
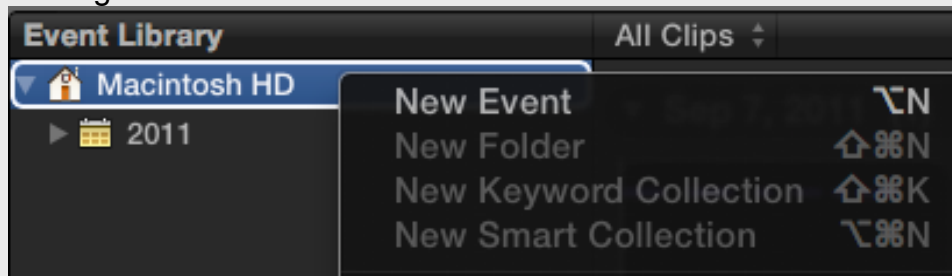




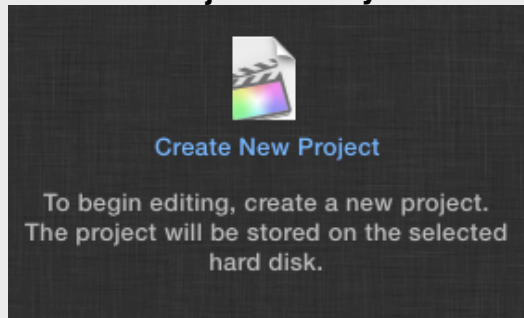
Digital Media Studio Final Cut Pro X Instructions
(Without External Hard Drive)
by Allen Kingsbury

Note: These are the instructions to use if you are without an external hard drive. A hard drive will make managing files in our lab environment much, much easier so it is highly recommended.

1. **Open Final Cut Pro X** by going to the “Applications” folder  in the dock and then click on “Final Cut Pro”.
2. Under the **Event Library** column highlight the **Macintosh HD** and right-click and choose “**New Event**”. Make sure to give the event a name. This will be the folder where your all of video clips will be saved. You can create new events every time you import clips or you can add clips to existing events.



3. Under the **Project Library** column click “**Create New Project**”



In the next window choose the following settings:

Name: Title your project

Default Event: Leave as default

Video Properties: Choose “Custom”


Format: 1080p HD / Resolution: 1440x1080 / Rate: 30p

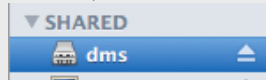
Audio and Render Properties: Use default settings

Click OK

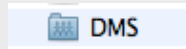
4. **Saving your work**
Final Cut Pro X will automatically save your work after every change you make.

5. **Making your project available for other machines (this step must be done each time you work on your project)**

A) Click on the 'Finder' icon  on the dock and under the shared column on the left, click on the "dms" server icon.



B) Click on DMS folder



C) Locate your user ID within your class folder. Next open a new Finder window, (Go to **File**, the **New Finder Window**) select your Lehigh username under the Places column on the left side and open the **Movies** folder. Then copy and paste the **Final Cut Events and Final Cut Projects folders** to your ID folder on the DMS server.

Since your not using a hard drive you may have to continue work on another machine in case the last on you worked on is being used. So when you return to your project you'll need to copy the **Final Cut Events and Final Cut Projects folders** back down to the **Movies** folder on the new machine. Any other location and the files will not read in Final Cut.

*If you do not have a class folder on the server the Workspace folder is available for backing up work.

6. **Import clips from the camcorder.** Connect your camcorder to the computer using the mini usb cable. The USB connection is on the back of the monitor and the mini usb connection for the camera is on the bottom right side behind a plastic cover.

- Power on the camcorder and press the playback button on the side of the camera behind the LCD screen.
- On the touch panel choose connect to computer/printer.
- In Final Cut Pro X highlight the new event and choose 'Import from Camera'.
- From the capture window you can highlight and select individual clips for import or choose "Import All"
- Check the Transcoding box to "Create optimized media" and click 'Import'.
- Close the capture window when done.
- Optional: Left click on the titles to rename clips in the event library.

7. **Importing additional media files.** To import additional video, pictures, and audio files go to "File" then "Import → Files". You can add them to an existing event or create a new event. Make sure to check the boxes for "copy files to the Final Cut Events folder" under organizing and to create "optimized media" under transcoding. Hold down 'command' to select multiple files at once.

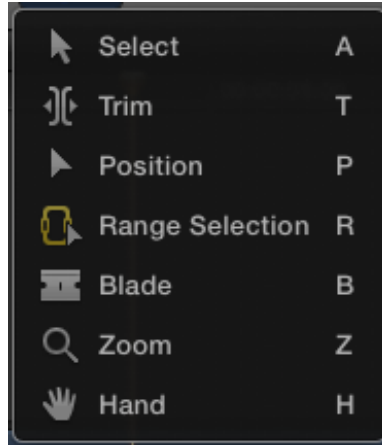
8. Final Cut Pro X Interface

Event Library: this is where your clips are stored.

Timeline: this is where you edit and build your movie.

Canvas: this window previews your video from the event browser and the timeline.

Toolbars: Contain tools for selecting, trimming, cutting clips, and manipulating the timeline.



9. Effects palette

The effects palette is on the bottom right underneath the Canvas. This contains Video Filters, iPhoto library, Music & Sound Effects, Transitions, Text Options, Backgrounds, Themes, and the Inspector.



10. Adding video to timeline from Event Library

Mouse over and highlight a clip in the browser and drag and drop it into the primary storyline track (the dark gray area) of your timeline. This is track 1 which can be used for transitions. *Note: No other track allows video transitions. (see overwriting clips to primary storyline - #24)*

11. Trimming with in and out points in the Event Library.

Before adding video your timeline you can trim the video to add one segment of the clip to the timeline. Highlight and select a clip and press spacebar to preview it. To trim the clip, highlight a specific section using the mouse. Only the part inside the yellow marquee box is selected. For those familiar with past versions of Final Cut you can use “I” for in and “O” for out to mark your in and out points. Mouse over the center of the selection and when you see the hand grabber tool appear its safe to drag and drop that selection into your timeline.

12. Playback in the Timeline

Press spacebar to play video in the timeline. In the Canvas you can also press the play button.

Notice the **playhead marker** (gray arrowhead with a vertical line) coming down from the top of the timeline. This indicates the exact frame you are on and should be moved to the left of the clip you wish to play. To move the playhead left click or left click and drag.

13. Deleting clips

To delete a clip in the timeline, highlight clip and press 'delete' or backspace key on the keyboard. This will close any gaps. If you use the small 'delete x' key located to the right of the backspace key then it leaves a gap with a blank video.



14. Using the selection tool to move clips in the timeline

With the selection tool (a) from the tool palette, highlight a clip in the timeline and left click and hold to move it around. Release to drop the clip. You can change the order of clips in the timeline using the selection tool. If you create a gap you can right click in that space and choose 'close gap'.



15. Making a cut in the Timeline

To split a clip, park the playhead at the desired cut point. Then from the tool palette select the razor blade tool (b). Move the mouse with the razor blade selected to the playhead over the video and it will snap to the line. Left click to perform the cut.

16. Trimming clips in the Timeline

To trim a clip, move the mouse to the front or back edge of a clip and when you see a symbol that looks like this: <[> or this <]>. Click and drag to trim in either direction. Use the playhead as a guide to line up your trim point.

17. Transitions in the Timeline

The common transitions to use are cuts (default) fade in, fade out, and cross dissolve. To do a cross dissolve right click on the timeline in between the two clips you wish to transition. Choose add cross dissolve from the pop-up (or command+t). You can extend or shrink the transition by the trimming the edge of the transition (<]>). A cross dissolve is a fade in or fade out when its not connected to an adjacent clip.

18. Using a 2nd video track

Video track 2 overrides video track 1 and is useful for adding b-roll while keeping your interview audio running in audio track below.

Drag a clip from the event library on top of primary storyline track 1. Park the playhead to assist in lining up your clip. Note: Video on track 2 will automatically be connected to track 1 where you add it. This is called clip connections.

19. To add a title to your video



Click on this icon in the toolbar options above the timeline. Click on a title below to preview it. To add a title on top of video in your movie drag and drop the title above a clip on the timeline. To add it over black video choose a blank space in your timeline. Once the title is in the timeline, highlight it then mouse over the text in the Canvas and double click to change the wording of the text.



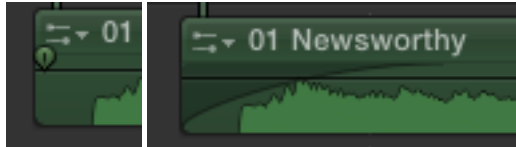
Click on the 'Inspector button' to get more text options such as font, color, and size.

20. Adding music or narration

Import music files from 'File' then 'Import' then 'Files'. Add to a new event or existing event. To move the audio into your timeline highlight the audio clip from the Event Library and drag and drop it below your primary storyline video track. Audio can be trimmed with in and out points before adding it to the timeline (just like video).

21. Controlling volume levels

Highlight an audio track in the timeline and left click and grab the line in the middle. You can raise it 12 decibels (12db) to increase the volume. To do an audio "fade in/fade out" grab the marker at the start of a clip and left-click and drag it to the right to add a (+3db) fade in. Right click on the marker to make it a linear or s-curve fade in.



22. De-linking audio from video

Right click on a video track in the timeline and choose "Detach audio". This will drop the audio track below the primary storyline track. Now if you move the video track the audio track will not follow. Highlight the audio track and press delete to remove it.

23. Clip Connections

Clip connections automatically lock video placed above video track 2 to the primary storyline track 1. This is very useful if you move video track 1 around then track 2,3,4, etc will follow. Be careful deleting content on video track 1 though because any clips connected to the clip on track 1 will be deleted as well.

24. Compounding Connections

Compounding clips will merge all clips together into 1 track on the primary storyline. This is useful to eliminate clutter in the timeline and allows transitions

on track 1. First highlight your clips either by left clicking and dragging a marquee box around all clips or hold down shift and left-click to select each one. Then right-click on one of the selected clips and choose “New Compound Clip”. To add a transition, first make a cut with the razor blade tool (then refer back to step 17). To restore a compounded clip, right-click and choose “Break Apart Clip Items”.

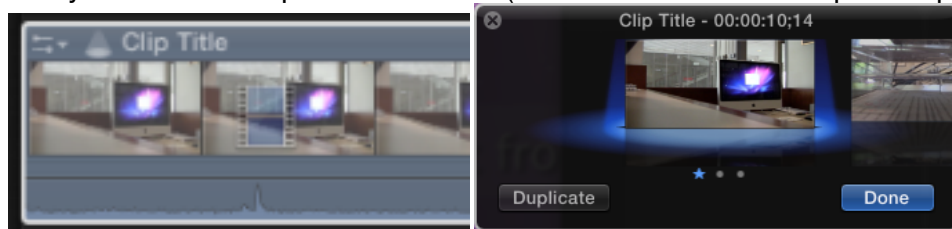
25. Overwrite to Primary Storyline

This is useful if you have one clip on video track 2 and you’d like to overwrite what’s on video track 1. To do this, right-click on the clip on track 2 and choose “Overwrite to primary storyline”.

Remember in order to add a transition to a clip it must be on primary storyline track 1. **Warning:** You can not restore the clip below once it’s merged. Only edit undo will work so make sure you are content before moving on.

26. Clip Auditioning

Clip auditioning is a new feature which allows you to place a bunch of clips inside of 1 clip in the timeline and quickly switch back and forth between the lot to determine which clip fits best. To do this, drag and drop a clip from the event library into another clip on the timeline (You should see a filmstrip icon appear).



Then choose “Add clip to audition from the pop-up menu.

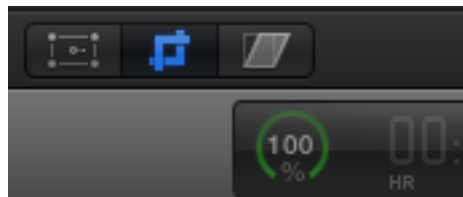
Next click on the spotlight symbol that appears next to the Clip Title and the audition window will pop up. Here you easily switch between the different clips to sample how they look in that section of your movie. Click “Done” to finalize.

27. Adding still images

Go to File’ then ‘Import’ → ‘Files’. You can add it a new event or existing event. Add still images to the timeline the same way you do video clips. Drag and drop the still image from the Event Library to the Timeline.

28. Using Ken Burns effect on still images (medium difficulty)

Start by dragging and dropping a still image from the Event Library into the timeline. Highlight your picture then click on the crop button beneath the Canvas.



Next click on the Ken Burns tab.



Now you'll see two rectangular widescreen boxes to represent the starting and end point of your Ken Burns motion. Just move the boxes around to control position and change their size to adjust scale. What you see in the box is how the image will be cropped in the frame. The arrow in the center indicates the direction in which the motion will occur within the frame.

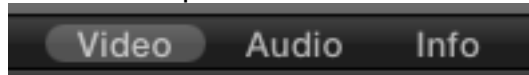
29. Motion on a video clip using keyframes (advanced difficulty)

Motion on a video clip works a little differently than Ken Burns and is a lot harder to do using keyframes. First highlight the clip in the timeline and



then click on the 'Inspector' tab.

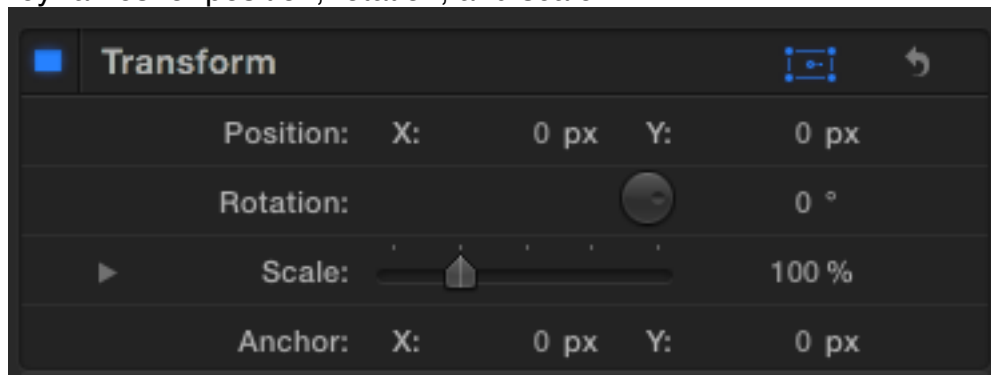
From the Inspector window make sure the Video tab is selected.



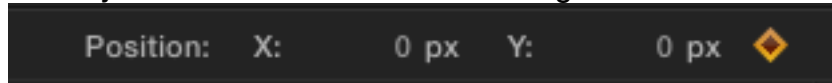
Then click on the "Show" button.

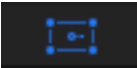


The show button drops down this menu which gives you the ability to set keyframes for position, rotation, and scale.

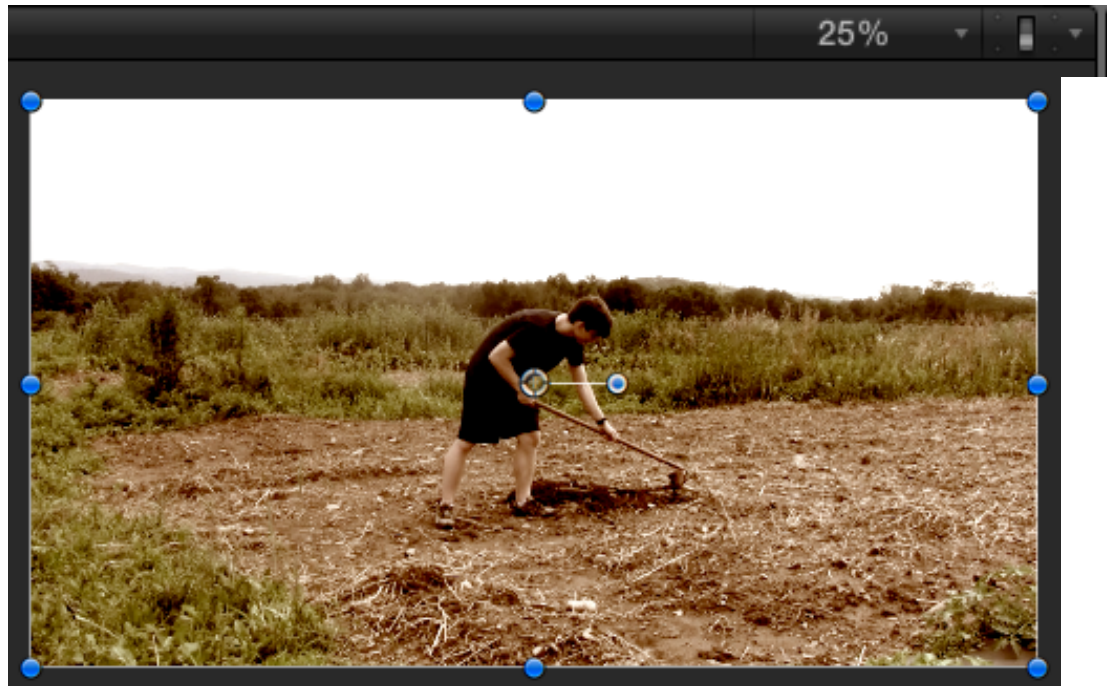


The keyframe button is located to the right of each line.

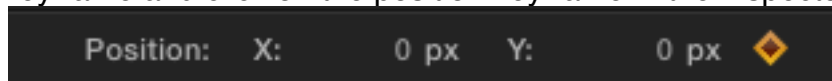


Next hit the grid button  which gives you handles on each side of your video to manipulate the scale and position.


Note: You may wish to scale out to 25% at the top of your Canvas so you can see the blue handles.



Now back within the Canvas you can grab the border of your video clip to change scale, or grab the middle to control positioning, or the blue dot to the right of the middle to control rotation. Set the position for the first keyframe and click on the position keyframe in the inspector.



Then move the playhead to a later part of the same clip and adjust the position for the 2nd keyframe. The 2nd keyframe will be created automatically after you create the first as it detects when a change is made. Scale and position keyframes need to be created separately. To jump between the keyframes you created use the arrow keys next to the

keyframe button.  To delete a keyframe hit the drop down arrow next to the keyframe button and choose "Delete Keyframe".



30. Video Effects

One of the last steps to finish your project may be to colorize it to give the video a consistent look. To add a video effect highlight a clip in the timeline then click the video effect button. Select an effect to preview how it will look. To apply the effect left click and drag it onto the clip in the timeline.

Finishing your Final Cut project

31. Exporting to DVD

Go to the top menu and click on “Share”
Then DVD.

For Options you can change the following:

Output device: default

Layers: Automatic or single layer

Disc template: default

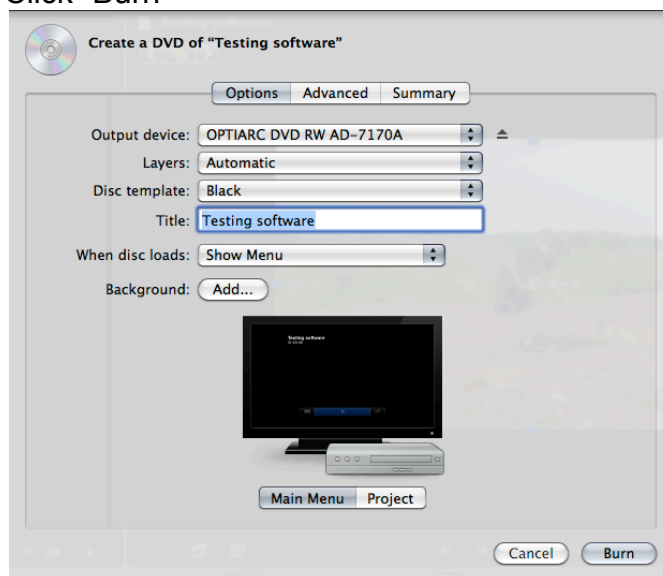
Title: Your movie name

When disc loads: Either Show Menu or Play movie immediately

Background: Browse for a picture to add as the background to personalize your menu.

Insert a blank DVD-R

Click “Burn”



32. Exporting back to a high resolution QuickTime file

Go to 'Share' at the top menu then 'Export Movie'.

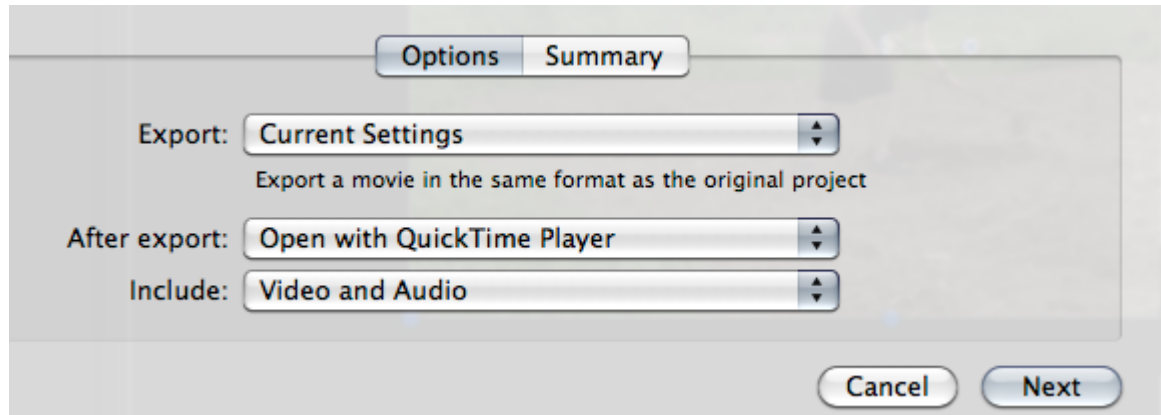
Under options:

Export: Current Settings

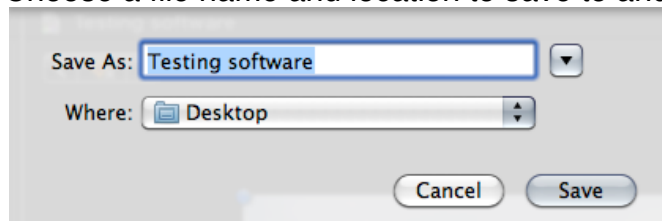
After export: Open with QuickTime Player

Include: Video and Audio

Click "Next"

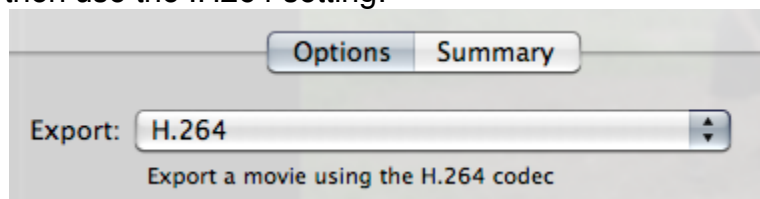


Choose a file name and location to save to and click "Save".



33. Exporting to QuickTime H.264 for the Web (YouTube, iTunes)

Go to 'Share' at the top menu then 'YouTube' to directly upload the movie to your account. If you would like to create the file now and upload later then use the .H264 setting:



Go to 'Share' at the top menu then 'Export Movie'.

Under options:

Export: H.264

After export: Open with QuickTime Player

Include: Video and Audio

Click "Next"

Then choose a file name and location to save to and click "Save".

34. Import QuickTime file into iDVD for DVD authoring (optional)

If you would like to have a more options for DVD menu's then take the high resolution QuickTime file created in step 33 and import it into iDVD in step 35.

Open iDVD from the Finder → then Applications

Select "Create a New Project"

For Aspect Ratio select Widescreen (16:9)

Select a Menu from the drop down list on the right.

Go to 'File' then 'Import' then 'Video'

Select the file (from step 33) from your computer and click 'Import'.

Change the iDVD title and movie title to read 'Play'

(Optional) Drag & drop an image from the desktop into the iDVD drop zone.

Click the Burn button (located directly to the right of the Play button.

Insert a blank DVD-R.