set thumbnail cache (RAM) to 256
 - C. <CLICK> the Device Control Tab
 - a. "X" Enable Device Control
 - b. Protocol = Apple Firewire Basic
 - c. Time Source = DV Time
 - d. System = NTSC
 - e. Pre-roll = 3 seconds
 - f. Post-roll = 3 seconds
 - g. Timecode offset = 0
 - h. Handle Size = 2 seconds
 - i. Playback Offset = 0
 - D. <CLICK> Sequence Preset Tab
 - a. Choose DV-NTSC
 - E. <CLICK> Capture Tab
 - a. Choose Online Quality
 - b. Frame size = 720x480, NTSC-DV (3:2)
 - c. Choose Report Dropped Frames
 - d. "X" Capture card supports
 - e. "X" Turn off Appletalk when capturing

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Starting Video Edit

Log and Capture Phase

1. Insert DV tape
2. GOTO File >>> OPTION Log and Capture
*In log and capture window, confirm that it says "VTR OK"
3. Choose clip of interest
 - A. Enter insert
 - B. Enter outpoint
4. Enter label
5. Press Log Clip Button
*If successful, log will appear in browser window

***When all necessary material is logged from DV source, GOTO File >>> OPTION Save Project As: (#&*?@)**

Capturing Logged Material

1. GOTO Browser Window
2. Select the logged entries by clicking on it with the mouse
NOTE: holding down the <APPLE> key and clicking on the mouse button can make Multiple selections.
3. When the desired logged material is highlighted, GOTO the Log and Capture Window, Press Batch Button
4. The Batch Window appears, be sure Options are selected, have at least 2 to 3 seconds Of pre- and post- roll handles
5. Click the OK Button

***When capture is complete, GOTO File >>> Save Project**

Adding Captured Clips – Canvas Window Overview

- A. Video clips can be added through the Insert Portal, Overwrite Portal, Replace Portal, Fit to Fill Portal, and the Superimpose Portal
- B. Purposes
 - Insert – allows you to add a sequence and will shift all material following it in the timeline window to the right
 - Overwrite – allows you to add a sequence at the point of the yellow marker in the timeline window. It will over-write any pre-existing material
 - Replace – allows you to add a sequence and it will fill in at the beginning of a highlighted sequence and will stop at the end of the highlighted sequence
 - Fit to Fill – allows you to place a sequence in empty track spaces in the timeline window
 - Superimpose – allows you to layer video clips in the timeline window

***To activate these portals, a captured video clip from the Viewer Window must be dragged over the Canvas Window**

Adding Captured Clips to the Timeline Window

(Adding Sequences to the Timeline)

1. GOTO Browser Window
2. <DOUBLE CLICK> on captured clip of interest
*Will show up in Viewer Window
3. Roll the clip in the Viewer Window, by pressing the play button
4. Mark the in and out points
5. <CLICK> on the video image, hold the mouse button down and drag to the Canvas Window
6. Place the clip over the overwrite option
*If successful, it will show up in the Timeline Window

***When all of the sequences are entered into the timeline, GOTO File >>> Save Project**

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Manipulating Video Sequences in the Timeline

Altering Sequences

1. Double <CLICK> on desired sequence

Viewer Window

1. Drag video tab out of Viewer Window
2. At the bottom right corner, <CLICK> and drag open the Viewer Window so sequence's time can be seen
3. <CLICK> on Motion or Filters tab
4. Choose the OPTION that will accomplish the edit of interest

***When a sequence is finished with the necessary manipulations, GOTO File >>> Save Project**

Removing Entire Sequences

1. In the Timeline Window, highlight the sequence of interest
2. Press the Delete Key
3. <CLICK> and drag the following sequence to close up the gap

Adding Transitions

1. In Browser Window,
 - A. <CLICK> Effects Tab
 - B. OPEN Folder of interest
 - C. Choose transition
2. In the Timeline Window
 - A. <CLICK> between sequences
3. Browser Window
 - A. <CLICK> and drag the transition between the highlighted sequences

***When transitions are finished being added, GOTO File >>> Save Project**

Transferring Media to Another Source

1. Open Sequence in browser
 - *This step opens up the timeline and canvas
2. GOTO Sequence Menu
3. GOTO Media Mover Option
 - *Media Mover enables material to transfer with no breaks in the links

Adding Tracks

1. GOTO Sequence Menu >>> Insert Tracks Option

Deleting Tracks

1. GOTO Sequence Menu >>> Remove Tracks Option

Editing Specific Tracks or Channels

1. GOTO the Timeline Window
2. <CLICK> on the tracks film symbol and turn it *YELLOW*

SuperImposing Text Over a Sequence

- A. Add Video Track Below Video Sequence Track
- B. Filling Text with Underlying Video
 1. GOTO Browser >>> GOTO Effects tab >>> GOTO Video Generators Folder >>> GOTO Text Folder >>> Double <CLICK> Text File
 2. In the Viewer Window, <CLICK> Controls Tab
 - *This tab allows for text formatting
 3. Layout Text accordingly

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SuperImposing Text Over a Sequence (CONTINUED)

4. In the Timeline Window <CLICK> on Video Sequence (should be highlighted) that will be masked
 - a. GOTO Modify Menu >>> GOTO Composite Mode Option >>> GOTO Travel Matte Alpha subOption
 - b. GOTO Modify Menu >>> GOTO Alpha Type Option >>> GOTO Straight subOption
 - c. GOTO Modify Menu >>> GOTO Reverse Alpha Option
*by highlighting Reverse Alpha Option and releasing the mouse button, turns on the Reverse Alpha Option. This can be verified by going back to the Modify Menu and looking to see if a check mark was placed next to the Reverse Alpha Option. The check mark verifies that Reverse Alpha is ON.
5. In the Timeline Window <CLICK> on channel below Video Sequence
 - a. <CLICK> and drag the text clip from Viewer Window into the Canvas Window, (Drop the clip into the Superimpose Option) or (Drop into the Timeline's track and below the appropriate sequence)
6. In the Timeline Window <CLICK> on the Text Mask
 - a. GOTO Modify Menu >>> GOTO Composite Mode Option >>> GOTO Normal subOption
 - b. GOTO Modify Menu >>> GOTO Alpha Type Option >>> GOTO Straight subOption
 - c. GOTO Modify Menu >>> Remove check mark from Reverse Alpha Option
*by highlighting Reverse Alpha Option and releasing the mouse button, turns on or off the Reverse Alpha Option. This can be verified by going back to the Modify Menu and looking to see if a check mark was placed next to the Reverse Alpha Option. The check mark verifies that Reverse Alpha is ON.

NOTE: Video sequences containing many compositional elements may not necessarily be appropriate for this effect. When this effect is utilized, the viewer should be able to understand what is going on in the sequence.

SuperImposing Text Over a Sequence

C. Adding Text Over Underlying Video

1. Procedure is the same as Step B, but place the mask in a track above the sequence.

Adding Audio

From Audio CD

1. Place audio CD in CD-ROM drive
2. Open CD from desktop
3. Drag and Drop the audio track over Final Cut Pro Icon
*located inside Mac HD >>> Inside Final Cut Pro Folder
4. Follow the instructions as they arise

In Final Cut Pro Viewer Window

1. Choose In and Out points of the audio source
2. <CLICK> and Drag the "Hand and Speaker Icon" from the audio tab to the browser window and drop the track into a bin folder
3. <CLICK > and Drag the audio track from the Bin Folder into the designated audio tracks

Rolling Credits or Text

1. In the Browser Window
 - A. GOTO the Effects Tab
 - B. GOTO the Text Folder
 - C. Double <CLICK> on the Text File
2. In the Viewer Window
 - A. <CLICK> and Drag the Video Tab outside of the Viewer Window
 - B. GOTO the Controls Tab in the Viewer Window
 - a. in the text portion, type in the necessary information
 - b. in the other portions, enter the fonts preferences
 - c. in the origin portion, enter the coordinates
*x-values shift material to the left or right
(-)values move material to the left and (+)values move material to the right
*y-values shift material towards the top or the bottom
(-)values move material upwards and (+)values move material downwards

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Rolling Credits or Text (CONTINUED)

- d. The first set of coordinates should shift all the text below the bottom part of the titlesafe box
 - e. Place the yellow insertion arrow at the start of the highlighted portion in the Viewer Windows Timeline
 - f. Mark this spot with a keyframe
 - g. Move the yellow insertion arrow to the end of the highlighted portion in the Viewer Windows Timeline
 - h. The second set of coordinates should shift all text above the top part of the titlesafe box
 - i. Mark this spot with a keyframe
- *In the Viewer Windows Timeline, the length of time the rolling credits occupy can be increased or shortened by moving the in and out points accordingly
- j. When the rolling text's preferences are established, drag the video clip into the Canvas Window

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Final Cut Pro 1.2 – DV Editing Terminology

Viewer: a window that enables the user to watch clips, mark edit points, and apply effects.

Canvas: (RECORD MONITOR), a window showing composited results of the edited sequence. Edit clips in terms of sequence.

Timeline: a window showing chronological view of the sequences. Video tracks are showed in descending order (ie: baselayer = VI).

Browser: a window used to organize and find source material for the project and final product. (NOTE: Browser contains no files, only references, like aliases.

Browser Hierarchy:

1. Browser = window
2. Bins = folder
3. References = aliases

Tool Palette: tools used to accomplish tasks in timeline and canvas.

Preferences: under edit menu. Use to change various options and settings in Final Cut Pro Software.

Log and Capture: collect material and store to disk.

Item Properties: allows user to view or change information about media within a project.

Keyframe: point that is captured or marked on a video or audio track. Act as starting and stopping points for a assigned actions.

Final Cut Pro 1.2 – Useful Final Cut Pro Help Websites

www.2-pop.com

www.videouniversity.com

www.dv.com

Final Cut Pro 1.2 – Useful Final Cut Pro Tutorial

[DV Companion for Final Cut Pro](#)

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