

## Final Cut Pro Express

All the systems have enough space to save your project and footage, however, then you are tied to that station. More flexible is to keep your project and media files on an external portable thumb drive and work with that. Then you can take the thumb drive to any available station. In either case, *always save your media and project folder in two places* (i.e. two drives or one desktop and one drive).

### OPEN Final Cut Express

Either from dock, or existing file.

(If you open from the dock, your last project will open up by default.)

New Project:

1. Set preferences first. Delete “Untitled” sequence (it will not be the right settings.) Save Project.
2. Set Scratch Disks – in >System Settings.

Understand the difference between Final Cut *Documents* (project file) and the series of folders created by Final Cut Pro, where your *media* is housed, among other things.

### Taking time to be organized in regards to you media

Where is everything? A system..

The SCRATCH DISKS – find under >“System Settings”

### Media vs. clips – non-destructive editing

Keep all media elements neatly organized inside the Capture Scratch Folder and on a separate harddrive. Clips inside Final Cut in your bins simply reference the actual media. When you cut a clip, you don't cut the media. When you delete or copy a clip, you do not delete or copy your media.

## Interface

### Parts:

#### The Viewer – The BEFORE image

The Viewer is analogous to a source monitor. You use it to watch individual clips, mark edit points, and apply effects. You can also load clips from the current sequence into the Viewer to refine details such as edits, effects, and audio volume.

#### The Canvas – The After image

The Canvas window is analogous to a record monitor and looks like the Viewer. It displays the composited results of the edited sequence as you are creating it.

#### The Browser

You use the Browser to organize and locate the source material for your project and the finished product. The Browser is not a collection of files; it is a collection of references *to* files, which you organize in the context of your project. You can group Browser items in bins, which are similar to folders. The Browser's scrollable columns provide information about your files.

#### The Tool Palette

The Tool palette contains tools for selecting and manipulating items in the Timeline and Canvas.

#### Log and Capture/Transfer

To collect your source material together and store it on disk, you use the Log and Capture window or Log and Transfer Window.

## Preferences

When you need to change various options and settings in Final Cut Pro, use Preferences, available in the >Edit menu.

## Sequence Settings

You can modify the group of settings specific to an individual sequence by choosing Sequence Settings from the Sequence menu.

## Navigating by Entering New Timecodes

You can move the playhead around in a clip by entering a new timecode into the right-hand playhead position box in the Canvas or Viewer. You don't need to click in the box to begin entering a new timecode, just type the numbers.

## Window arrangements and controls

- Sizing – how to change, how to restore, how to create favorites.
- If you close the viewer window, re-open under “window” or double click sequence in bin for Canvas and Timeline windows. Or just go to “arrange”.
- Hover to reveal notes and resizing.
- Control click in window for popup commands/info.
- Browser view style options – list, icon (can change these using CTRL click in window)

## Editing

### Browser Organizing

Once your media has been inserted into the browser, you can organize using:

Bins – folders for clips, audio, pix

Subclips – very useful if you import large clips containing multiple shot you need to break up  
choose “Modify” > “Make Subclip” (or easier Command+U) to create a subclip for every individual shot.

Markers – Also very useful way to indicate where you may want to start and stop a clip or to take notes on where important things happen in your clips.

### Adding Clips to the Timeline

Four options (maybe more?)

- Drag and drop directly from browser to timeline (note arrow direction)
- Open clip in Viewer, find your in and out points, then either:
  - i. Drag and drop in timeline
  - ii. Click appropriate button on Canvas Window
  - iii. Drag and hover in Canvas Window and drop in appropriate edit type

Find the one you like best.

3 point editing buttons: Insert, overwrite, replace buttons.

### MOST helpful key commands (all available in the menu after the controls, and even the TOOL bar)

i, o = in and out points

j, k, l = reverse, pause, forward (hit repeatedly to go faster!)

m, mm, = markers

Page Up/Page Down keys = move from edit point to edit point in timeline

a = Arrow (regular selection tool)

t, tt, ttt, tttt = Track selection tool

b = Blade tool (razor blade)  
z, zz = Zoom tool  
shift d = delete clip and close gap  
l = link toggle unlink  
s = snap toggle unsnap

### Converting iTunes music (or other mp3 audio) for use in Final Cut (Mac):

You must first re-encode your music track before you can import it into FCE.

- 1) Get your music track into iTunes if it's not already there.
- 2) Right in your iTunes library find the track and right click (or control-click) it and choose "export as AIFF" or "create AIFF version." (depending on your version of iTunes).
- 3) The new track will not show up in the iTunes Library – it adds the new AIFF track to the iTunes Music Folder, so you need to find it. Use spotlight or go into your Music folder. Drag the file from there to your project folder (The file will have the same name as its mp3 counterpart, but will have an .aiff extension).
- 4) Now you can simply drag the AIFF file to the sound bin.

Another easy way to get the file into the correct format:

1. Bring mp3 right into Final Cut.
2. Drag the clip into a new sequence
3. Export > Audio to AIFF
4. Choose Rate: 48kHz, Depth: 16bit
5. Save to your Capture Scratch folder
6. Bring new file back into Final Cut to work with.

### Finishing your film – Export

- 1) Once you're done editing, export your film by selecting file>export>quicktime movie.
- 2) Once in that dialogue box select your project folder as a destination.
- 3) Select "include audio and video" and make sure that "make movie self-contained" is checked.
- 4) This will give you a full res (non compressed) Quicktime movie (same format that you are editing).
- 5) Once it is named with the title and your name (i.e. "The Chase: Mick H-C") and saved in your project folder, you must copy your movie to a flash drive and give it to me for projecting.
- 6) Finally, start a YouTube or Vimeo account and add your self-contained quicktime. In your own blog, add a post with the assignment name, and use the URL from your YouTube or Vimeo account to the post, so we can view your finished film.

Extra FREE help? Ken Stone's Final Cut Pro website, Creative Cow forum. You can also find the actual manual PDF online. Youtube and About.com have some video tutorials as well. Search for your specific question on those sites and see what you can find.